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Alec Torvton

Section M

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ACHTUNG! Cthulhu™

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Foreword from the Authors

The authors of this book have been playing **Call of Cthulhu** together since high school. It's always been fun to page through listings of Great Old Ones, with their SIZ 200, 6D6 melee damage, and mountains of Hit Points. But as Keepers, whenever we actually put one of the Big Bads of the Mythos up against our investigators, the puny humans were barely able to affect the encounter (which is accurate, but not much fun!). So what did we do? We house-ruled, we nerfed the baddies, we fudged dice rolls.

With this book we've tried something new, to create something the Keeper can realistically use at the table: describing the monsters not with stats but by the actions they can take in a combat, and the actions that may be effective at delaying (for a time) the gods' reign on Earth. It looks a little different from past bestiaries, but when combined with our simple mass combat system, we feel it takes **Achtung! Cthulhu** to a fast-paced, cinematic new level. Happy Gaming!

Three handwritten signatures in black ink. The first signature is 'Josh', the second is 'Jesse', and the third is 'Reuben'. They are arranged with 'Josh' and 'Jesse' on the top line and 'Reuben' on the line below them.

Josh, Jesse, and Reuben
Autumn 2014

DEDICATION

To Bob



CHAPTER 1

Dread Beginnings

"The weak have one weapon: the errors of those who think they are strong."
- George Bidault

Dear ~~xxxxxxx~~,

So pleased you've at long last joined the war effort, my friend - I told you we'd get you involved sooner or later. I've been in it since we first caught the scent of what Hitler and the Germans were up to, and rest assured, it's them or us! Glad you've shaken the dust off, left Miskatonic, and brought your keen mind and quick reflexes to our corner.

It's up to you to carry on my research, in the libraries and on the battlefields. Some of these things appear to have dripped in through a portal; some were called down by the enemy's occult researchers, and some by our own! And some... Well, of some, I still know very little. You should amend and expand these notes, and finish this Field Manual for our boys, so that when they meet one of these "Terrors", they have a fighting chance.

I hope, good friend, that when all this is over we can sit back and share a cigar and a snifter of best brandy. Until then, I've got a mission to accomplish, and so do you.

Sincerely Yours,

Professor Richard Deadman

What Is In This Book?

Greetings, Keeper! This book is a bestiary of big, bad things: interesting and unusual monsters—and not just the “usual suspects” of the Lovecraftian Mythos (although we have included one or two of those, as well, for good measure). Previously, the *Achtung! Cthulhu* game books have focussed more on the smaller, more immediate threats of the Mythos; now, with *Terrors of the Secret War*, you can take the conflict to a whole new level as your investigators face off against the vast and ancient monstrosities stalking the burnt and blasted ruins of World War Two.

The new mass combat rules outlined in this book are designed to work seamlessly with both *Call of Cthulhu* and

Some of these things were called down by
the enemy's occult researchers.

Savage Worlds, enabling investigators to lead Allied forces in the fight against more than twenty of the most terrifying creatures yet found in *Achtung! Cthulhu*.

This book is a toolkit comprising:

- A new and simplified mass combat system
- Suggested adventure seeds for each Terror
- Details of the possible actions that investigators, military units, and monsters can take in each encounter
- Powerful eldritch artefacts for entrapping (or releasing!) monsters and other villains
- Unconventional weapons to inspire fresh battlefield tactics and, potentially, turn the tide of war

Achtung! Cthulhu Skill Difficulties

There will be certain situations in an **Achtung! Cthulhu** adventure or supplement that will present an investigator with more, or less, of a challenge to his standard skill ability. For a full discussion of these, see either p.61 of the *Investigator's Guide*, or p.159 of the *Keeper's Guide*.

Cth

In this book we have introduced a new designation: *Extreme*. In this situation, the skill's value is divided by five and rounded down. So an investigator with Spot Hidden 30% facing an *Extreme* challenge would need to roll against a modified skill value of just 6%. The Keeper is, of course, free to modify an investigator's skill rolls according to the situation and as he sees fit.

Sav

Savage Worlds already has modifiers built into its skill system but, to reinforce those rules, we will highlight some of the important bonuses and penalties here. An *easy* roll is +1, or +2 to the roll on top of whatever the character gets from Edges; a *difficult* roll is -1 or even -2, and an *extreme* roll is an eye-watering -4.

A Note on Page References

Throughout this adventure we refer to pages in the **Call of Cthulhu, Sixth Edition** rulebook, *Achtung! Cthulhu: the Investigator's Guide to the Secret War* and the *Keeper's Guide to the Secret War*. These are abbreviated, where necessary (such as in stat blocks), as "**CoC6**", "*Investigator's Guide*"/"*IG*", and "*Keeper's Guide*"/"*KG*", respectively.

information: where the creature comes from, what it is, and (hopefully!) how to stop it. The information in these sections is intended to be shared with investigators both strategically and sparingly as they discover more and more about their terrible foes.

After the Deadman text you will find three (or more) adventure seeds, known as Plot Hooks, which are intended to help you think about the various ways in which you could incorporate a Terror into your own campaign, or provide the basis for an off-the-cuff adventure.

Then we come to the nitty-gritty: sanity and what the investigators, military, and Terrors can actually do during a combat situation (known as actions; pp.8-9). For the investigators and military, these actions include notes on the most effective weapons to use, or particular spells or artefacts which are known to be abhorrent to the Terror in question. Actions for the Terrors include any special attacks they can carry out, and any specific weaknesses they may have.

Finally, there are Victory Conditions that the investigators need to meet in order to successfully defeat or deter the beast in question. These also contain all of the relevant information necessary to describe what happens should the investigators prevail...

Cth

As ever, if you are using the **Call of Cthulhu** rules, look for this symbol, which highlights the rules and game stats relevant to your system.

Sav

If, on the other hand, you are using **Savage Worlds**, look for this symbol instead.

What Is In Each Entry?

The Terrors of this book are arranged in alphabetical order. Each entry contains a piece of flavour text: an eyewitness account designed to give an impression of what your investigators are likely to see and hear during an encounter with that creature. If you wish to, you can read this material to your players to set the scene, or use it to provide information to the investigators if they have done their research. You could, alternatively, copy the text into an appropriate period document format, using a black marker pen to selectively censor pieces of information to create a handout for the players to read for themselves.

Flavour text is accompanied by an entry written by your mentor, that intrepid scholar of the mysterious unknown, Professor Richard Deadman (the *Keeper's Guide*, **Chapter 5: Secret and Occult Societies**). His notes focus on practical

SO WE'RE CALLING KILLING THESE
THINGS RESEARCH NOW? SUITS ME.

- SGT. CARTER



CHAPTER 2

Death or Glory?

*"The important thing in life is not victory but combat."
- Pierre de Coubertin*

In this chapter we introduce the core concepts of the Simple Mass Combat System (SMCS), including the differences between investigator and military involvement, how Terrors and their forces act and interact, and how a key feature of any Mythos game—Sanity—can have an effect in the heat of battle. At the end of the chapter is an **Example of Combat** (p.11), designed to take you through these concepts and help you to understand how they are applied in play.

These monstrosities are some of
the most destructive in the Mythos.

a cinematic flow to large-scale combat encounters; a flow that avoids getting bogged down in multiple dice rolls and lots of maths (something we have already attempted to encourage in both the *Investigator's* and *Keeper's Guides* with regards to the damage dished out by really big weapons). These actions will help you to keep even quite massive encounters moving along nicely, whether you prefer *Call of Cthulhu* or *Savage Worlds*.

Having said that, there are a few “regular” threats in this book. Their entries do have stats and, when fighting them one-on-one (as opposed to in a mass combat situation), they should be engaged using the standard rules from either *Call of Cthulhu, Sixth Edition* or the *Savage Worlds* core rulebook, along with those in the *Keeper's Guide*, as appropriate.

Actions Versus Stats

The observant Keeper will quickly notice that the Terrors in this book do not have the expected blocks of game stats. This might strike you as a little unusual for a bestiary, but it is worthwhile remembering that these monstrosities are some of the most destructive entities in the Cthulhu Mythos. There is a grave danger that, if you stat them up for *Call of Cthulhu* and *Savage Worlds* in all their foul glory, they will simply crush your investigators with their first few attacks, which is not going to be much fun for anybody.

Instead, as we briefly mentioned in **Chapter 1**, each entry has a list of possible actions that can be undertaken within the framework of the SMCS by the Terror, by the investigators, and by any military units the investigators have been smart enough to ask along (although the Keeper may allow other sensible suggestions, at his discretion). We feel that these are more useful in-game, and inspire

Defeating Terrors

Each Terror can be “defeated” via brute force or through the use of a mystical deterrent. Defeating a Terror does not usually kill it; in most cases it retreats to a safe distance to heal (and, unfortunately, will return again at some point to fight another day). Generally speaking, Terrors should take three “hits” to stop, though the Keeper should feel free to adjust this number based on the other variables in play at the time. As always, the Keeper should scale each encounter to the size and experience level of the investigating team.

The Keeper should ensure that while scoring hits on a Terror is difficult, it is not impossible. Alternatively, if you want a grittier “the monsters always win” game, make it impossible, but only just. In these cases, players should get within sight of the finish line before their defeat—this not only preserves the dramatic tension, but also reinforces the high stakes of encounters in the Secret War.

Designing Encounters

Each of the Terrors in this book is a major adversary and, ideally, any encounters with them should probably take place at the end of a series of interconnected adventures; this not only gives the investigators the time to identify the threat but also to fully prepare for dealing with it (including giving them the opportunity to recruit supporting military units through the use of such things as Command rolls [Cth]/Spirit tests [Sav]), which all helps to make for a really satisfying showdown.

Every play session, though, is likely to be peppered with a variety of enemy encounters, as Terrors are not the only dangers the investigators are going to face during the Secret War. Terrors often have otherworldly servants they can summon to keep the investigators at bay; many have fanatical cultists who will defend both the Terror and its places of worship to the death. Nazi sorcerers, such as Black Sun's Canon and Masters (the *Keeper's Guide*, pp.92-94), can pose a mystical espionage threat and, as this is wartime, Axis military units are always going to be manoeuvring in readiness for their next big push.

Ideally, the threats faced by the investigators as they make their way through any scenario should always escalate, whether they involve combat or not.

When designing an encounter, attempt to keep the following in mind:

- Wherever possible, try not to let the investigators breeze through encounters too easily, especially if they have not properly prepared for them. They *should* expect to lose health and sanity, see their plans unravel, and get blindsided by chaos if they walk blithely into a confrontation without having done their homework first. This is the Secret War, after all
- To score hits on Terrors, investigators and (to some extent) military units may well need to be up close and getting very personal with the Terror concerned, and certain weapons, such as flamethrowers and bazookas, require attackers to be within a specified range of the target. Try to ensure that if characters and NPCs have these weapons, the terrain and the combat situation will actually allow them a chance to make use of them
- The investigators should always have the option to leave the encounter and flee the scene, though the consequences of their flight may very well doom the world. Do not force them to fight to the death—unless they want to, of course...

*All down to having the right
tools for the job, I suppose.*
- A. T.

THE SIMPLE MASS COMBAT SYSTEM

The SMCS is designed to maintain an action-packed energy during roleplaying sessions, and encourage a cinematic, sweeping feel to situations involving large numbers of troops. These encounters are intended to play out like any other roleplaying session, and the rules provided below help to simplify the involvement of large-scale military forces and the vast and powerful Terrors intent on our destruction.

