



DREAM PHONE

of Cthulhu

PREMISE

In *Dream Phone of Cthulhu*, it's the '20s, and you are performing a seance to contact the alluring and terrifying gods beyond the veil.

There have been signs and portents that your group has drawn the attention, and admiration, of a deity from the Cthulhu Mythos. How exciting and terrifying! Through an occult source, you have acquired an Accursed Phone Book. This seemingly plain phone book contains numbers in the directory that connect to the Old Ones, but you don't know which is which. To find out, you need to make some calls.

As a player, your goal is to guess the secret admirer's identity, based on a series of phone calls to random gods. The admirer deity is cautious to reveal themselves - all of their previous relationships have ended... poorly, and they're not sure which of you has the fortitude to meet them. The player who guesses correctly first, wins, and then the deity comes for them.

You as players are not playing to win, but your characters are. You're vying for the secret admirer's attention, and one of you will be smart and lucky enough to get it. Celebrate your failures and successes in character. One player will roleplay as all of the deities. Games are short, allowing for players to play different roles over multiple rounds.

SET-UP

You can play *Dream Phone of Cthulhu* through any group chat that supports audio calls and renaming people, such as WhatsApp, Telegram, Messenger, or Discord. During the game, you mostly chat via text, and only initiate audio during the initial seance roleplay, and calls with the deities.

One select player roleplays as all deities on the other end of the line, and secretly chooses a Phone Book for the game. This will determine which god is the Secret Admirer for that round, and the phone numbers and charm techniques for each god.

The other players will select an archetype, and note their phobia. All players should rename themselves in chat to their corresponding character titles.

Archetypes:

THE FLAPPER

You have an eye for fine things, and the power of the Old Ones. **Phobia:** Blood

THE BOOTLEGGER

You're just looking for a leg up on the competition - rum running ain't easy!
Phobia: Many eyes

THE JOURNALIST

You want to get the scoop on just who these Old Ones think they are. **Phobia:** Water

Archetypes continued:

THE RESEARCHER

You have ink stains on your hands and arcane languages on your tongue.

Phobia: Fire

THE SPIRITUALIST

You're an expert in magic and mystery, and have your herbs and candles ready.

Phobia: Tentacles

GLOBE-TROTTING MAGNATE

You've been around the world, but have never stepped beyond. Must be a real humdinger!

Phobia: Caves

 Come up with your own character if you'd like, just make sure to pick a phobia from the archetypes above!

Phil

I totally want to play a rum rummer.

Sophie

I definitely want to play the spooky gods.

[Phil has renamed themselves Bootlegger]

[Sophie has renamed themselves Deities]

Alex

Okay, I want to be a spiritualist.

OoooOOoooOOO 🧛

Jess

I'll be the flapper.

[Alex has renamed themselves Spiritualist]

[Jess has renamed themselves Flapper]

Deities

Everyone ready?

Flapper

I'm ready to communicate with the beyond.

Spiritualist

I have prepared my herbs. 🧙

Bootlegger

🍷 The feds are off my case for tonight!

PHOBIAS, MADNESS, AND SECRETS

Each player character has a particular phobia, an aesthetic weakness. If you end up on a call with a deity that manifests this phobia, you are stricken with one madness token. Losing a bit of your sanity compels you to immediately reveal a dark secret, whether you're on the phone with a god, or in chat with the other players.

If a player ever gets 3 madness tokens, then you're gone completely mad. You can still chat, but you can no longer make calls and your turns are skipped.

PLAY

- 1 STARTING THE SEANCE:** Begin with a group call to get the seance started. **Here the players can introduce themselves in character, and each give a reason why they're participating in the seance.** Next, determine a turn order to make phone calls - this could go by age, alphabetical name order, etc. The deity player may silently listen. Switch off the group call once ready - from now on calls will only occur when calling deities.
- 2 DIALING A GOD:** On a player's turn, choose a phone number from the Accursed Phone Book, and type that number into the chat. Initially, you will not know which phone number connects to which deity.

ACCURSED PHONE BOOK NUMBERS

FOR 4141	BRY 5409	BRY 3231	COR 0940
RIV 0570	SCH 2861	JOH 1635	RED 8004
BAR 5786	HAR 2402	SPR 7224	JOH 4747
GRE 5141	SCH 6347	STU 0717	AUD 1520
PLA 4226	INT 2925	SCH 2493	COL 4826

In '20s New York City, phone numbers are 3 letters, and 4 numbers.

- 3 STARTING A CALL:** The deity player will then look up the phone number to see which god should answer, and initiate a group call. The other players are allowed to listen in silently to every call.

