

## Twelve Fighting Styles for Carcosa

**Rules:** When creating a Fighter from Carcosa, roll 1d6 on the Fighting Style Table and receive that fighting style. The remaining fighting styles are still known to some NPC's in the world and can be learned through training.

1. **Blind God's Rage:** You can only select this fighting style if you already had Press selected, and you have just killed an opponent: +4 to hit, +1d4 to damage, -4 to AC.
2. **Wind-Blasted-Eyes:** You may select this fighting style concurrently with another fighting style. When you take the aim action in combat you can keep your DEX modified AC. If your aimed attack roll misses, you may roll to hit a second time.
3. **The Warp Dance:** You must spend 2 rounds dancing and chanting. After you complete your ritual. Your body begins to contort and transform in monstrous ways, this process takes 1 painful round. Once your transformation is complete, any armor you are wearing is destroyed, and you gain +3 HD, +2 to Hit, +2 AC, two unarmed attacks (Rip and Tear/Bite 1d10/1d6), and 30' of movement speed. When you are hit, you lose your new HP before your default HP. It takes 2 rounds to transform back to normal, and can only be done after a round in which you have not been hit in combat. You require twice as much food and water on a day you transform.
4. **Upon a Beast:** You may select this fighting style concurrently with another fighting style. When you are mounted on a riding beast, +1 to hit, as well as the ability to make the mount attack on your initiative, even without war-training. You do not receive a reduced AC when making a mounted charge.
5. **Defender of Mankind:** This fighting style provides an identical bonus to Defensive Fighting. When a human being is hit within 10' of you, you can leap in front of the blow, taking all the damage of the strike. If your next attack targets the original aggressor, you gain +6 to hit and +1d8 damage.
6. **The Drinker of Blood:** -3 to hit, -3 damage and -3 AC. Each time you land a hit, all bonuses increase by 1 to a maximum of +10. Each time you miss a hit, all bonuses decrease by 1, to a minimum of the default.
7. **Twists-Like-Grass:** You are like the reed in the wind! While this fighting style is selected you gain +2 AC, and +2 to your sneak attack and stealth skills.
8. **Snakebite:** When you have this fighting style selected, you may make an additional attack at +3 once per encounter. If this attack hits, the target must make a save against poison or be afflicted with poison. The type of poison is determined by the diet your character has been eating recently, time to go hunting for scorpions! (If you need a default poison, I would recommend one that causes 1 damage per turn until the save is passed)

- 9. As a Deep One:** You may select this fighting style concurrent with another fighting style. You may breathe underwater for ten minutes, you receive no penalties for melee fighting while underwater, you gain a +2 bonus to all saving throws while underwater.
- 10. The Hands of Man:** When you have this fighting style selected, and you do not have a weapon equipped, you may make two attacks on your turn in combat utilizing your hands and feet, each dealing 1d6 damage. All of the potential advantages and disadvantages of attacking with your limbs apply in this situation (I.E your hands and feet are not magical!). You may have this fighting style selected simultaneously with Press or Defensive Fighting.
- 11. Furious Blow:** If you select this fighting style, your first blow in combat is made at a +6, and deals double damage if it hits. You cannot select another fighting style until the end of the encounter.
- 12. Eyes of the All-Seer:** This fighting style confers no bonuses or penalties. When you are killed or knocked unconscious while this fighting style is selected, time is moved back to the last time you acted in combat, with your untimely death having only been an unfortunate vision. This ability works once per day. Note that this will not necessarily save you from death, although the GM is encouraged to give the player a sporting chance.

## Twelve Incantations for Carcosa

**Rules:** When creating a Sorcerer from Carcosa, roll 1d12 on the Incantation Table and receive that fighting style. The remaining incantations are still known to some NPC's in the world and can be learned through training and study.

Magic-Users may also learn incantations, save for **The Keyless Gate** this incantation is only possible thanks to the unique DNA structure of Carcosan Humans, who were modified specifically to serve as sacrifices in summoning and other rituals.