Cth

The rules presented here are for use as a lighter, faster alternative to those already detailed in the *Keeper's Guide*, **Chapter 7**, pp.165-169.

Sav

Savage Worlds Game Masters will find here an even simpler mass battle system than the one in the core rulebook. We believe that this system puts the emphasis on the players' actions and is much less likely to be derailed by a lucky dice roll or two.

At the end of this chapter (p.11) we have included a sample combat session to which you can refer for examples of all of these terms and concepts, as well as how they operate during play.

Participants in a Combat

Investigators, unless they are entirely unprepared (or taken by complete surprise), should be supported by Allied military units when going toe-to-toe with a Terror. These units can be of any type: platoons, companies, tanks, planes, gunboats, etc. The size and number of units should be suited to the scale of the encounter and, through the actions of the investigators, the Keeper can determine how many supporting military units accompany the players during each clash.

WHAT QUALIFIES AS A MASS COMBAT UNIT?

For the purposes of mass combat, we recommend thinking in terms of military "units" and their equivalents. The following are considered to be units under mass combat conditions and, provided common sense dictates as such (i.e. depending on the actual numbers of people and creatures involved), they fight on a 1:1 basis with other group units (which are considered to be equal in terms of both strength and defence):

- Regular military forces (see Table 1 for the relative sizes of actual military units).
- Groups of well-armed cultists.
- Groups of servitors (e.g. a mob of deep ones, or multiple servitors of Nyarlathotep). Remember, individual servitors fight using the standard **Call of Cthulhu** or **Savage Worlds** rules.
- Single very large monsters (but not Terrors, e.g. chthonian, dhole, shoggoth).
- "Virtual units" gained through Combat Advantages (p.9).

Terrors, investigators, and NPCs do not contribute to the mass combat unit count but their actions may, nevertheless, have an affect on mass combat. Resolving combat between units is described on p.11.

MULTIPLE MASS COMBATS

It may be necessary because of the location of friendly and enemy units to have more than one mass combat going on at the same time (for example: land and air, or two distant parts of the same battlefield). Simply determine which units on each side are facing each other and hold two (or more) separate mass combats, as necessary. These occur simultaneously in game time. Units may only be engaged in one mass combat per round, although units engaged in one mass combat can join those in another once their own conflict has been fully resolved (provided there are any still standing who can do so!).

Terror & Sanity Effects

Sanity loss is the first element to be dealt with in any encounter when using the SMCS, and all sanity effects should be described by the Keeper. On catching sight of a Terror (or any other mind-warping eldritch event), investigators test their Sanity as usual.

LOSING YOUR MARBLES



There is, of course, the danger that one or more investigators will lose enough Sanity to go temporarily insane, or worse (see the *Call of Cthulhu*, *Sixth Edition* rulebook, p.317 for a summary of sanity loss

effects). In the case of temporary insanity, the investigator might be lucky enough to be out of action for only a small number of rounds, enabling them to rejoin the fight before it's all over. But their absence could spell disaster for the assault, so here are a couple of alternatives that the Keeper can employ to keep the game flowing.

Table 1: Relative Sizes of Military Units

Unit Type	Approximate Number of Men*
Squad/Section	10-13
Platoon	35-50
Company	150-200
Battalion/Regiment	500-1,000
Regiment/Brigade	3,000-4,000
Division	9,000-15,000
Corps	50,000+
Army	150,000+

*Based on the simplified structure used in the *Keeper's Guide*, pp.22, 23 & 26. Information regarding the number of tanks, artillery pieces, or aeroplanes assigned to the different unit types can also be found on these pages.



If an investigator becomes temporarily insane, have him make a Luck roll. If he fails, the situation is dealt with as per the usual rules. If he succeeds, then the madness seizes him in an unusual way, making him more reckless and inspiring him to greater feats of bravery (in other words, he has effectively gone berserk). If half or more of the investigators have become temporarily insane but succeeded at their Luck roll, then they can choose to have their fearlessness inspire their accompanying military units to their own acts of even greater daring, giving +1 virtual unit for every contributing temporarily insane character.

Alternatively, if less than half of the temporarily insane investigators make their Luck roll, then each investigator can choose to defer their Sanity loss until the combat is over but at **double** the rolled cost, with all of the other issues that may confer (such as pushing the insanity from temporary to indefinite). This allows the investigator to stay in the fight, but he is going to pay for not allowing his mind to shield him from the horrors he is facing. He may, of course, prefer to just succumb to his temporary madness even having succeeded at his Luck roll—it is entirely his choice.

Sav

There is the chance—probably more of a certainty—that one or more character will gain enough Dementia points to lose a permanent point of Sanity (see the *Keeper's Guide*, p.180). This will give the character an indefinite phobia or quirk (depending on the situation) and force him to roll on the Horror Effects Table. This will probably inflict a -2 penalty on some or all actions during the battle and may even cause the character to lose a round or two as he is forced to unshake or flee for a short time. Bearing this in mind, the character would probably be wise to use his Bennies to avoid failing his Spirit roll in the first place.

STIFF UPPER LIP

Even though military units have no such stat as Sanity, presume that individual soldiers from military units are affected by these sights as well, and that soldiers will be breaking and/or running for their lives throughout the battle as a result. We show this by increasing the number of units on the Mythos side by 1 for the first combat round (p.10), regardless of the Terror being faced. Thus, when the result of mass combat or a Terror Action destroys a unit, the Keeper can describe that unit as having finally succumbed to insanity as well as death and destruction.

The Flow of Combat

Determine any initial Sanity loss as described above, then determine initiative for investigators and NPCs as normal; this will be the initiative order for all of the subsequent rounds of combat. Mass combat always occurs after all of the investigators and “individual” NPCs (i.e. those acting

independently of a unit) have taken their normal actions. The Terror always takes its action last, at the end of the round, after the mass combat phase has been completed.

You may find it useful to use a map and either tokens or miniatures to keep track of investigator and unit placement, and to help make sure that all of the players are thinking of the combat in the same way. It is also helpful to use tokens to keep track of the number of units involved in any mass combat situation (p.10).

The madness seizes him in an unusual way, making him reckless and inspiring him to greater feats of bravery.

SUMMARY OF COMBAT ORDER

1. The players and the Keeper announce what their investigators (or NPCs) will do, as per the initiative order.
2. Investigator and NPC attacks and actions are resolved, and any virtual units are awarded to their respective sides' military units (represented by tokens).
3. Once all of the investigators and NPCs have had a chance to act, the players announce what their accompanying mass combat units (including all virtual ones) will do. What the players wish to do, the size of their forces, and the weapons they employ (amongst other factors) may all grant them Combat Advantages, which provide more virtual units for their side (see **Combat Advantage and Virtual Units**, p.9).
4. The Keeper announces what the opposing mass combat force will do and describes what happens in the combat using the SMCS, tracking each success and failure.
5. Once mass combat is resolved, the Terror may wreak whatever havoc it desires using the Terror Actions listed in its entry.
6. Then another round of combat begins, if anyone has survived!

Remember—this is not a “versus” wargame; the role of the Keeper is to ensure that the players have a thrilling, nail-biting battle, so try not to see the Keeper's forces acting after the players' units as a weakness for either side. This is done purely for simplicity and to allow the players to enjoy the drama of battle. After all, there is little fun to be had in players working to organise a series of units, only to see them destroyed before they can act.

Taking Actions

INVESTIGATOR ACTIONS

Investigators can take any action they think will help in the conflict. This may be directly attacking the creature with conventional weaponry, casting spells, or taking advantage

of any special action described in each Terror's entry. Certain weapons may have no effect at all on a Terror (meaning even a successful attack roll will do no actual damage), whereas others may even benefit the creature (reinforcing once again just how important it is for the investigators to have done their research first!)

Investigators can also command military units (see p.10), and should perform all associated rolls for their allies' actions. Military units can generally be used to:

- Divert attention from the investigators (who should always take the decisive actions in a combat)
- Absorb damage from attacks
- Score hits on enemies, including Terrors, in an attempt to drive them away

MILITARY ACTIONS

Generally speaking, when a military unit (or equivalent) attempts an attack it succeeds automatically, unless opposed. Please note that, as mentioned above, while any weapon may usually damage enemy troops or cultists, most Terrors and monsters can only be damaged by the weapon types specifically listed in their individual entries.

Furthermore, Terror entries list specific actions that are available to the investigators and the military during combat that are likely to have an impact on the encounter; these are options in addition to the basic set of actions usually available (attack, flee, etc.). Military units take their actions in the mass combat phase of the round, after all of the investigators and NPCs have taken their individual actions, and before the Terror takes its action.

TERROR ACTIONS

Terrors take a Terror Action at the end of each round of combat. Unless noted, and provided it makes sense for the encounter, Terrors are equally effective against any kind of military unit (air, sea, or land). Note that Terrors *always* act last in a round—this ensures that all of the other participants have had the opportunity to do something before the Terror unleashes its fury!

Some of the actions a Terror can undertake are classed as Automatic, which means that they are always in effect (provided that any special activation conditions are met) and do not cost an action to perform, for example: Baoht Z'uqqa-Mogg's healing ability (p.26). Some may also have Non-combat Actions, which are most likely to be encountered outside of battle and prior to the investigators coming face-to-face with the Terror (although a devious Keeper may well still be able to think of a use for them in a combat situation).

Sav All of the Terrors included in this book should be considered to be Wild Cards, and will roll a d8 (not a d6) alongside all of their attribute rolls.

Desperate Measures

There are some Terror Actions that require the investigator to defend themselves against a specific personal attack. If the investigator fails to avoid that attack, they have a final opportunity to free themselves before they meet their doom:

Cth The investigator needs either a Special Success (equal to or less than one-fifth of his skill level) or a Critical Success (01-05) to achieve his required aim, be that lopping off a tentacle or cutting off a creature's head, for example. Sadly, a normal success is just not enough when dealing with creatures of this magnitude at such close quarters.

If the investigator fails, or fails to score a Special or Critical Success under these circumstances, then he has the option of decreasing his Luck by the amount needed to turn his roll into either a Special or a Critical. Once that Luck is spent, though, it is gone for the rest of the scenario...

Although this system has been designed purely for use with the SMCS, if you like the idea of allowing the investigators to sacrifice Luck in order to make important rolls, then please feel free to use it in your main game as well.

Sav If a character gets a raise on his required roll (an attack will probably have a target number of 4; the size of the creature will often offset any Parry bestowed by a high Fighting skill, for example), he has managed to achieve his aim, be that lopping off a tentacle or cutting off a creature's head.

If a character fails to get the necessary raise on the attack roll, then he will hopefully have some Bennies available for rerolls.

There may also be other circumstances where a Special or a Critical Success [Cth]/a raise [Sav] is required to attain a particular goal; these will be detailed in each Terror entry. Any other specific rolls will also be detailed, as appropriate.

Combat Advantage & Virtual Units

A fight between static numbers of units would quickly get boring (statistically speaking, the side with the most units should almost always win). That is why we have created the concept of virtual units. For each advantage a unit on one side of the conflict has, that side gains +1 virtual unit; this is added to the side's total unit count in the mass combat phase. Awards for multiple advantages are cumulative: if two units are in cover, +2 virtual units are awarded; one unit may also benefit from more than one advantage.