Flapper
Calling INT 2925...

[Deities has started an audio call]
- 4 THE OPENER:** The deity introduces itself with its name and epithet.

If the deity manifests the caller's specific phobia, the caller receives +1 madness token and must immediately reveal a secret.

HOW TO CHARM AN UNKNOWN ENTITY

Each deity has only one style of charming that works on them: flattery, humour, or small talk. After the deity introduces itself, it is your turn to attempt to charm them. If you're trying flattery, compliment the deity. If you're trying humour, tell a joke. If you're trying small talk, gab on about whatever you'd like. You can use the art showing the deity as inspiration when charming them.

- 5 CHARMED, I'M SURE:** The caller tries to charm the deity, using flattery, humour, or small talk.

If the caller is using the wrong technique, the deity should inform them. They get one more attempt to charm the deity using a different technique.

On two charm failures, the player receives +1 madness token, must reveal a secret, and then the deity hangs up. Anyone can call this deity again on a later turn.

Flapper

Cthulhu didn't fall for my charms, but I'm the bee's knees!

Bootlegger

Maybe you're losing your edge

Spiritualist

My turn next. I'm an expert in magic and mystery, I can small talk an answer out of the great Old One.

Calling INT 2925

[Deities has started an audio call]

- 6 THE QUESTION:** If the caller succeeds in charming the deity, the deity is pleased, and will answer one yes/no question about the Admirer.

This deity will then provide no more useful information, so there's no point in any player calling them again.

 The deity's answer may pertain to the art, i.e. "Does my Admirer have feet?" and the deity could say "Your Admirer has no visible feet."

- 7 SUMMONING A DEITY:** On a player's turn, they may guess who the Admirer is by typing into the chat:

[God Name], I summon thee!

If you guess wrong: the deity you summoned is insulted and you immediately get +3 madness tokens. The correct Secret Admirer is not yet revealed.

Deities

You have been stricken with madness!

If you guess right: the deity will call, and take you right then and there. Feel free to scream in delight and horror. The game is now over.

FOR DEITIES ONLY

You'll play your part of the game by using one of the phone book tables on pgs 5-8. At the beginning of the game, randomly choose one of the tables - you can roll a d20 if that's easiest. Don't reveal to the players which one you chose.

Deities always initiate group calls - this will give you time to look up the number and call when you're ready.

 If the players happen to call the Secret Admirer Deity, don't reveal it's you! You are mysterious and incomprehensible to mere humans, and would not give that information away until properly summoned.

Use the personality traits listed for optional inspiration when roleplaying deities:

Conniving - up to something nefarious

Fearful - cautious and wary of your flimflam

Grumpy - a real bearcat!

Distracted - something's bothering them

Impostor - thinks they might not be a deity

Jazzy - having a great, relaxed time

Moody - feeling a bit down

Polite - considerately aware of people's needs

Snooty - thinks they're the Big Cheese

Sleepy - lacking energy

Players, your Secret Admirer is one of these deities (listed in alphabetical order)

ACCURSED
PHONE
BOOK
NUMBERS:

AUD 1520

BAR 5786

BRY 3231

BRY 5409

COL 4826

COR 0940

FOR 4141

GRE 5141

HAR 4202

INT 2925

JOH 1635

JOH 4747

PLA 4226

RED 8004

RIV 0570

SCH 2493

SCH 2861

SCH 6347

SPR 7224

STU 0717



Abthoth
The Source of Uncleanliness



Atlach-Nacha
Spinner in Darkness



Azathoth
The Blind Idiot God



Cthulhu
The Great Dreamer



Ghatanothoa
The Thing on the Mount



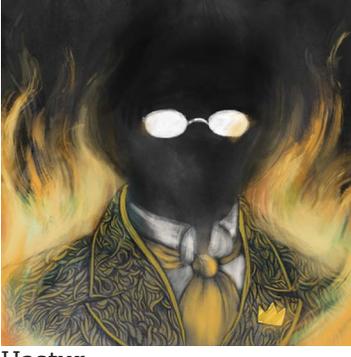
Gloon
Master of the Temple



Gobogeg
The Twice-Invoked



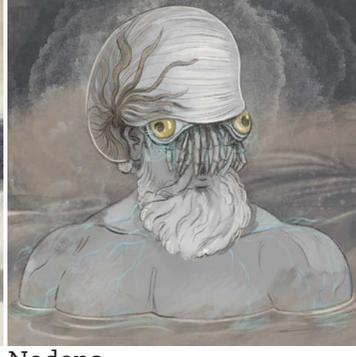
Gol-goroth
God of the Black Stone



Hastur
The King in Yellow



Iod
The Shining Hunter



Nodens
Lord of the Great Abyss



Nug and Yeb
The Twin Blasphemies



Nyarlathotep
The Crawling Chaos



Nyogtha
Haunter of the Red Abyss



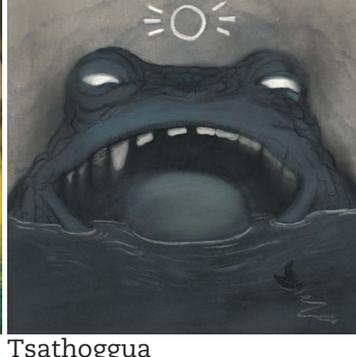
Rlim Shaikorth
The White Worm



Shub-Niggurath
Black Goat of the Woods



Sebek
The Crocodile God



Tsothoggua
Sleeper of N'kai



Yig
Father of Serpents



Yog-Sothoth
The Lurker at the Threshold

ACCURSED PHONE BOOKS FOR DEITIES

- choose one at random or roll a d20 -

(1)

Number:	Deity	Personality	How To Charm
AUD 1520:	Abboth.....	Conniving.....	flattery
BAR 5786:	Atlach-Nacha.....	Grumpy.....	small talk
BRY 3231:	Azathoth.....	Moody.....	humour
BRY 5409:	Cthulhu.....	Sleepy.....	flattery
COL 4826:	Ghatanothoa.....	Fearful.....	small talk
COR 0940:	Gloon.....	Jazzy.....	humour
FOR 4141:	Gobogeg.....	Snooty.....	flattery
GRE 5141:	Gol-goroth.....	Distracted.....	small talk
HAR 4202:	Hastur.....	Impostor.....	humour
INT 2925:	Iod.....	Polite.....	flattery
JOH 1635:	Nodens.....	Conniving.....	small talk
JOH 4747:	Nug and Yeb.....	Grumpy.....	humour
PLA 4226:	Nyarlathotep.....	Moody.....	flattery
RED 8004:	Nyogtha.....	Sleepy.....	small talk
RIV 0570:	Rlim Shaikorth.....	Fearful.....	humour
SCH 2493:	Shub-Niggurath.....	Jazzy.....	flattery
SCH 2861:	Sebek.....	Snooty.....	small talk
SCH 6347:	Tsathoggua.....	Distracted.....	humour
SPR 7224:	Yig.....	Impostor.....	flattery
STU 0717:	Yog-Sothoth.....	Polite.....	small talk

(2)

Number:	Deity	Personality	How To Charm
AUD 1520:	Atlach-Nacha.....	Distracted.....	humour
BAR 5786:	Azathoth.....	Impostor.....	flattery
BRY 3231:	Cthulhu.....	Polite.....	small talk
BRY 5409:	Ghatanothoa.....	Conniving.....	humour
COL 4826:	Gloon.....	Grumpy.....	flattery
COR 0940:	Gobogeg.....	Moody.....	small talk
FOR 4141:	Gol-goroth.....	Sleepy.....	humour
GRE 5141:	Hastur.....	Fearful.....	flattery
HAR 4202:	Iod.....	Jazzy.....	small talk
INT 2925:	Nodens.....	Snooty.....	humour
JOH 1635:	Nug and Yeb.....	Distracted.....	flattery
JOH 4747:	Nyarlathotep.....	Impostor.....	small talk
PLA 4226:	Nyogtha.....	Polite.....	humour
RED 8004:	Rlim Shaikorth.....	Conniving.....	flattery
RIV 0570:	Shub-Niggurath.....	Grumpy.....	small talk
SCH 2493:	Sebek.....	Moody.....	humour
SCH 2861:	Tsathoggua.....	Sleepy.....	flattery
SCH 6347:	Yig.....	Fearful.....	small talk
SPR 7224:	Yog-Sothoth.....	Jazzy.....	humour
STU 0717:	Abboth.....	Snooty.....	flattery

(3)