1. **The Black Name of Azathoth:** The sorcerer points at a foe and shouts a single syllable of Great Azathoth's true name. The creature must make a save vs magic to avoid instant death. If the creature passes its save vs magic, the sorcerer must make their own save vs magic or else die instantly.
2. **Song of the Great Dreamer:** If the sorcerer spends an entire evening awake and spends 1 hour in deep meditation (Save vs Paralyze to not accidentally fall asleep). He may sing the delirious song of dreaming Cthulhu until the next time he goes to sleep. When sung in battle, the song so disquiets the sorcerer's enemies (and possibly allies) that their morale is decreased by 2 so long as the Sorcerer is singing the song. Singing the song can also make the servants of Cthulhu pause in their attacks for a number of rounds equal to the singer's level, or until they are attacked. Once the sorcerer loses the ability to sing the song there's a 1/6 chance that a group of deep ones or cthulhu cultists will be compelled to seek the party out and sacrifice them to the Great Dreamer.
3. **Ithaqua's Breath:** After spending three rounds performing the necessary prayers. The Sorcerer can inhale a great chest full of air and expel it as a freezing breath weapon in a 20' cone, enemies must save vs breath weapon or else take 2d6 damage, reduce their speed to ½ and receive -1 AC. The sorcerer will move at half speed and have -1 AC until he can spend an hour or so resting by a fire.
4. **The Mask of Slaves:** This incantation imparts a Mercurial nature to your face. Once a day, you can spend ten minutes molding your features like clay. This change is enough to disguise yourself as another person, or make yourself more attractive or more horrific. Any effects imparted by changing your face last for three hours. Every day you have a ½ chance of your face having randomly changed in the night. This change lasts the whole day.
5. **The Keyless Gate:** As per the *Summon* spell in the core rulebook. Carcosan Sorcerers cast this spell as a magic-user of the same level, and can cast it a number of times per day equal to their sorcerer level. If the caster takes a particular liking to the creature he has

summoned. He may undertake magical research in order to determine a specific ritual for summoning more like it.

- 6. The Dread Name of Hastur:** The Caster stamps his feet once and calls out Hastur's dread name three times. The Sorcerer then must save vs magic with a -1 penalty for each time he has cast this incantation in the past 111 days. If he passes, roll on the following table. If he fails, roll on the following table +30

1-30	Nothing Happens: Hastur does not heed your call.
31-60	Nightgaunt Summon: 2d3 Nightgaunts, the servants of Hastur, descend from the void and enter the fray. +2 to the reaction roll. Normal rules regarding controlling Nightgaunts apply. They tend to remain with the caster for 22 hours before departing.
61-70	Make a save vs magical device. If you pass, choose a single human being present. If you fail, a human within sight of the sorcerer is randomly selected. This character must save vs magical device or be afflicted with the immovable curse. Becoming unable to move but fully conscious. Seek magical help.
71-90	Visions of The City: A boon of knowledge! For 1d6 rounds you seize and sputter as your mind wanders the hallowed halls of Carcosa. You may or may not receive information relevant and useful to your current or future situation.
90-100	Hastur has seen you! And he is displeased! 2d6 Nightgaunts descend from the void and attack all present!
101-115	The Repairer of Reputations: You have offended Hastur with your request, and he brands you with his

	<p>mark. You will be a pariah to those who worship Hastur, The Nightgaunts will torment you, and the Blue Priests will try to kill you if they see it. However some say that the Yellow Mark of Hastur can be a gateway to further power...</p>
116-125	<p>The Mask: There will be no more calls from you. Hastur seals a bone-white mask to your face. You lose the ability to call for Hastur's aid. All the difficulties of having a mouthless mask sealed to your face follow. Removing it without killing the bearer (8d6 damage) is unlikely, and magical help is necessary to do so.</p>
126-130	<p>A Fitting Doom: A horde of Nightguants descends from the heavens and carry you off to Carcosa. Sorcerer is removed from play.</p>

7. **The Mighty Name of Cthugua:** The sorcerer hefts a hot stone or coal, and cries out the Mighty Name of Cthugua before tossing the stone at his target. The Sorcerer takes one damage and rolls a ranged attack roll against the target. If the projectile connects the target must make a save against a magical device or burst into flames, as per the "burning oil" rules in the core rulebook. If the projectile misses, then a random creature in the immediate vicinity bursts into flames instead.
8. **Language of the Great Race:** This Incantation allows the sorcerer to communicate perfectly with a single creature that he can see. To use this incantation, the sorcerer must spend four rounds chanting prayers to the "Great Keepers Mi-Go Archives" and place an oiled blindfold over his eyes. After this process, the Sorcerer will be able to perfectly communicate with the creature he targeted so long as he wears the blindfold. Not that perfect communication does not necessarily mean that the sorcerer and his target will be able to find any common ground, or that his mind will be entirely unscathed by the attempt (imagine "communicating perfectly" with Dagon, or a hyper-advanced alien A.I!)
9. **Flesh is Fluid:** If your character takes off all of his clothes, and spends three rounds praying and stretching, his bones disappear and he becomes an amorphous blob of liquid muscle and skin. Such an ability may be employed in a variety of ways, from flowing under doorways or through cracks, smothering opponents or hiding in small spaces. The

effect lasts for a number of turns per sorcerer level, or until the character decides to end the incantation, which takes six rounds of painful reconstitution. And woe to the sorcerer who begins to return to normal while wedged within a crack in the wall!