Virtual Units in Practice

A virtual unit is the embodiment of the particular Combat Advantage, described in whichever way seems most fitting to the encounter. It could be actual additional forces, represent exceptional valour on the part of existing forces, or some sort of advantageous condition (such as cover) that protect those forces.

Virtual units can be removed as combat losses. Except where noted, once a virtual unit is destroyed it is not replaced for the duration of the battle, unless the condition that provided the advantage in the first place can be recreated, such as finding new cover after the old has been destroyed. Wherever possible, provided it makes sense within the story and encounter to do so, a virtual unit should be sacrificed before a real one.

Investigator Actions, Terror Actions, and proper deployment and manoeuvring of military forces can all add virtual units.

The key to winning battles is making the decisions and choosing the actions that ensure your side has a higher unit count than that of your enemy.

A unit gains +1 virtual unit (and adds representative tokens to its unit pile) in the following circumstances:

COVER

The unit is protected by cover that can stop its enemy's attack. If that side takes a combat loss, the player may sacrifice the virtual unit, suggesting that the cover has been destroyed.

LEADERSHIP

An investigator or NPC makes a successful Command, Fast Talk, Persuade, Psychology, or Perform roll (KG, p.167) [Cth]/Spirit or Knowledge (Psychology) test [Sav].

MAGICAL EFFECT

The unit is strengthened by magical effects generated by a spell or artefact. If the unit is destroyed, the virtual unit generated through this magical effect is also lost.

MILITARY ADVANTAGE (OPTIONAL)

The Keeper should be cautious in awarding the following optional advantages:

- Air, artillery, or naval support that is “off-map” (i.e. not engaged in the encounter as a unit itself)

- Higher-quality troops (e.g. elite troops versus regulars, regulars versus an armed mob; see the *Keeper's Guide*, p.168, Table 12 for other potential troop quality comparisons)
- Vastly superior weaponry (this advantage persists unless the weaponry is lost).

OPPOSITION DISADVANTAGE

The opposing unit is at a disadvantage. This disadvantage persists until the condition changes. Note that the unit with a disadvantage does not lose a virtual unit—its enemy simply gains one. Such disadvantages occur if the opposing unit:

- Has been weakened by magic
- Is being held immobile by magical means, e.g. is caught in Atlach-Nacha's Web (p.24)
- Has lost its ability to act, e.g. is snared by Arwassa's Psychic Lure (p.21), or is paralysed by fear
- Has lost its leader

SANITY EFFECT

Fighting Mythos entities is scary! The Terror may add a virtual unit to its side in the first round of mass combat **only**. Additionally, if there are one or more units of Mythos creatures or *Die Gefallenen* on the Terror's side, add a second virtual unit (for a **maximum** of two) for the first round of mass combat **only**. The Keeper should also use common sense here, too: if the allied mass combat units have been properly prepared by the investigators, or have previously fought such terrifying creatures, he may forego awarding these virtual unit(s) to the Terror.

SPECIAL ATTACK

At the Keeper's discretion, an investigator who attacks a mass combat unit with a weapon capable of inflicting mass casualties (e.g. a flamethrower, heavy machine gun (HMG), magic attack, or explosives) may gain +1 virtual unit.

SURPRISE

The unit has the element of surprise. This is determined by the Keeper and applies only in the first round that the unit engages with the enemy.

TERRAIN

The terrain grants an advantage to one side and is specific to the units engaged in the combat. Infantry fighting tanks in mud gain this advantage. Deep ones fighting humans in a swamp gain this advantage. The virtual unit persists until the terrain changes; for example, if the deep ones are lured out of the swamp.

WEAPON

The unit has weaponry to which its enemy is particularly vulnerable, for example fire versus a unit of children of the Green God (p.63), or oxidising household cleansing chemicals (like bleach) versus a unit of spawn of Abboth (p.18).

See **An Example of Combat** below for how Combat Advantage is determined, applied, and resolved in actual play.

Mass Combat Ratios & Resolution

Add up the total number of units involved on each side of the mass combat; this is much easier to do if you have awarded tokens to each side to represent each unit and virtual unit involved. Once you have a total, calculate the unit ratio (highest unit total divided by the lowest unit total). Remember to keep it simple! If the number you calculate comes out at anything other than a whole number, round down. So, if it is not exactly 2:1, round down to 1:1; if it is not exactly 3:1, it becomes 2:1. Anything which comes out as greater than 3 automatically defaults to a 3:1 ratio, which is the highest unit ratio in the game (based on the actual military classification of being outnumbered, as described in the *Keeper's Guide*, p.169).

Once you have your unit ratio, refer to Table 2 for the result of the mass combat. Subtract any losses incurred (e.g. by removing tokens from your unit pile), then let the Terror have its turn. Remember, you will need to calculate a new ratio for the mass combat phase next round, taking into account any changes in Combat Advantage and their associated virtual units (such as Sanity Effects; p.10).

There is a danger that evenly matched forces could end up getting stuck in a stalemate situation. If this is the case, encourage players to try and come up with innovative and unusual solutions and strategies that will shift the balance of fortune back into their favour.

When using the SMCS, try not to have battles with too many units per side. Use common sense to combine them into larger units to keep the token count low (although make sure you do this for both sides in order to preserve unit equivalency). This makes the overall unit count easier to keep track of.

Encourage players to come up with innovative and unusual strategies.

AN EXAMPLE OF COMBAT

Scenario

A party of three investigators (Harry, Jane, and Mohamed) and their support forces are advancing slowly through a bombed-out French village when they hear the thunder of giant feet. Approaching the town square, they are faced with a Black Sun force consisting of the Terror, Yegg-Ha, and thirty or more servitors of Nyarlathotep in defensive

Table 2:
Mass Combat Results

Unit Ratio	Mass Combat Result
1:1 (stalemate)	Both sides continue fighting
2:1 (minor superior odds with attrition)	Both sides lose a unit
3:1 (decisive odds)	Smaller force loses a unit (including virtual units)

positions around and within the square's various buildings. Unseen by the investigators, a Black Sun Master lurks in the bell tower of the church across the square, scanning the area with binoculars and commanding the forces below. The Keeper asks the investigators what they want to do....

Unit Details

THE INVESTIGATORS' FORCES

- **Harry:** armed with a bronze-tipped spear
- **Jane:** armed with a flamethrower
- **Mohamed:** a spellcaster
- 3× infantry platoons; regulars, normally armed
- 1× tank platoon; regulars, equipped with flame tanks

THE KEEPER'S FORCES

- Yegg-Ha (p.89)
- 1× Black Sun Master
- 1× platoon of servitors of Nyarlathotep (counts as one military unit, equal to a platoon of regulars)

Initiative Order

Determine by ranking the DEX of the combatants [Cth]/card draws [Sav] as usual; this order will stay the same for all subsequent combat rounds in this encounter.

In our example, the initiative order is resolved as:

1. Harry
2. Black Sun Master
3. Jane
4. Mohamed
5. Mass Combat
6. Yegg-Ha

Round One

All three investigators lose Sanity upon seeing Yegg-Ha and the servitors, but luckily not enough for anyone to actually go insane.

Harry states he will crawl towards Yegg-Ha with his spear whilst remaining under cover. He will reach the Terror after one more round of crawling.

The Black Sun Master makes a Spot Hidden roll [Cth]/Notice test [Sav] to see if he can sense Harry on the move, but fails. He then orders the servitors to scuttle forward out of their cover and attack the human soldiers.

Jane wants to attack Yegg-Ha with her flamethrower, but she is too far away. Instead, she takes cover and exhorts the soldiers to attack the Terror, rolling Victoria Cross (a special manoeuvre that can be used against Yegg-Ha; see p.90 for further details). She fails, but Victoria Cross may be attempted again by any investigator in a following round.

Mohamed takes cover and successfully casts the Bless Blade spell (CoC6, p.220 [Cth]/KG p.197 [Sav]) on his Fairbairn-Sykes fighting knife.

Mass combat: The players decide that the Allied troops will take up defensive positions in the buildings on their side of the square; unfortunately, the Keeper decrees that there is only enough cover to fully protect one unit, for +1 virtual unit (otherwise it would be +3—one for each unit under cover). They also want the tank units to reverse and hide behind buildings one street away from the square so they can wait for a more appropriate moment to strike.

The Keeper narrates the action and works out how many units each side has in play: “As the servitors pour

from the buildings they are met with a hail of gunfire from the soldiers already ensconced in their defensive positions. However, for the soldiers (who are experiencing the true terror of the Secret War for the first time), the horrifying effect of seeing the servitors and Yegg-Ha makes their fire less effective.”

The Keeper’s force gains +2 virtual units this round, because the servitors and Yegg-Ha both cause the equivalent of a Sanity test in their opponents. Counting each of these Combat Advantages means that the Keeper’s mass combat total = 3 units (1 servitor platoon + 2 virtual units).

The Allied infantry gain +1 advantage for one unit being in cover, making their mass combat total = 4 units (3 infantry platoons + 1 virtual unit).

According to the calculated unit ratio rules, 4 divided by 3 = 1.3, so the Keeper determines it counts as a 1:1 final ratio (rounding down). Referring to Table 2 shows that this is a stalemate: neither side loses a unit, but neither side currently has the upper hand.

Now that mass combat has been settled, Yegg-Ha takes an action, choosing to Bulk Smash and rolling 12% [Cth]/a success [Sav], which wipes out one unit. In this first round, some of the Allied troops are in cover which is giving them a Combat Advantage (their +1 virtual unit). Yegg-Ha’s smash destroys the virtual unit, in effect destroying their cover.



Round Two

Harry continues crawling forward to get within striking range of Yegg-Ha. Next round he will be in range for a spear attack.

The Black Sun Master casts Implant Fear (**CoC6**, p.238 [Cth]/KG, p.207 [Sav]) on the Allied troops, which the Keeper decides will grant the servitors a Combat Advantage this round, giving them +1 virtual unit for this round's mass combat phase.

Jane fires her flamethrower at the servitors to slow their advance. The Keeper agrees that this would grant a +1 to the Allied side in this round's mass combat through her use of a mass casualty weapon. Unfortunately, Jane fails her skill roll, meaning that this Combat Advantage also fails to materialise.

Mohamed is convinced that someone is directing the troops, so he rolls Spot Hidden [Cth]/Notice [Sav] to see if he can identify who it is and where they are. He succeeds, identifying the Black Sun Master in his church tower. Mohamed announces that he is going to crawl under cover to the church, where he intends to attack the Master with his enchanted fighting knife. He will reach the church after one more round of movement.

Mass combat: the players elect to have the Allied troops swarm the servitors in an attempt to wipe them out. The tanks will remain hidden for the moment; they are very vulnerable, since the infantry is engaged in combat and unable to defend them.

The Keeper narrates the action once more, then calculates the units involved: "With buildings collapsing around them after Yegg-Ha's attack, the Allied soldiers have lost their cover and are forced into the square, where the servitors are waiting to attack. The troops are, however, no longer affected by the fear of seeing Yegg-Ha and the servitors for the first time."

The Allied troops have a mass combat strength of 3 units.

The servitors have a mass combat strength of 1 plus the effects of Implant Fear = 2 units.

Ratio: 3:2 is not double, so this is reduced to 1:1. Stalemate. Neither side loses enough units to make a difference, the soldiers and servitors are locked in combat.