Number:	Deity	Personality	How To Charm
AUD 1520:	Azathoth.....	Fearful.....	small talk
BAR 5786:	Cthulhu.....	Jazzy.....	humour
BRY 3231:	Ghatanothoa.....	Snooty.....	flattery
BRY 5409:	Gloon.....	Distracted.....	small talk
COL 4826:	Gobogeg.....	Impostor.....	humour
COR 0940:	Gol-goroth.....	Polite.....	flattery
FOR 4141:	Hastur.....	Conniving.....	small talk
GRE 5141:	Iod.....	Grumpy.....	humour
HAR 4202:	Nodens.....	Moody.....	flattery
INT 2925:	Nug and Yeb.....	Sleepy.....	small talk
JOH 1635:	Nyarlathotep.....	Fearful.....	humour
JOH 4747:	Nyogtha.....	Jazzy.....	flattery
PLA 4226:	Rlim Shaikorth.....	Snooty.....	small talk
RED 8004:	Shub-Niggurath.....	Distracted.....	humour
RIV 0570:	Sebek.....	Impostor.....	flattery
SCH 2493:	Tsathoggua.....	Polite.....	small talk
SCH 2861:	Yig.....	Conniving.....	humour
SCH 6347:	Yog-Sothoth.....	Grumpy.....	flattery
SPR 7224:	Abboth.....	Moody.....	small talk
STU 0717:	Atlach-Nacha.....	Sleepy.....	humour

(4)

Number:	Deity	Personality	How To Charm
AUD 1520:	Cthulhu.....	Grumpy.....	flattery
BAR 5786:	Ghatanothoa.....	Moody.....	small talk
BRY 3231:	Gloon.....	Sleepy.....	humour
BRY 5409:	Gobogeg.....	Fearful.....	flattery
COL 4826:	Gol-goroth.....	Jazzy.....	small talk
COR 0940:	Hastur.....	Snooty.....	humour
FOR 4141:	Iod.....	Distracted.....	flattery
GRE 5141:	Nodens.....	Impostor.....	small talk
HAR 4202:	Nug and Yeb.....	Polite.....	humour
INT 2925:	Nyarlathotep.....	Conniving.....	flattery
JOH 1635:	Nyogtha.....	Grumpy.....	small talk
JOH 4747:	Rlim Shaikorth.....	Moody.....	humour
PLA 4226:	Shub-Niggurath.....	Sleepy.....	flattery
RED 8004:	Sebek.....	Fearful.....	small talk
RIV 0570:	Tsathoggua.....	Jazzy.....	humour
SCH 2493:	Yig.....	Snooty.....	flattery
SCH 2861:	Yog-Sothoth.....	Distracted.....	small talk
SCH 6347:	Abboth.....	Impostor.....	humour
SPR 7224:	Atlach-Nacha.....	Polite.....	flattery
STU 0717:	Azathoth.....	Conniving.....	small talk

(5)

Number:	Deity	Personality	How To Charm
AUD 1520:	Ghatanothoa.....	Impostor.....	humour
BAR 5786:	Gloon.....	Polite.....	flattery
BRY 3231:	Gobogeg.....	Conniving.....	small talk
BRY 5409:	Gol-goroth.....	Grumpy.....	humour
COL 4826:	Hastur.....	Moody.....	flattery
COR 0940:	Iod.....	Sleepy.....	small talk
FOR 4141:	Nodens.....	Fearful.....	humour
GRE 5141:	Nug and Yeb.....	Jazzy.....	flattery
HAR 4202:	Nyarlathotep.....	Snooty.....	small talk
INT 2925:	Nyogtha.....	Distracted.....	humour
JOH 1635:	Rlim Shaikorth.....	Impostor.....	flattery
JOH 4747:	Shub-Niggurath.....	Polite.....	small talk
PLA 4226:	Sebek.....	Conniving.....	humour
RED 8004:	Tsathoggua.....	Grumpy.....	flattery
RIV 0570:	Yig.....	Moody.....	small talk
SCH 2493:	Yog-Sothoth.....	Sleepy.....	humour
SCH 2861:	Abboth.....	Fearful.....	flattery
SCH 6347:	Atlach-Nacha.....	Jazzy.....	small talk
SPR 7224:	Azathoth.....	Snooty.....	humour
STU 0717:	Cthulhu.....	Distracted.....	flattery

(6)

Number:	Deity	Personality	How To Charm
AUD 1520:	Gloon.....	Jazzy.....	small talk
BAR 5786:	Gobogeg.....	Snooty.....	humour
BRY 3231:	Gol-goroth.....	Distracted.....	flattery
BRY 5409:	Hastur.....	Impostor.....	small talk
COL 4826:	Iod.....	Polite.....	humour
COR 0940:	Nodens.....	Conniving.....	flattery
FOR 4141:	Nug and Yeb.....	Grumpy.....	small talk
GRE 5141:	Nyarlathotep.....	Moody.....	humour
HAR 4202:	Nyogtha.....	Sleepy.....	flattery
INT 2925:	Rlim Shaikorth.....	Fearful.....	small talk
JOH 1635:	Shub-Niggurath.....	Jazzy.....	humour
JOH 4747:	Sebek.....	Snooty.....	flattery
PLA 4226:	Tsathoggua.....	Distracted.....	small talk
RED 8004:	Yig.....	Impostor.....	humour
RIV 0570:	Yog-Sothoth.....	Polite.....	flattery
SCH 2493:	Abboth.....	Conniving.....	small talk
SCH 2861:	Atlach-Nacha.....	Grumpy.....	humour
SCH 6347:	Azathoth.....	Moody.....	flattery
SPR 7224:	Cthulhu.....	Sleepy.....	small talk
STU 0717:	Ghatanothoa.....	Fearful.....	humour