**10. Void-Calling:** Call to the void, and something answers!

**11. The Vile Name of Shub-Niggurath:** The Sorcerer performs a vulgar ritual dance for four rounds and ecstatically calls out the Vile Name of Shub- Niggurath, then the Black Goat of the Woods may see fit to gift her supplicant with one of the traits of her children. The sorcerer may make any number of saving throws against poison, declaring the amount they will roll before beginning. For each successful save, they may receive a random trait from one of the following tables from the “Spawn of Shub-Niggurath” generation tables; Table 3, Table 4, Table 4a, Table 5, Table 12 or Table 13. For every failed save he must receive a random monster trait from one of the following tables; Table 6, Table 7, Table 8, Table 9, Table 10, or Table 11. These alterations last for 1d6 weeks, and the sorcerer is free to use this incantation again or any other incantation they are physically able to perform. If the sorcerer ever fails a saving throw and receives a monster trait that would give them more traits than they have sorcerer levels, they must make a saving throw against magic or immediately degenerate into a mindless spawn, who will violently lash out at any creatures near them.

**12. Spear of Many Colors:** This incantation grants the sorcerer a powerful weapon of interplanetary origin. If the sorcerer falls to his knees, holds his hands to the sky and spends two rounds crying out ancient formulae, then a great spear or shimmering color will descend slowly from the heavens and into the sorcerer's hands. The spear takes two hands to hold and deals 1d12 damage each attack, the spear can also be thrown using the same range bands as a heavy crossbow, and reappears in the sorcerer's hand the next round. Each attack also has a random effect based upon the spears color, which is either random, or selected by the sorcerer if they successfully pass a save against a magical device during the incantation. The spear remains in the sorcerer's possession for a number of rounds equal to two rounds plus two rounds for each sorcerer level. Upon the conclusion of the incantation, the spear ascents rapidly back to the outer dark, draining the sorcerer of 1d6 hit points as it does.

Color and Die Roll	Effect
<b>Black (1)</b>	When thrown, the spear splits into 1d4 copies of itself which can strike the same or separate targets so long as each additional target would have been hit by the original to-hit roll.
<b>Blue (2)</b>	The sorcerer gains a flying speed equal to

	twice his walking speed while the spear is summoned.
<b>White (3)</b>	The spear deals an additional 1d4 damage due to intense burning. The spear also immediately sets any Spawn of Shub-Niggurath on fire.
<b>Brown (4)</b>	Those struck with the spear become transfixed by it, being unable to move for 1d3 rounds. This does not affect creatures without eyes, or creatures that cannot see color.
<b>Dolm (5)</b>	The casting sorcerer receives half of the damage he deals as healing.
<b>Green (6)</b>	The target of the spear must make a save against poison or begin to be devoured from within by thousands of multicolor insects, taking 1d6 damage each round.
<b>Jale (7)</b>	If the target of the spear is a Sorcerer, then the spear deals an additional 4d6 damage and leaves a permanent Jale-colored scar.
<b>Orange (8)</b>	When you strike a creature with the spear, they must make a saving throw against breath weapon or be struck by lightning! If a creature is struck by lightning, the sorcerer must make a saving throw against magical device or the spear returns to the heavens on a wave of electricity.
<b>Purple (9)</b>	The target must make a saving throw against a magical device or immediately fall unconscious.
<b>Red (10)</b>	When you strike a spawn of Shub-Niggurath with the spear, the creature must make a saving throw against magic and take 3d8 damage on a failed save or 1d8 damage on a successful save.
<b>Ulfire (11)</b>	The target must make a save against a magical device or have any metal on their

	person dissolve into rust.
<b>Yellow (12)</b>	When you strike a servant of Nyarlathotep with the spear, they must make a saving throw against a magical device or be banished to Carcosa.