Yegg-Ha: the Keeper considers the options. The Terror cannot attack Harry with a Tongue Tentacle, as Harry is carrying a bronze spear which makes him immune to this attack—Yegg-Ha's memory of being hunted by Roman legionnaires is still fresh! (If Harry did not have the spear, as he is in cover the Keeper could ask him to make a Hide roll [Cth]/Stealth test [Sav], to see if he has evaded detection; if Harry failed, he would have been vulnerable to a Tongue Tentacle attack after all.)

The Keeper instead decides that Yegg-Ha's rage will drive it to destroy the Allies; it cares nothing for the servitors fighting on its side, so is not going to be particularly bothered if they happen to get in the way of the attack. The Keeper has Yegg-Ha make another Bulk Smash against the Allied troops, knowing that the servitors may be affected.

The Keeper decides it is fair to roll 1D4 to see which unit is destroyed (3 infantry and 1 servitor). The attack is a success and he rolls a 3; one Allied platoon is messily crushed, along with a few servitors (but not enough to affect the strength of their unit).

Round Three

Harry has closed within striking distance of Yegg-Ha and aims his spear at one of the creature's vile heads (p.90). He rolls 15% [Cth]/a success [Sav], which is not quite the Special Success he needs if he is going to retrieve something useful from the monster (a piece of the beast can be used in a Dismiss spell, an available Investigator Action that will expel the Terror from this dimension). Harry elects to sacrifice 5 points of Luck to bring the result down to 10%—a resounding (and accurate) hit! [Cth]/which is not the raise he needs, so he spends a Bennie, rerolls, and secures that raise [Sav]. The spear lances one of the creature's limpid eyes and, with an unearthly scream, the head shudders and hangs useless at the end of its neck stalk.

The Keeper asks Harry to roll Luck [Cth]/draw a red card from the Action Deck [Sav] twice: once to see if the spear falls free, and again to see if a portion of the creature falls to the ground still stuck to it. Harry succeeds at both (even though he has made it harder for himself by voluntarily giving away some of his Luck [Cth]). The spear does indeed come away, still firmly embedded in the beast's great eye, and lands a few feet away. In the next round, Harry may attempt to claim them both.

The Black Sun Master, after seeing Harry disable one of Yegg-Ha's heads, tries to shoot Harry before he can retrieve the spear and the eye. He fails the roll and the bullet narrowly misses, ricocheting off the cobblestones.

Jane is standing exposed in the square, an easy target. She bravely attempts Victoria Cross again to rally the battered Allied soldiers to the attack. She fails: her words are drowned out by Yegg-Ha's furious roar.

Mohamed reaches the church's front steps. On his next round he will be able to enter the church and ascend the tower stairs to attack the Black Sun Master.

Mass combat: The players direct the Allied troops to press the attack despite their losses, and attempt to annihilate the servitors. (They also have plans for the tanks currently in cover, but they count as a separate force at the moment and will be dealt with after this mass combat).

The Keeper decides that the servitors continue fighting in the square, but because the Master is distracted by shooting at Harry, he cannot cast Implant Fear again to give them a bonus (i.e. there will not be a virtual unit for the Axis this round).

The remaining two platoons of Allied troops have a mass combat strength of 2 units.

The servitors have a mass combat strength of 1. (There are no virtual units in play for either side this round.)

Ratio: 2:1—both sides lose a unit.

Keeper: “The soldiers fight valiantly. When the dust settles the servitors lie slaughtered along with half the soldiers. But the Allies are victorious.”

Meanwhile, it is time for the tank platoon to move forward. They clank out of cover and turn their flamethrowers on Yegg-Ha. If they did not have flame weapons, they would be of little use against the Terror, unless enhanced by Victoria Cross. Since they do have flame weapons, they can lay down Suppressing Fire, preventing Yegg-Ha from taking its next action.

Yegg-Ha cannot take an action this round as he is being contained by the flame tank’s attack.

Jane points her flamethrower at Yegg-Ha’s remaining head – the one which just tried to devour her.

Round Four

Harry grabs the spear and the eye and darts towards the base of the church, calling out to Mohamed that he has a piece of the creature.

The Black Sun Master again tries to shoot Harry from the safety of the tower but once again misses. (Bad luck! If he had hit, Harry would have had to roll to avoid dropping his prize, besides dealing with any damage caused).

Jane dives for cover behind some rubble and once more attempts Victoria Cross, this time exhorting the soldiers to attack Yegg-Ha directly. This time she succeeds, and the inspired men tap deep into their reserves of willpower to make their mass combat attack.

Mohamed, knowing Harry has the eye and is on his way, decides to wait for him, knife drawn, at the bottom of the church steps.

Mass combat: the players have the soldiers open up with their weapons and destroy the beast’s centre head with a withering blast of rifle grenades and satchel charges. (If the servitors had survived the last round, their presence would have forced the soldiers to attack them again, rather than leaving them free to take on Yegg-Ha).

The flame tanks need to reload this round, preventing them from laying down more Suppressing Fire on Yegg-Ha.

Yegg-Ha decides to attack one of the exposed investigators while the Allied tanks are reloading. Since Harry once again carries the bronze spear, Yegg-Ha goes for Jane (the nearest and most vulnerable one in the square); she is snatched up and drawn towards Yegg-Ha’s last remaining maw. Jane now has the opportunity to make an attack to free herself (p.91). She attacks brilliantly with her knife, scoring a Critical Success with no need to spend any Luck points [Cth]/a raise [Sav]. She breaks free and falls to the ground, suffering 2 Hit Points of damage [Cth]/a level of Fatigue [Sav]. Close shave, Jane!

Round Five

Harry reaches the base of the church steps and joins Mohamed, giving him the eye for the Dismiss spell.

The Black Sun Master, hearing Harry and Mohamed down below, decides that discretion is the better part of valour and engineers his escape.

Jane dusts herself off and points her flamethrower at Yegg-Ha’s last remaining head—the one which just tried to devour her—for an Aimed Attack (p.90). She hits! The beast’s head is enrobed by a ball of flame. With a great howl, Yegg-Ha dives into the earth and burrows below, to heal deep within the planet’s mantle. This Terror won’t be coming back any time soon—unless some mad cultist summons him with the remains of that eye, of course...

The investigators and the remaining Allied soldiers breathe a sigh of relief, and those with strength remaining decide to hunt down the Black Sun Master. However, he is nowhere to be seen; he has escaped to fight another day!

Hopefully, this example will help the Keeper to understand the options available to him, how to describe the actions of the investigators and their support units in an encounter, and how to interpret and apply Combat Advantages and virtual units, as well as showing how swift and uncomplicated our new mass combat system actually is.

Now let us proceed to the true reason you have cracked the spine of this tome: our field manual for the most horrible *Terrors of the Secret War*!



CHAPTER 3

The Faces of Terror

*"All things can corrupt when minds are prone to evil."
- Ovid*

But what is a bestiary without beasts? This chapter looks at the Terrors of the Mythos, presented in alphabetical order. It includes both the well-known (to the players if not the

investigators) and the more unusual, lesser (but no less sanity shattering) denizens of the dark places of the Secret War, each presenting its own unique challenges for your investigators.

Bristolian Clarion and Advertiser

APPEARANCE BY FAMOUS LONDON PSYCHIC ENDS IN UPROAR

The former stage dancer turned medium, Mrs. Antonia Vandevere, almost brought the house down at her most recent audience at the home of local writer and eccentric, Mr. Campbell Harries. The select audience was initially, by all accounts, treated to a fine display of the mediumistic arts, one which Mr. Harry Price himself has been heard to refer to as "a triumph of the sublime over the ridiculous".

However, there appears to have come a point in the proceedings which took everyone, including Mrs. Vandevere herself, somewhat by surprise. As the witching hour of

midnight approached, Mrs. Vandevere gave a great cry and lurched out of her spirit cabinet, spewing copious amounts of salt water and uttering such dreadful cries and screams that at least one lady present is said to have swooned.

In an echoing voice, the medium is reported to have proclaimed England's doom and have spoken of all manner of dreadful things, none of which any of the witnesses were prepared to repeat to me for the record.

At least one of the witnesses claimed that Mrs. Vandevere was promising to free herself from her entombment beneath the waters of Haffren. Given the location, Richard, could this be anything to do with Oakenhill and this Byatis creature you've been researching?

A. T.



ABHOTH

The Source of Uncleanliness

To look upon Abhoth is to look upon chaos: a seething mass of gray pustules, oozing mouths, and groping tendrils. Fragments continually break off, most only to be devoured by their parent, but a few slip away, becoming Abhoth's spawn. Abhoth and its progeny are said to dwell in a cavern under Mount Voornithad-reth in Greenland; however, I have found evidence of other gates that lead directly to their lair. One such gate is deep in the American Ozarks; another is in Eastern Czechoslovakia.

Abhoth feeds by absorbing the vital energy of living creatures, sending its spawn out to hunt and retrieve them on its behalf. These spawn range from toad- to horse-sized and can take any shape, even a rough approximation of a human. Every spawn grows body parts to fly, swim, or scuttle with great speed and agility, and is equipped with some kind of natural weapon. A few spawn are gifted with a vicious intelligence and employ sophisticated group hunting techniques, traps, and ambushes.

From the moment they separate from Abhoth, the spawn begin to decay, hence their unmistakable stench. They do not bring all they catch back to their parent, though; some they devour to slow their own putrefaction.

Cultists have been known to offer sacrificial humans to the spawn, but the capricious Abhoth pays worshippers little heed. Individuals attempting magical contact may have better luck, as the crafty horror has been known to make bargains with beings it deems intelligent, granting spells or a spawn to use as a servant.

Because it is native to our dimension and dwells on our planet, Abhoth cannot be banished or truly killed; it was found or created here by the elder things, and used to fashion the first life on Earth. As a result, I fear there are only two ways to "defeat" Abhoth. The first is to strike some sort of a deal with it, as already mentioned. The second is to block its subterranean gates, sealing them with Elder Signs to prevent any spawn from coming through. Be careful, though—some gates may lie in hostile or unsympathetic lands, the inhabitants of which may be unwilling to submit to our authority.

Sorcery and electricity hurt Abhoth and its spawn more than bullets, but their real weakness is to substances which cleanse. These include fire and chemicals like ammonia, bleach, and hydrogen peroxide. Abhoth will regenerate quickly, but when spawn die they dissolve into a grey goo which will temporarily poison any area it seeps into.

—Professor Richard Deadman

PLOT HOOKS

- Axis spies are attempting to reach Abhoth via its cult in North America in order to form an alliance. Can the investigators foil their plans?
- The investigators find themselves face to face with the people of K'n-yan, a kingdom in the underground

Dear Mr. Pottinger,

I need help here. Two more women lost today down in the mines, and another ten walked off the job, saying they're leaving Oklahoma for good! I'm still hearing horror stories about some monster that eats people in the mines, and the horrible stink I wrote you about last time is still everywhere.

I know you're a busy man, Mr. Pottinger, but we're fighting the good fight here. These gals are digging up coal for the war effort while their brothers, husbands, and sons are over there giving Hitler what for. But even patriotism ain't enough when they think going into them mines is a death sentence! My Lindy says she saw another girl get dragged off, and no one seen hide nor hair of her since.

Send the Pinkertons, or the sheriff, or somebody down here, Mr. Pottinger. I'm a true blue American and I wanna do right by Uncle Sam--heck, send him if no one else will come! Just send somebody to figure this out so our gals can get back to work.