(7)

Number:	Deity	Personality	How To Charm
AUD 1520:	Gobogeg.....	Moody.....	flattery
BAR 5786:	Gol-goroth.....	Sleepy.....	small talk
BRY 3231:	Hastur.....	Fearful.....	humour
BRY 5409:	Iod.....	Jazzy.....	flattery
COL 4826:	Nodens.....	Snooty.....	small talk
COR 0940:	Nug and Yeb.....	Distracted...	humour
FOR 4141:	Nyarlathotep....	Impostor....	flattery
GRE 5141:	Nyogtha.....	Polite.....	small talk
HAR 4202:	Rlim Shaikorth..	Conniving....	humour
INT 2925:	Shub-Niggurath..	Grumpy.....	flattery
JOH 1635:	Sebek.....	Moody.....	small talk
JOH 4747:	Tsathoggua.....	Sleepy.....	humour
PLA 4226:	Yig.....	Fearful.....	flattery
RED 8004:	Yog-Sothoth....	Jazzy.....	small talk
RIV 0570:	Abhoth.....	Snooty.....	humour
SCH 2493:	Atlach-Nacha....	Distracted...	flattery
SCH 2861:	Azathoth.....	Impostor....	small talk
SCH 6347:	Cthulhu.....	Polite.....	humour
SPR 7224:	Ghatanothoa....	Conniving....	flattery
STU 0717:	Gloon.....	Grumpy.....	small talk

(8)

Number:	Deity	Personality	How To Charm
AUD 1520:	Gol-goroth.....	Polite.....	humour
BAR 5786:	Hastur.....	Conniving....	flattery
BRY 3231:	Iod.....	Grumpy.....	small talk
BRY 5409:	Nodens.....	Moody.....	humour
COL 4826:	Nug and Yeb.....	Sleepy.....	flattery
COR 0940:	Nyarlathotep....	Fearful.....	small talk
FOR 4141:	Nyogtha.....	Jazzy.....	humour
GRE 5141:	Rlim Shaikorth..	Snooty.....	flattery
HAR 4202:	Shub-Niggurath..	Distracted...	small talk
INT 2925:	Sebek.....	Impostor....	humour
JOH 1635:	Tsathoggua.....	Polite.....	flattery
JOH 4747:	Yig.....	Conniving....	small talk
PLA 4226:	Yog-Sothoth....	Grumpy.....	humour
RED 8004:	Abhoth.....	Moody.....	flattery
RIV 0570:	Atlach-Nacha....	Sleepy.....	small talk
SCH 2493:	Azathoth.....	Fearful.....	humour
SCH 2861:	Cthulhu.....	Jazzy.....	flattery
SCH 6347:	Ghatanothoa....	Snooty.....	small talk
SPR 7224:	Gloon.....	Distracted...	humour
STU 0717:	Gobogeg.....	Impostor....	flattery

(9)

Number:	Deity	Personality	How To Charm
AUD 1520:	Hastur.....	Snooty.....	small talk
BAR 5786:	Iod.....	Distracted...	humour
BRY 3231:	Nodens.....	Impostor....	flattery
BRY 5409:	Nug and Yeb.....	Polite.....	small talk
COL 4826:	Nyarlathotep....	Conniving....	humour
COR 0940:	Nyogtha.....	Grumpy.....	flattery
FOR 4141:	Rlim Shaikorth..	Moody.....	small talk
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HAR 4202:	Sebek.....	Fearful.....	flattery
INT 2925:	Tsathoggua.....	Jazzy.....	small talk
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RIV 0570:	Azathoth.....	Conniving....	flattery
SCH 2493:	Cthulhu.....	Grumpy.....	small talk
SCH 2861:	Ghatanothoa....	Moody.....	humour
SCH 6347:	Gloon.....	Sleepy.....	flattery
SPR 7224:	Gobogeg.....	Fearful.....	small talk
STU 0717:	Gol-goroth.....	Jazzy.....	humour