Sincerely,

A. S. Simkin

Abe Simkin
Night Foreman
PMC Mining Co. Ltd.

world of N'Kai (located beneath North America). Will they form an alliance with the K'n-yan in order to halt the stream of spawn disgorging into an Oklahoma coal mine, or will they become adversaries?

- Will the investigators brave the subterranean depths in order to strike a deal with Abhoth to send his spawn to attack Axis targets? And where do they stand on using the Mythos in such a way?

SANITY LOSS

1D4/2D10 [Cth]/Terror (-2) [Sav].

INVESTIGATOR ACTIONS

Scoring Hits: Abhoth is immune to firearms and explosives. Magic (such as the spell Spectral Razor; COC6,



p.243 [Cth]/p.119 [Sav]), enchanted weapons, and actual fire can score a hit. Concentrated cleaning products can also be poured or sprayed onto Abthoth to score a hit.

MILITARY ACTIONS

Scoring Hits: unless armed with magical, fire-based, or enchanted weapons, military units cannot score a hit on Abthoth.

TERROR ACTIONS

Abthoth, like some of the other Terrors described in this book, can (and is willing to) interact with the investigators outside of battle. Under such circumstances, the Keeper can choose to use the following Non-combat Action:

Unclean Gifts: if an investigator uses the relevant Contact spell to communicate with Abthoth (p.117), it is keen to bargain. Abthoth may give the investigator a sentient spawn for use as a bodyguard, assassin, or servant. The spawn will arrive twenty-four hours later (having travelled to the investigator from their point of generation), and will remain until its task is complete or it is destroyed. If bargaining for something other than spawn, investigators should be very specific—like the genie in the bottle, the god takes delight in granting gifts that do not turn out as the recipient expects. Abthoth may grant investigators any spell or a small amount of Mythos knowledge. Regardless of what is given, Abthoth will want something in return, whether it is a blood sacrifice or a dirty deed done in its name (which could form the basis of a scenario).

Once it has entered the fray, Abthoth can choose from the following Combat Actions:

Poisonous Spores: Abthoth calls forth tiny spawn that enter the body through the mouth and nose which then begin digesting the victim from the inside. Investigators may make a Command roll [Cth]/a Spirit test [Sav] to have any military units they control attempt to don gas masks in time; otherwise the men will fall to the ground and die from internal haemorrhaging. Investigators must make a successful Dodge roll [Cth]/a successful Agility test [Sav] to don their gas masks in time, or suffer the same fate after four rounds.

Putrefying Goo: Abthoth can transform the ground beneath a military unit or group of investigators into a noxious ooze that eats through clothing and dissolves flesh. Any military unit so attacked is automatically destroyed in a horrific spectacle of pain and suffering. Each investigator targeted must make a successful Dodge roll [Cth]/Agility test [Sav] or suffer 2D6 points of damage every round until they succeed at the roll.

Stench of Decay: anyone within 100yds (90m) of Abthoth is subject to a -10% penalty to all skill rolls [Cth]/a -1 penalty to all actions [Sav]. Any investigator who successfully rolls CON×3 [Cth]/Vigor (-1) [Sav] is immune from this effect for the duration of the encounter. Gas masks provide no protection against this effect due to the overwhelming and otherworldly nature of the smell.

Summon Spawn: Abthoth summons 1D4 spawn, either sentient or non-sentient, to defend it (p.18).

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast Dismiss Abthoth (see p.113 for further details on this option). Once vanquished, Abthoth allows itself to be absorbed by the surrounding terrain, where it will rest until its spawn bring it sufficient sacrifices to strengthen it.

Some appear as over-sized, disembodied limbs, whilst others are little more than blobs of sucking goo.

Spawn of Abthoth (Lesser Servitor Race)

Spawn may appear alongside Abthoth as a military unit using the mass combat rules. Ignore the statistics below *unless* the spawn engage the investigators on a one-on-one basis.

Appearance: begat by the suppurating muck that is the Source of Uncleanliness, each spawn is likewise grey and oozing, although each individual entity takes on its own shape. Some appear as over-sized, disembodied limbs, whilst others are little more than blobs of sucking goo; yet others manage to approximate the shapes of bizarre creatures that might once have existed in a dim and distant past, best forgotten. But all have mouths (or something closely resembling such an aperture) with which to feed, and natural weaponry with which to attack...

SENTIENT SPAWN

Cth

STR 4D6 DEX 4D6 INT 3D6 CON 4D6
SIZ 4D6 APP n/a POW 3D6+6 EDU n/a
SAN n/a Hit Points: variable (4-24)

Damage Bonus: varies; **Move:** 2+DEX.

Weapons: *Bite* 40%, damage 1D6, atts 1, base range touch.

Natural Weapon (Claw or Horn) 30%, damage 1D8, atts 1, base range touch.

If the spawn has opposable digits it may use any weapon at base skill level.

Armour: 2. Magic and fire bypass armour. Fire does double damage; concentrated liquid cleaning products do 2D6×2 per pint (600mls) delivered.

Spells: Awake Abthoth (COC6, p.218).

Sanity Loss: 1/1D6.

Special Rules: sentient spawn of Abthoth can develop skills like a human (Keeper's choice).

Once a spawn is no longer within 20yds (18m) of Abthoth it begins to decay, losing 1 Hit Point per day. It can regain lost Hit Points by killing and devouring a creature, gaining 1 Hit Point for every 2 POW possessed by the victim it is feeding upon (or a fraction thereof if interrupted). A spawn can live up to its Hit Points in years before dissolving providing it manages to keep itself fed. Spawn with an INT of 8 or greater can communicate psychically or verbally.

The sludge of a dead spawn is poisonous and its POT is equal to the spawn's POW (for rules on poisons, see *Call of Cthulhu, Sixth Edition*, pp.57-58). The sludge kills small plants on contact, and causes nausea and fever for up to 1 day in animals (including humans). If it is ingested or injected, 1oz (28g) of sludge would be enough to kill any living thing under 550lbs (250kg) in 2D6 hours, if it fails its poison resistance roll and receives no form of medical treatment.

Sav

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8.

Skills: Fighting d6, Notice d6.

Pace: 6; **Parry:** 5; **Toughness:** 9 (1).

Special Abilities

- **Armor +1:** spawn of Abthoth have thick, resilient skin.
- **Decays:** a spawn of Abthoth must make a Vigor roll every day it is further than 20m from Abthoth; each failure causes a level of Fatigue. Consuming a living creature bigger than a rabbit or squirrel will remove a Fatigue level.
- **Horror (+0):** those who see a spawn of Abthoth must make a successful Spirit test or check on the Horror Effects Table.
- **Morphous form:** spawn of Abthoth are immune to Called Shots.
- **Natural Weapons (Bite, Claw or Gore):** Str+d4.
- **Poison Sludge:** the sludge left behind by a dead spawn is a lethal poison which kills within 2d6 hours.
- **Seep:** a spawn of Abthoth can move through any gap, no matter how small.
- **Size +2:** a spawn of Abthoth is significantly larger than a man.
- **Spells:** sentient spawn of Abthoth can cast *Wake Abthoth*.
- **Weakness (Fire):** fire attacks do +4 damage.
- **Weakness (Oxidising Fluids):** attacks with concentrated oxidising/cleaning fluids, such as bleach and ammonia, do double damage.
- **Weapon and Tool Use:** a spawn can create appendages and use weapons and tools designed for humans.

NON-SENTIENT SPAWN

Cth

STR 3D6+6 DEX 4D6 INT 1D4 CON 3D6+6
SIZ 3D6+6 APP n/a POW 3D6 EDU n/a
SAN n/a Hit Points: variable (9-24)

Damage Bonus: varies; **Move:** 2+DEX.

Weapons: *Bite* 40%, damage 1D6, atts 1, base range touch.

Natural Weapon (Claw or Horn) 30%, damage 1D8, atts 1, base range touch.

Armour: 2. Magic and fire bypass armour. Fire does double damage; concentrated liquid cleaning products do 2D6×2 per pint (600mls) delivered.

Sanity Loss: 1/1D6.

Special Rules: as per the sentient spawn, except that non-sentient versions cannot learn skills.

Sav

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d8, Vigor d8.

Skills: Fighting d6, Notice d6.

Pace: 6; **Parry:** 5; **Toughness:** 9 (1).

Special Abilities

- **Armor +1:** spawn of Abhoth have thick, resilient skin.
- **Decays:** a spawn of Abhoth must make a Vigor roll every day it is further than 20m from Abhoth; each failure causes a level of Fatigue. Consuming a living creature bigger than a rabbit or squirrel will remove a Fatigue level.
- **Horror (+0):** those who see a spawn of Abhoth must make a successful Spirit test or check on the Horror Effects Table.
- **Morphous form:** spawn of Abhoth are immune to Called Shots.
- **Natural Weapons (Bite, Claw or Gore):** Str+d4.
- **Poison Sludge:** the sludge left behind by a dead spawn is a lethal poison which kills within 2d6 hours.
- **Seep:** a spawn of Abhoth can move through any gap, no matter how small.
- **Size +2:** a spawn of Abhoth is significantly larger than a man.
- **Weakness (Fire):** fire attacks do +4 damage.
- **Weakness (Oxidising Fluids):** attacks with concentrated oxidising/cleaning fluids, such as bleach and ammonia, do double damage.

*Who needs elbow
grease when there's*



Bring the *sparkle* back to your
household with **GLIMMER-GLEAM**
-- the only cleaner you'll ever need to
keep the dirt at bay!

*Make sure Arthur picks up plenty
of this stuff the next time he goes
down to see Mrs. Bainbridge in the
village. Just to be on the safe side...*

- Peggy

ARWASSA

The Silent Shouter on the Hill

The accompanying account is one of many describing this battle. Interestingly, there was a German kriegsbericht (war reporter) present with a full complement of recording gear. Whilst his captured recordings clearly convey the din of battle, the ominous groaning mentioned by Lt. Carstairs is nowhere to be heard, even though every witness to the battle reported it. So, this remains a mystery: the beast clearly has an attack that works on some level not detectable by instruments, but which clearly has an impact on humans.

*What we know for certain is that this terror can lash out with tentacle-like appendages. More worryingly, it appears to be able to compel soldiers to abandon their posts, drop their weapons, and shuffle towards it, whereupon it will devour them in much the same manner as the common pitcher plant (*Nepenthes distillatoria*). Others have argued fervently that if we can learn how to control the beast we can use it against the enemy but, judging from the reports I've seen, such a monstrosity poses an equal danger to the side attempting to control it.*

Given these abilities, I suggest aerial bombardment of the creature. The Germans are obviously capable of summoning this beast; thus, a second strategy would be to have psychologically prepared or magically warded commandos infiltrate the enemy position, neutralize the cultists who summoned it, and determine if they have any means of controlling the monster. Should control not be a viable option, fire should also prove effective against it, or a counter-ritual may dismiss it outside of time and space.

—Professor Richard Deadman

PLOT HOOKS

- The investigators are asked to look into the mysterious disappearance of a number of bombers which were last seen flying in an area where there have been reports of increased German activity. Have the aeroplanes fallen victim to Arwassa's psychic attacks, or is there a much more prosaic explanation for their loss?
- A report of an alarming nature has reached Section M/Majestic: Nazi scientists are attempting to use arcane technology to broadcast Arwassa's scream, with the aim of causing soldiers to defect to the enemy during battle. Can the investigators stop them before they manage to build a working prototype?
- A defecting German war reporter has found a way to record Arwassa's scream and has presented it to the relevant Allied authorities along with a request for aid in stopping the monster. But is his purpose in handing over the recording really what it seems to be, or is there something else going on?

SANITY LOSS

1D6/1D10 [Cth]/Terror (-1) [Sav].

INVESTIGATOR ACTIONS

Scoring Hits: conventional weapons have no effect.

Arwassa is vulnerable to aerial bombardment, electricity, fire, magic, and enchanted weapons.

Spells: Call/Dismiss Arwassa can dispel the creature (COC6, p.222 [Cth]/p.114 [Sav]). Mental Suggestion (COC6, p.239 [Cth]/p.119 [Sav]) and Mesmerize (COC6, p.239 [Cth]/KG, p.207 [Sav]) can be cast to control victims of Psychic Lure; once these spells wear off, the target can never be affected by Psychic Lure again.

MILITARY ACTIONS

Scoring Hits: unless the military units are equipped with magic, fire-based or enchanted weapons, or can call in aerial support, they will be unable to directly harm Arwassa.

TERROR ACTIONS

Engulf: Arwassa snares individuals with its tentacles, intending to drop them into its open mouth. A military unit is automatically devoured; investigators must make a DEX×3 roll [Cth]/Agility (-1) test [Sav] to free themselves, otherwise they, too, are eaten. Arwassa will



not target victims of Psychic Lure with this action, unless they are the only units left on the battlefield.

Psychic Lure: (Automatic). Anyone within 100yds (90m) of Arwassa is overcome with a desire to down weapons and stumble towards the monster. All military units roll 1D100 with a 50% chance to avoid the effect [Cth]/draw a card from the Action Deck; if the card is red or a joker, they have not succumbed to the desire [Sav]. If the roll fails [Cth]/if the card is black [Sav], the unit is effectively out of the battle, but it may be spared if Arwassa is defeated before the unit actually reaches the creature and is devoured. Investigators roll POW×3 [Cth]/Spirit (-1) [Sav]. If they fail, they will walk towards Arwassa to be devoured within three rounds, unless physically stopped by their comrades. Once a unit or investigator has resisted the Psychic Lure they are impervious to it forever.

Silent Shout: (Automatic). The constant cry of Arwassa is heard only in its victims' minds. The uncanny scream causes 1/1D4 Sanity loss [Cth]/Nausea (-1) [Sav] to all investigators within 400yds (360m) in the first round of exposure. Animals in the area will stampede away from the maddening

screaming. For mass combat, any unit immune to or protected from Silent Shout gains a Combat Advantage (+1 virtual unit for each immune unit; immunity/protection is granted in the same way as for Psychic Lure).

Sickening Pain: (Automatic). Arwassa's Silent Shout intensifies as victims come closer, causing pain and nausea to all within 50yds (46m), unless protected or immune. This manifests as a -15% penalty to all skill and weapon rolls [Cth]/-1 penalty to all tests [Sav] by military units or investigators.

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast the Dismiss Arwassa spell. As it is destroyed/dismissed, Arwassa unleashes one final scream; all investigators within 200yds (180m) must make a CON×3 roll [Cth]/Vigor (-1) test [Sav] or be knocked unconscious from the mental backlash. All that remains to signal the Terror's former presence is a deep pit, surrounded by blackened and smoking, twisted tree stumps.

My unit was on a sabotage mission to interrupt German telecommunication lines after they'd invaded Poland, which was part of a larger operation to rescue senior Polish military officers from a Nazi concentration camp. As we headed through thick forest, we got our first hint that something wasn't right. All manner of woodland creatures--everything from owls and nightingales to rabbits and small deer--came bounding heedlessly towards us. We imagined they were trying to escape some as-yet-unseen battle, although we couldn't hear any fighting and saw no fires on the horizon.

An hour later we discovered the reason for the local fauna's flight. Actually, we heard it long before we saw anything. It was a low moaning sound, something between a freight train and the groaning, rending sound a ship's hull makes when it's being slowly bent out of shape in a collision. We pressed on, eager to know what was creating this terrible cacophony.

Eventually we did hear sounds of a battle; machine gun fire and small explosions, which we took for grenades. The woods came to an end. The mournful groaning noise was louder now, almost

unbearable. We stopped, surveying the scene through binoculars. About three hundred yards distant, a German infantry company was firing intensely with machine guns and anti-tank weapons at something on a hillock another hundred or so yards further on.

The hilltop was obscured by smoke, but every so often something the size and rough shape of a tree trunk would lash out from the haze and grab a German soldier. In one case, we even saw it smash into a halftrack, which immediately exploded.

Then, slowly, we began to notice what I can only describe as an itching in our heads. It was as if my father's voice was commanding me to walk towards the hilltop, heedless of the enemy soldiers. I shook my head, trying to clear it, but it was only with a great deal of concentration that I managed to break free of the compulsion. Around the same time I noticed that some of the Jerries had downed weapons and were stumbling towards whatever was lurking up there on the hill.

After-action report of
Lieutenant Iain Carstairs,
"I" Detachment, Special Air Service

ATLACH-NACHA

The Spider God

In my library, you will find my collection of notes pertaining to spider deities, which are common to many primitive cultures. Plunder these for ideas on how to find or fight this terror. It was not called forth by our enemy—my sources tell me that they have very little documentation on it. Rather, it seems to reside in cave systems, preferring those in mountainous areas.

We have launched expeditions in numerous remote and craggy ranges around the world, and word from these explorations continues to trickle in. They have not found the beast itself, only remnants of its hoary web in locations far distant from one another. Should a new unit go in search of this creature, I cannot overly stress the importance of maintaining contact with the surface world; although wireless communications will not work underground, it should be possible to use cable transmissions instead. Establishing and maintaining a network of outposts may also prevent any personnel from disappearing.

As for further tactics, I suggest that fire or electricity may be effective in warding the creature off. One spell (Shrivelling) appears to be particularly effective in hurting it. Another suggestion is Command Spider, which may prevent it from attacking you. Given its arachnid behaviour, laying a trap with staked quarry may be useful in drawing it to a location where it can be destroyed (although this option is really not for the squeamish).

—Professor Richard Deadman

PLOT HOOKS

- Strange, thick web strands are found in a Welsh coal mine crucial to the UK war effort, and the miners (or Bevin Boys if your campaign is set after December 1943; the *Keeper's Guide*, p.13) have downed tools. What can the investigators do to get the coal moving again, and what is the significance of a similar discovery in a coalmine in Pennsylvania?
- The investigators uncover signs that the doom of Atlach-Nacha is beginning to unfold, due to a cult that is helping the creature complete its web. What can they do to bring the cult in check and is it too late to stop the spider god?
- As if they did not have enough to deal with at the hands of the Axis, evil is afoot in Malta as civilians succumb to strange spider bites. Can the investigators discover what is behind the apparent spider epidemic and, more importantly, keep local spirits high as they sit out the Siege of Malta?
- The recent capture of several *Gebirgsjäger* (the *Keeper's Guide*, p.36) has identified a new and extremely strong-fibred rope which allows the German alpine units to drag heavy materiel into commanding positions. How and where is this rope being produced and what can be done to prevent any further supplies of it getting through to the frontlines?

SANITY LOSS

1D6/2D10 [Cth]/Terror (-2) [Sav].

INVESTIGATOR ACTIONS

Destroy Hatchery: a successful Spot Hidden roll [Cth]/Notice test [Sav] is required to locate the source of the children of Atlach-Nacha (p.24). Then, two successful fire, magic, or enchanted weapon attacks are required to destroy the hatchery and eggs. Once this is done, the Terror may not take the Children of Atlach-Nacha or Spider Assassins actions (p.24) again.

Scoring Hits: explosives, magic, and enchanted weapons are all effective against Atlach-Nacha, but the spider god moves too quickly to be targeted by most other weapons.

Spells: Shrivelling (**COC6**, p.242 [Cth]/KG, p.209 [Sav]) damages Atlach-Nacha for two hits rather than one. Command Animal (Spider) (**COC6**, p.225 [Cth]/p.116 [Sav]) prevents children of Atlach-Nacha from acting for 1D4 rounds.

Stun Atlach-Nacha: an attack with electricity-based weapons will prevent Atlach-Nacha from taking its next action.

*They have not found the beast, only
remnants of its hoary web.*

MILITARY ACTIONS

Fix Bayonets: a military unit may focus on severing any new strands Atlach-Nacha is secreting in order to prevent it from completing its web. This unit may not make any other attacks while doing this and is, therefore, vulnerable to destruction by children of Atlach-Nacha. If there are no new strands, Fix Bayonets can also be used to destroy existing ones in an attempt to take out the web completely.

Scoring Hits: due to the rapidity of its movement, unless a military unit is equipped with magic, enchanted weapons, or explosives, they will be unable to directly harm the spider god.

Stun Atlach-Nacha: units armed with electricity-based weapons can stun Atlach-Nacha, preventing it from taking its next Terror Action.

TERROR ACTIONS

Bite: 40% [Cth]/Fighting d6 [Sav]. Does 1D4 damage [Cth]/2d4 damage [Sav] to an investigator, ignoring all armour. It also injects a poison of POT 30 [Cth]/Toughness (-4) to resist [Sav], which is paralytic and lasts for 2D3 days (see the *Call of Cthulhu, Sixth Edition* rulebook, p.57 [Cth]/*Savage Worlds* core rulebook, Chapter 4: Situational Rules—Hazards [Sav] for how to handle poisons).

I don't think Mum's carpet beater
will do much against that thing!
- Peggy





Children of Atlach-Nacha: the spider god summons a horde of spiders the size of dogs. These act as a military unit under mass combat rules. If any military unit is under the effect of Web or Fix Bayonets, the children may automatically destroy that unit. If individual children attack the investigators, use the stats provided.

Spider Assassins: Atlach-Nacha directs its children to attack one or more investigators (1D2 spiders per investigator; spider assassins have 4 Hit Points, Bite 60%, damage 1D4, ignores armour [Cth]/Toughness 4, Bite d8, damage 2d4, ignores armour [Sav]). Any investigator with a spider phobia must overcome this in order to act (see *Insanity, Call of Cthulhu, Sixth Edition*, p.75) [Cth]/suffers either a -2 or -4 on all rolls, depending on the severity of the phobia [Sav].

Web: 60% [Cth]/Shooting d8 [Sav]. If targeting a military unit, that unit cannot act for two rounds. If targeting an investigator, the victim must roll STR×2 [Cth]/Str (-1) [Sav] or achieve a Special or Critical Success against the strands [Cth]/destroy the webbing (**Object Toughness:** 8) [Sav] with an appropriate weapon to escape. The web is fireproof.

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5), destroy all of the strands of Atlach-Nacha's web (plunging the creature back into the abyss to begin its labours all over again), or successfully cast the correct spell, such as the relevant Dismiss spell (p.113).

Atlach-Nacha vanishes beneath the surface of the earth through any crack or crevice, followed by any surviving children and/or spider assassins. Its web dissolves.

Children of Atlach-Nacha (Lesser Servitor Race)

Appearance: the stuff of nightmares for anyone who suffers from arachnophobia, these hideous children of the spider god are the size of large dogs. They are fast, agile, and far more dangerous than their smaller brethren, the spider assassins.