(10)

Number:	Deity	Personality	How To Charm
AUD 1520:	Iod.....	Sleepy.....	flattery
BAR 5786:	Nodens.....	Fearful.....	small talk
BRY 3231:	Nug and Yeb.....	Jazzy.....	humour
BRY 5409:	Nyarlathotep....	Snooty.....	flattery
COL 4826:	Nyogtha.....	Distracted...	small talk
COR 0940:	Rlim Shaikorth..	Impostor....	humour
FOR 4141:	Shub-Niggurath..	Polite.....	flattery
GRE 5141:	Sebek.....	Conniving....	small talk
HAR 4202:	Tsathoggua.....	Grumpy.....	humour
INT 2925:	Yig.....	Moody.....	flattery
JOH 1635:	Yog-Sothoth....	Sleepy.....	small talk
JOH 4747:	Abhoth.....	Fearful.....	humour
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RIV 0570:	Cthulhu.....	Distracted...	humour
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SCH 2861:	Gloon.....	Polite.....	small talk
SCH 6347:	Gobogeg.....	Conniving....	humour
SPR 7224:	Gol-goroth.....	Grumpy.....	flattery
STU 0717:	Hastur.....	Moody.....	small talk

(11)

Number:	Deity	Personality	How To Charm
AUD 1520:	Nodens.....	Conniving....	humour
BAR 5786:	Nug and Yeb.....	Grumpy.....	flattery
BRY 3231:	Nyarlathotep....	Moody.....	small talk
BRY 5409:	Nyogtha.....	Sleepy.....	humour
COL 4826:	Rlim Shaikorth..	Fearful.....	flattery
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HAR 4202:	Yig.....	Impostor....	small talk
INT 2925:	Yog-Sothoth....	Polite.....	humour
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PLA 4226:	Azathoth.....	Moody.....	humour
RED 8004:	Cthulhu.....	Sleepy.....	flattery
RIV 0570:	Ghatanothoa....	Fearful.....	small talk
SCH 2493:	Gloon.....	Jazzy.....	humour
SCH 2861:	Gobogeg.....	Snooty.....	flattery
SCH 6347:	Gol-goroth.....	Distracted...	small talk
SPR 7224:	Hastur.....	Impostor....	humour
STU 0717:	Iod.....	Polite.....	flattery

(12)

Number:	Deity	Personality	How To Charm
AUD 1520:	Nug and Yeb.....	Distracted...	small talk
BAR 5786:	Nyarlathotep....	Impostor....	humour
BRY 3231:	Nyogtha.....	Polite.....	flattery
BRY 5409:	Rlim Shaikorth..	Conniving....	small talk
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SPR 7224:	Iod.....	Jazzy.....	small talk
STU 0717:	Nodens.....	Snooty.....	humour

(13)

Number:	Deity	Personality	How To Charm
AUD 1520:	Nyarlathotep...	Fearful.....	flattery
BAR 5786:	Nyogtha.....	Jazzy.....	small talk
BRY 3231:	Rlim Shaikorth..	Snooty.....	humour
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JOH 1635:	Azathoth.....	Fearful.....	small talk
JOH 4747:	Cthulhu.....	Jazzy.....	humour
PLA 4226:	Ghatanothoa....	Snooty.....	flattery
RED 8004:	Gloon.....	Distracted...	small talk
RIV 0570:	Gobogeg.....	Impostor.....	humour
SCH 2493:	Gol-goroth.....	Polite.....	flattery
SCH 2861:	Hastur.....	Conniving...	small talk
SCH 6347:	Iod.....	Grumpy.....	humour
SPR 7224:	Nodens.....	Moody.....	flattery
STU 0717:	Nug and Yeb....	Sleepy.....	small talk

(14)

Number:	Deity	Personality	How To Charm
AUD 1520:	Nyogtha.....	Grumpy.....	humour
BAR 5786:	Rlim Shaikorth..	Moody.....	flattery
BRY 3231:	Shub-Niggurath..	Sleepy.....	small talk
BRY 5409:	Sebek.....	Fearful.....	humour
COL 4826:	Tsathoggua.....	Jazzy.....	flattery
COR 0940:	Yig.....	Snooty.....	small talk
FOR 4141:	Yog-Sothoth....	Distracted...	humour
GRE 5141:	Abhoth.....	Impostor.....	flattery
HAR 4202:	Atlach-Nacha....	Polite.....	small talk
INT 2925:	Azathoth.....	Conniving...	humour
JOH 1635:	Cthulhu.....	Grumpy.....	flattery
JOH 4747:	Ghatanothoa....	Moody.....	small talk
PLA 4226:	Gloon.....	Sleepy.....	humour
RED 8004:	Gobogeg.....	Fearful.....	flattery
RIV 0570:	Gol-goroth.....	Jazzy.....	small talk
SCH 2493:	Hastur.....	Snooty.....	humour
SCH 2861:	Iod.....	Distracted...	flattery
SCH 6347:	Nodens.....	Impostor.....	small talk
SPR 7224:	Nug and Yeb....	Polite.....	humour
STU 0717:	Nyarlathotep...	Conniving...	flattery