Cth STR 2D6 DEX 3D6 INT 1D6 CON 3D6
SIZ 1D6+2 APP n/a POW 2D6 EDU n/a
SAN n/a Hit Points: variable (3-12)

Damage Bonus: varies; **Move:** 12.

Weapons: Bite 40%, damage 1D6+poison (see Special Rules), atts 1, base range touch.

Web Toss 40%, damage entangle, see Special Rules.

Skills: Hide 30%, Sneak 40%, Wall Walking 60%.

Armour: 1 point of chitin.

Sanity Loss: 1/1D6.

Special Rules: if a child of Atlach-Nacha successfully bites a victim, it injects a poison with a POT equal to its CON (see the poison rules in the *Call of Cthulhu, Sixth Edition*

Bremen 5,
den. 31 August 1942



Geheime Reichssache

I led our team across Sikkim on foot, hunting for Shangri-La, artefacts of power, ancient Himalayan mysteries - anything to aid the Reich. Somewhere, in sight of Yechen Kang's indomitable peak, we stumbled upon an abandoned lamasery situated at the entrance of a vast cave system--damp and phosphorescent--in which we quickly lost ourselves, despite my precautions against exactly that happenstance. We remained disoriented for what seemed like weeks, under strict rationing and carefully husbanding our fire and electrical battery lights to ward off the darkness and its unnerving noises for as long as we could. The all-encompassing blackness seemed to grow heavier the deeper we explored in search of any exit.

At one point we found ourselves at the edge of an unfathomable crevasse. Our only option was to skirt its edge, hoping to find our way back to the surface. As we trekked, we came across enormous strands of webbing, much to our apprehension and surprise, as this was far past the point at which all other evidence of life had stopped. Giant, milky cables, as thick as a wrestler's leg and pulled taut as far as our lights could show us, vanished into the inky deep. Our local guides told whispered, panicked stories of a spider-demon that extruded a fearsome web in which it imprisoned you in silk, preserved for a future meal. They said the demon

was building a web in which to catch the end of the world and when it did, it would bring death to us all.

We made camp by one of the larger threads (from which I unsuccessfully attempted to extract a sample) and stopped for sleep. We were roused when our campfire was snuffed out by a hulking, indistinct shadow with multiple legs. In between our own screams, we heard a terrible scuttling, muffled cries for help, and a guttural muttering in an ancient tongue. I felt myself brushed by something coarse and hairy--a monstrous leg, perhaps--from which I recoiled sharply. When I finally managed to get our fire rekindled, we had lost three of our guards and all of our guides--vanished into the gloom in a span of minutes. What blasphemy they had committed or brought upon themselves, I did not want to discover.

I rallied our remaining number and pressed on immediately, making for the surface as best we could. When we emerged from that horrible cave, we were alarmed to find ourselves in the Austrian Alps. This topological anomaly sent two of our number mad; I left them in a local sanatorium, but this is a story for another day. As missions go, this was far from one of our finest moments.

- From the field notes of
SS-Sturmabführer (Major) Rolf Schnädler,
reputed Black Sun operative

rulebook, p.57). The venom has similar effects to that of the child's monstrous parent, except that the paralysis only lasts for 1D12 hours.

If caught in a child's web, the target must roll against the STR of the web (which is the same as the child's STR) on the Resistance Table (*Call of Cthulhu, Sixth Edition*, p.55) using his own STR.

Sav Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d10, Shooting d6, Stealth d6.

Pace: 8; Parry: 5; Toughness: 4.

Special Abilities

- **Bite:** Str+d4.
- **Horror (+0):** those who see a child of Atlach-Nacha must succeed at a Spirit roll or check the Horror Effects Table.
- **Poison (-1):** those who are Shaken or worse by a child of Atlach-Nacha must succeed at a Vigor (-1) roll or be rendered paralysed for a number of hours equal to 13 minus their Vigor die.
- **Wall Walker:** can walk on vertical surfaces at Pace 8.
- **Webbing:** the spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

BAOHT Z'UQQA-MOGG

The Bringer of Pestilence

Opposite is one of the most poignant accounts I have compiled about this being of filth and pestilence made animate. Through my research, I have discovered a Persian report of it as a festering scorpion creature which disgorges pestilential vermin onto its victims, leaving them to be stripped of their flesh in a matter of seconds, and yet others of it being worshipped in Serbia in another form entirely during the hell of the Black Death many centuries ago. But I think it's safe to say that no half-sane armed force would voluntarily call such an indiscriminate destroyer into being. Instead, you will find this creature (whatever shape it takes) where dead bodies accumulate, where disease spreads, and where hope has been lost.

The only thing that seems to hurt it is fire—soldiers who attempt physical attacks are invariably sucked into the thing, which only makes it more powerful.

The first thing a unit encountering it will want to do is prevent it from growing any larger. It is imperative to isolate it from the dying and the dead, and large groups of combatants or civilians; then—strike at it with flame. Keep in mind that gases prevalent in the sewers—one place you are likely to encounter this creature—may cause an explosion that takes out your force as well as the monster itself!

— Professor Richard Deadman

PLOT HOOKS

- Locked in a desperate struggle for survival, a surrounded German battalion summons the god (not necessarily on purpose) from the growing squalor of their *kessel* (zone of encirclement). Can the investigators stop them from using the creature to break out? Or will the investigators accidentally be the means of its release?
- A frightened Greek Orthodox priest has managed to smuggle word out of the neglected leper colony on the Greek island of Spinalonga that the inmates are preparing a blasphemous ritual to raise Baoht Z'uqqa-Mogg in the hope that they can use the Terror to throw off the German occupation of Crete. What can the investigators do to convince them that this is not a good idea?
- The creature spontaneously appears in Sebastopol due to the poor sanitary conditions inside the besieged city, leaving the investigators with a choice: do they attempt to dispel it, or see if they can turn it on the besieging German forces instead?

SANITY LOSS

1D4/1D10 [Cth]/Terror (-1) [Sav].

INVESTIGATOR ACTIONS

Scoring Hits: only fire-based attacks will score a successful hit. For every such attack, there is a possibility that the foul gases surrounding the creature will ignite, causing an

explosion which will destroy one military unit (20% chance [Cth]/draw a card from the Action Deck; if it is a black ace, king or queen card, the gases explode [Sav]). Investigators failing a Dodge roll [Cth]/an Agility test [Sav] suffer 1D2 damage [Cth]/a level of Fatigue [Sav] from fire and concussion.

Spells: casting the Death Spell (COC6, p.232 [Cth]/KG, p.204 [Sav]) causes the creature to burst into flames, explode, and vanish. Investigators failing a Dodge roll [Cth]/an Agility test [Sav] suffer 2D6 fire and concussion damage [Cth]/a level of Fatigue and have a 1 in 6 chance of being set alight [Sav].

MILITARY ACTIONS

Scoring Hits: as for Investigator Actions, only fire-based attacks will score a hit. However, unlike an Investigator Action, for every such attack there is now a much greater chance that there will be a sewer gas explosion, leading to the loss of one military unit (40% chance [Cth]/draw a card from the Action Deck; if it is a black face card, the gases explode [Sav]). Investigators failing a Dodge roll [Cth]/an Agility test [Sav] suffer 1D2 damage [Cth]/a level of Fatigue [Sav] from fire and concussion.

TERROR ACTIONS

Engulf: if targeting military support, one unit is destroyed and the beast gains back one hit as it absorbs their life essence. Those engulfed can be seen writhing in pain and terror, but they cannot be saved.

Cth If targeting an investigator—45%, ignores all armour, base range touch. This inflicts 1D6 and Grapples the victim. A successfully Grappled victim suffers 1D6 damage on every subsequent round unless they escape the hold with a STR×2 roll.

Sav If targeting an investigator—Fighting d6, 2d4 damage, ignores all armour, +2 on Fighting roll (Touch Attack); on a raise, the target is engulfed and takes 2d4 damage, ignoring armour, every round until they escape with a Str (-2) roll.

Immunity to Weapons: (Automatic). Each attack by magic, or conventional, steam, or electricity-based weapons heals Baoht Z'uqqa-Mogg one hit.

Streams of Acid: if targeting an investigator—45%, damage 1D6 for 1D4 rounds, ignores all armour, base range 20 yds [Cth]/Shooting d6, Range 5/10/20, ignores all armour, damage 2d4 for 1d4 rounds [Sav]. If targeting the military, the acid belched forth by the god automatically destroys one military unit.

VICTORY CONDITIONS

Score the necessary number of hits or successfully cast the correct spell, such as the Death Spell or the relevant Dismiss spell (p.113). If destroyed by hits rather than magic, Baoht Z'uqqa-Mogg bubbles back below the surface and vanishes, leaving nothing behind but a stinking miasma.



I was serving as British Liaison to a Polish infantry brigade when the Germans took Warsaw. For weeks, we lived in the sewers as they steadily won control of the surface. It was hell--pestilence, disease, Jerries dropping "potato masher" grenades down manholes whenever they heard a sound... Though I managed to slip out and get past the front lines with the help of the Poles, the rest of the souls in that unit died to a man.

One day (or was it night? In the dark of the "kanal" it was impossible to tell) we were searching for an outlet to forage for fresh water when we were hit by an unimaginable stench, sickening even after weeks knee-deep in those foetid sewers with the dead piling up around us. Then came a profusion of flies, but no ordinary midges; these attacked us tenaciously, trying to wriggle their way under our uniforms and into our mouths and ears. Only fire drove them away.

We were wholly unprepared for what came next: a confusion of darkness and thick, bubbling sewage that crept inexorably towards us down a long passage. We saw men engulfed by it, trying to claw their way out. Almost in the blink of an eye the flesh fell from their hands until they reached out to us with just sinew and bone, before even that dissolved into the putrescence.

Every few seconds, a jet of inky, malodorous ichor shot from the depths of it, instantly turning any flesh it touched into a necrotic, reeking ooze. We slowed it somewhat with Molotov cocktails and flaming brands; then the lucky cowards among us, myself included, abandoned our braver torch-bearing companions and ran helter-skelter through the kanal until we finally found the surface. By this point we were half-mad and the threat of death at the hands of German soldiers held no horror for us.

- War Journal of Reginald Esterhasy,
British Liaison Officer

BYATIS

The Tentacle-bearded

As you can imagine, Byatis has the War Department in a bit of a pickle. They have identified it and have some sense of its power, and are currently—secretly, of course—working on a way to bring this strength to bear in the war effort.

Worryingly, however, we have apprehended a German spy, conspiring with the traitorous Mrs. ██████████ (an occult personage of some repute) to unleash the monstrosity on England itself. With the stakes this high, it is clear the Germans will not stop their attempts to infiltrate the manor and release the creature.

At the same time, our research continues apace. Clearly, there's some question as to whether releasing such a horror on a civilian population, even that of our foes, is something we can morally stomach. You can understand then, that proper deployment—or disposal—of Byatis is a prime concern.

We do know how to hurt Byatis. There are certain primitive weapons that will do it harm (for instance, based on the Druidic records in our possession: ram's horns) for reasons we cannot fathom. Naturally, a supply of these weapons is kept at the Severn

Valley site. For certain, the Elder Sign carved into the stone door that leads to its chamber is puissant, and may be the only real barrier between it and us. It is possible that other weapons or implements that bear such a sign might harm, deter, or otherwise forbid Byatis, should it escape (or should some foolhardy souls seek it in its lair).