(15)

Number:	Deity	Personality	How To Charm
AUD 1520:	Rlim Shaikorth..	Impostor.....	small talk
BAR 5786:	Shub-Niggurath..	Polite.....	humour
BRY 3231:	Sebek.....	Conniving...	flattery
BRY 5409:	Tsathoggua.....	Grumpy.....	small talk
COL 4826:	Yig.....	Moody.....	humour
COR 0940:	Yog-Sothoth....	Sleepy.....	flattery
FOR 4141:	Abhoth.....	Fearful.....	small talk
GRE 5141:	Atlach-Nacha....	Jazzy.....	humour
HAR 4202:	Azathoth.....	Snooty.....	flattery
INT 2925:	Cthulhu.....	Distracted...	small talk
JOH 1635:	Ghatanothoa....	Impostor.....	humour
JOH 4747:	Gloon.....	Polite.....	flattery
PLA 4226:	Gobogeg.....	Conniving...	small talk
RED 8004:	Gol-goroth.....	Grumpy.....	humour
RIV 0570:	Hastur.....	Moody.....	flattery
SCH 2493:	Iod.....	Sleepy.....	small talk
SCH 2861:	Nodens.....	Fearful.....	humour
SCH 6347:	Nug and Yeb....	Jazzy.....	flattery
SPR 7224:	Nyarlathotep...	Snooty.....	small talk
STU 0717:	Nyogtha.....	Distracted...	humour

(16)

Number:	Deity	Personality	How To Charm
AUD 1520:	Shub-Niggurath..	Jazzy.....	flattery
BAR 5786:	Sebek.....	Snooty.....	small talk
BRY 3231:	Tsathoggua.....	Distracted...	humour
BRY 5409:	Yig.....	Impostor.....	flattery
COL 4826:	Yog-Sothoth....	Polite.....	small talk
COR 0940:	Abhoth.....	Conniving...	humour
FOR 4141:	Atlach-Nacha....	Grumpy.....	flattery
GRE 5141:	Azathoth.....	Moody.....	small talk
HAR 4202:	Cthulhu.....	Sleepy.....	humour
INT 2925:	Ghatanothoa....	Fearful.....	flattery
JOH 1635:	Gloon.....	Jazzy.....	small talk
JOH 4747:	Gobogeg.....	Snooty.....	humour
PLA 4226:	Gol-goroth.....	Distracted...	flattery
RED 8004:	Hastur.....	Impostor.....	small talk
RIV 0570:	Iod.....	Polite.....	humour
SCH 2493:	Nodens.....	Conniving...	flattery
SCH 2861:	Nug and Yeb....	Grumpy.....	small talk
SCH 6347:	Nyarlathotep...	Moody.....	humour
SPR 7224:	Nyogtha.....	Sleepy.....	flattery
STU 0717:	Rlim Shaikorth..	Fearful.....	small talk

(17)

Number:	Deity	Personality	How To Charm
AUD 1520:	Sebek.....	Moody.....	humour
BAR 5786:	Tsathoggua.....	Sleepy.....	flattery
BRY 3231:	Yig.....	Fearful.....	small talk
BRY 5409:	Yog-Sothoth....	Jazzy.....	humour
COL 4826:	Abhoth.....	Snooty.....	flattery
COR 0940:	Atlach-Nacha....	Distracted...	small talk
FOR 4141:	Azathoth.....	Impostor.....	humour
GRE 5141:	Cthulhu.....	Polite.....	flattery
HAR 4202:	Ghatanothoa....	Conniving...	small talk
INT 2925:	Gloon.....	Grumpy.....	humour
JOH 1635:	Gobogeg.....	Moody.....	flattery
JOH 4747:	Gol-goroth.....	Sleepy.....	small talk
PLA 4226:	Hastur.....	Fearful.....	humour
RED 8004:	Iod.....	Jazzy.....	flattery
RIV 0570:	Nodens.....	Snooty.....	small talk
SCH 2493:	Nug and Yeb....	Distracted...	humour
SCH 2861:	Nyarlathotep...	Impostor.....	flattery
SCH 6347:	Nyogtha.....	Polite.....	small talk
SPR 7224:	Rlim Shaikorth..	Conniving...	humour
STU 0717:	Shub-Niggurath..	Grumpy.....	flattery

(18)

Number:	Deity	Personality	How To Charm
AUD 1520:	Tsathoggua.....	Polite.....	small talk
BAR 5786:	Yig.....	Conniving...	humour
BRY 3231:	Yog-Sothoth....	Grumpy.....	flattery
BRY 5409:	Abhoth.....	Moody.....	small talk
COL 4826:	Atlach-Nacha....	Sleepy.....	humour
COR 0940:	Azathoth.....	Fearful.....	flattery
FOR 4141:	Cthulhu.....	Jazzy.....	small talk
GRE 5141:	Ghatanothoa....	Snooty.....	humour
HAR 4202:	Gloon.....	Distracted...	flattery
INT 2925:	Gobogeg.....	Impostor.....	small talk
JOH 1635:	Gol-goroth.....	Polite.....	humour
JOH 4747:	Hastur.....	Conniving...	flattery
PLA 4226:	Iod.....	Grumpy.....	small talk
RED 8004:	Nodens.....	Moody.....	humour
RIV 0570:	Nug and Yeb....	Sleepy.....	flattery
SCH 2493:	Nyarlathotep...	Fearful.....	small talk
SCH 2861:	Nyogtha.....	Jazzy.....	humour
SCH 6347:	Rlim Shaikorth..	Snooty.....	flattery
SPR 7224:	Shub-Niggurath..	Distracted...	small talk
STU 0717:	Sebek.....	Impostor.....	humour

(19)

Number:	Deity	Personality	How To Charm
AUD 1520:	Yig.....	Snooty.....	flattery
BAR 5786:	Yog-Sothoth.....	Distracted...	small talk
BRY 3231:	Abhoth.....	Impostor.....	humour
BRY 5409:	Atlach-Nacha.....	Polite.....	flattery
COL 4826:	Azathoth.....	Conniving....	small talk
COR 0940:	Cthulhu.....	Grumpy.....	humour
FOR 4141:	Ghatanothoa.....	Moody.....	flattery
GRE 5141:	Gloon.....	Sleepy.....	small talk
HAR 4202:	Gobogeg.....	Fearful.....	humour
INT 2925:	Gol-goroth.....	Jazzy.....	flattery
JOH 1635:	Hastur.....	Snooty.....	small talk
JOH 4747:	Iod.....	Distracted...	humour
PLA 4226:	Nodens.....	Impostor.....	flattery
RED 8004:	Nug and Yeb.....	Polite.....	small talk
RIV 0570:	Nyarlathotep....	Conniving....	humour
SCH 2493:	Nyogtha.....	Grumpy.....	flattery
SCH 2861:	Rlim Shaikorth..	Moody.....	small talk
SCH 6347:	Shub-Niggurath..	Sleepy.....	humour
SPR 7224:	Sebek.....	Fearful.....	flattery
STU 0717:	Tsathoggua.....	Jazzy.....	small talk

(20)

Number:	Deity	Personality	How To Charm
AUD 1520:	Yog-Sothoth.....	Sleepy.....	humour
BAR 5786:	Abhoth.....	Fearful.....	flattery
BRY 3231:	Atlach-Nacha.....	Jazzy.....	small talk
BRY 5409:	Azathoth.....	Snooty.....	humour
COL 4826:	Cthulhu.....	Distracted...	flattery
COR 0940:	Ghatanothoa.....	Impostor.....	small talk
FOR 4141:	Gloon.....	Polite.....	humour
GRE 5141:	Gobogeg.....	Conniving....	flattery
HAR 4202:	Gol-goroth.....	Grumpy.....	small talk
INT 2925:	Hastur.....	Moody.....	humour
JOH 1635:	Iod.....	Sleepy.....	flattery
JOH 4747:	Nodens.....	Fearful.....	small talk
PLA 4226:	Nug and Yeb.....	Jazzy.....	humour
RED 8004:	Nyarlathotep....	Snooty.....	flattery
RIV 0570:	Nyogtha.....	Distracted...	small talk
SCH 2493:	Rlim Shaikorth..	Impostor.....	humour
SCH 2861:	Shub-Niggurath..	Polite.....	flattery
SCH 6347:	Sebek.....	Conniving....	small talk
SPR 7224:	Tsathoggua.....	Grumpy.....	humour
STU 0717:	Yig.....	Moody.....	flattery