Additionally, while we know one side of the door opens into the caves under the manor house, we have no idea what is on the other side of that door. We do not know if the creature is being held entirely in our dimension, or half in our world and half in another. We do not know what other doors may be in this holding pen, or what worlds they open onto. Our researchers have noticed that Byatis is not always banging at the door of its cell. This leads me to surmise there are other exits, perhaps on Earth, or perhaps not.

There is even a chance if we opened this door we would find the creature gone... and we wouldn't know whether it was somewhere else on Earth or in a completely different dimension, until it was too late.

—Professor Richard Deadman

UNIDENTIFIED ROARING AND BANGING SOUNDS

██████ GREAT SCOTT! WHAT WAS THAT?!

AW: AH, THE REASON FOR YOUR VISIT, ██████████. IT IS AN ULTIMATE WEAPON, IF YOU WILL. ONE WHICH WILL TURN AWAY THE GERMAN THREAT FOREVER.

██████ BUT WHAT IS IT?

AW: AS FAR AS WE CAN TELL, IT IS CALLED "BYATIS". IT IS SOME KIND OF ANCIENT GOD, OR ALIEN FROM BEYOND THE UNIVERSE, OR BEAST FROM THE DEPTHS OF THE SEA--

██████ SO YOU DON'T KNOW WHAT IT IS.

AW: WELL, NO, NOT EXACTLY, SIR. BUT IT IS, AT THE MOMENT, TRAPPED IN THE LIMESTONE UNDER THE RIVER SEVERN. THIS MANOR HAS LONG BEEN A HAUNT FOR ASPIRING ALCHEMISTS AND SUPPOSED SORCERERS, AND... THEY SEEM TO HAVE LEFT IT... LOCKED IN THE BASEMENT, AS IT WERE.

PAUSE

AW: AH, THE DESCRIPTIONS WE FOUND IN THE LIBRARIES WHEN WE COMMANDEERED THIS HOUSE ARE QUITE TERRIFYING, ██████████. ONE EYE, CLAWS, WINGS, AND A... TENTACLED MOUTH. *SOUND OF RUSTLING PAPER* THE THING IS MONSTROUSLY HUGE, SIR, THE SIZE OF A CATHEDRAL, BY THIS REPORT, AND SURE TO BE ENRAGED AT ITS

CAPTIVITY. IF WE COULD SET IT ON BERLIN, OR ESSEN, IT WOULD SURELY DEVOUR THE NAZIS LIKE A CHILD DOES POP-CORN.

██████ AND HOW DO WE CONTROL IT?

AW: WELL, SIR, THERE IS A DOOR HERE WITH A SIGIL CARVED INTO IT THAT APPARENTLY HOLDS IT TRAPPED BELOW, SO WE THINK THAT IF THAT DOOR WERE DESTROYED, THE BEAST WOULD BE FREED TO DO--

██████ YOU MISUNDERSTAND, WHITSUN. I AM CONFIDENT THAT YOU COULD FIND A WAY TO UNLEASH THIS THING, BUT HOW WOULD YOU DIRECT IT TO ATTACK BERLIN? WHAT IS TO STOP IT FROM DEVOURING US BEFORE IT MOVED TO THE CONTINENT?

AW: SIR, WE DON'T YET KNOW--

██████ YOU WANT ME TO USE THIS TERRIBLE POWER WITHOUT BENEFIT OF HARNESS OR REINS? HAVE YOU CONFUSED ME FOR AN AMERICAN? NO, DOCTOR. NO MORE. STOP THIS INQUIRY IMMEDIATELY. BURN YOUR RECORDS AND WHATEVER ELSE YOU'VE FOUND. I'D ORDER YOU TO BURN YOURSELF, TOO, IF I THOUGHT IT WOULD DO ANY GOOD.

- SALVAGED TRANSCRIPT OF SECRET WIRE-RECORDED MEETING BETWEEN ██████████ AND DR. ANGUS WHITSUN (SECTION M OPERATIVE), LASTE HOUSE, OAKENHILL-ON-SEVERN



IS IT WRONG THAT LOOKING AT
THAT THING IS MAKING ME REAL
HUNGRY FOR CRAB LOUIE?

- SGT. CARTER

PLOT HOOKS

- Word has reached the newly-formed Section M of a deserted, reputedly haunted old manor house in Oaken-hill-on-Severn. There might be nothing to the rumours, but strange things have been known to happen in the Severn Valley. What will the investigators find when they reach Laste House, and why is the celebrity London medium Mrs. Antonia Vandevere staying close to such a backwater?
- Repair work needs to be carried out on the Severn Valley Railway, a vital wartime route for freight transport, but concerns have been raised by those in the know that the proposed excavation work is very close to where Byatis' prison is thought to be beneath the River Severn. The investigators have been sent to keep an eye on proceedings, but will they, or the workmen they're watching, succumb to Byatis' suggestions and attempt to set the god free?
- It is Britain's darkest hour, and all is not well. In a desperate bid to turn the tide of the war, the investigators have been set a difficult task: negotiate with Byatis to secure its services against the forces of Nazi Germany in return for its freedom. Will they manage to convince the god to do their bidding and accompany them to destroy a strategic target on the Baltic coast? Or will their consciences get the better of them?

SANITY LOSS

1D6/2D10 [Cth]/Terror (-2) [Sav].

INVESTIGATOR ACTIONS

Bargaining With Byatis: Byatis will make deals with supplicants (both in and out of combat), as well as with people who resist its Promises of Power. Often a night of freedom is worth one spell or 1D4% Cthulhu Mythos [Cth]/or an increase in his Knowledge (Mythos) skill of one step [Sav]. However, Byatis is always looking for a way to destroy the hand that "feeds" it, so any bargain is likely to prove a double-edged sword...

Scoring Hits: Byatis is immune to conventional weapons, but investigators may score hits on Byatis with weapons fashioned from—or tipped with—a ram's horn.

MILITARY ACTIONS

Scoring Hits: Byatis can be hurt by explosives, magic, and electricity-based attacks.

TERROR ACTIONS

Byatis can begin to affect the investigators *before* they encounter it directly. Under such circumstances, the Keeper can choose to use the following Non-combat Action:

Promises of Power: while confined, Byatis can invade the dreams of anyone sleeping near its prison, bending them

to its will. The god can attack one investigator in this fashion per night. If the victim fails a POW×3 roll [Cth]/Spirit (-1) test [Sav], he will attempt to free Byatis by any means, subtle or overt (sabotage, persuasion, etc.). If the victim succeeds in the POW×3 roll [Cth]/Spirit (-1) test [Sav], he gains 1 spell and 1D4% Cthulhu Mythos knowledge [Cth]/and an increase in his Knowledge (Mythos) skill of one step [Sav] from Byatis, and cannot be tempted again by Promises of Power.

Byatis can invade the dreams of anyone sleeping near its prison, bending them to its monstrous will.

Once engaged in combat, Byatis can choose from the following Terror Actions:

Feeding Frenzy: when freed from its prison, Byatis makes a devouring attack that kills or destroys a military unit or large civilian target (a bank, train car, etc.). Keep track of these with tokens; for every such target devoured, it takes one additional hit to defeat Byatis.

Hypnosis: 30% [Cth]/Persuasion d6 [Sav]. On a successful roll, Byatis hypnotises his intended prey. If the target is an investigator, he becomes possessed. Every subsequent round, he may attempt to make a POW×3 roll [Cth]/a Spirit (-1) test [Sav] to break the domination. An investigator who breaks the hypnosis receives a 10% bonus [Cth]/a +1 bonus [Sav] to all rolls when attempting to bargain with Byatis or cast magic against it at any time in the future. Any military unit so affected loses its actions for the rest of the encounter.

Tentacle Strike: Byatis can target investigators with a tentacle, grabbing and attempting to devour them. Investigators must make a successful Dodge roll [Cth]/Agility test [Sav] to escape, suffering 1D4 [Cth]/2d4 [Sav] damage if successful, and a hideous death if they fail (unless they seize their one last chance to escape; see Desperate Measures, p.9).

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) and, as a result of the powerful ancient magics by which he is bound, Byatis returns to his prison beneath the Severn. If he is not defeated, Byatis will escape the encounter to wreak havoc on the surrounding area.

ENGLAND: GREEN AND PLEASANT LAND,
MY LEFT FOOT. - SGT. CARTER

CHAUGNAR FAUGN

The Horror from the Hills

The origins of Chaugnar Faugn are so enwrapped in the fronds of antiquity that we know not whether it did in fact arrive from some profane dimension and took advantage of human beliefs to make its home on our planet and recruit a cult to do its bidding. In the end, it matters little for the purposes of this manual.

Chaugnar Faugn has shrines dotting the planet, appearing wherever the elephant is held in esteem—from the jungles of Southeast Asia to the African Serengeti, and even northern Italy, where Hannibal's force of leviathans crossed the Alps. These statues are the foci of its vast cult. At these sites, unholy ceremonies are held where it is called back into this world, and entreated to smash its worshippers' enemies. Therefore, you can best fight the god in three ways:

- Destroy its statues. Utterly. Seek them out and wipe them off the face of the earth
- Destroy its cults. Infiltrate them. Find the leaders and bring them to justice. But beware the god's influence!
- Attack its manifestations directly. You may not be lucky enough to stop its cult before the god is summoned, and then it's down to cold, hard steel

Know that once you have attracted Chaugnar Faugn's attention, it will come for you in dreams, seeking to turn you against your friends and allies, and them against you. The creature will

alert its cultists to your presence, and they will hound and hunt you. If you face Chaugnar Faugn incarnate, it will attempt to psychically compel you to commit suicide. Should all else fail, it will attack with fearsome vigor, rending you itself with tooth, trunk, and claw.

—Professor Richard Deadman

Deep inside Burma, the company of Gurkhas I was attached to had overrun a Japanese supply depot. In a jungle clearing, surrounded by fallen Japanese soldiers, stood a disturbing statue, lifted from the forest floor on some sort of crude dais. It had the vague form of an elephant, but with the noble aspects of that creature perturbed into a sacrilegious parody. The sculptor had fashioned grasping, dripping talons at the end of what could only loosely be described as its trunk, and where his noble ears should have been, there were only tattered wings, like those of a bat.

The dais was ringed with carved stone skulls; upon closer inspection we saw real human ones dotted throughout the macabre display. The blood on them had barely dried, and we wondered what dark rites the Japanese (and no doubt countless unknown others) had performed there. We chanted protective MANTRAS before the statue, burned incense in an attempt to ward off its malign influence, and made camp as far from it as we could.

That night we heard terrible sounds emanating from the direction of the idol: the beating of wings and a horrible, high keening. In the morning, we discovered that several of the men were missing; when we went to search for them, we found only pieces of them scattered in the trees around the hideous effigy. The statue still appeared to be nothing more than a statue, though a number of us remarked that the look in those dark, cavernous eyes was slightly more malevolent; one stout Gurkha, not given to flights of fancy, swore the tentacled arms had CHANGED POSITION! After placing wards around the area, we left as quickly as we could. Had we not already used our explosive charges against the Japanese I would have set them around the profane statue and blasted it to rubble.

— Journal entry of
CPL. AKHEE 'THE EYE' SINGH





PLOT HOOKS

- In the middle of an assignment deep in southeastern France (which, depending on when this takes place, could be deep in enemy territory), the investigators stumble upon what appears to be an out-of-place, highly exotic shrine to some sort of warped, elephant-headed god. What is the significance of this place, and what plans do the locals have for contacting the blasphemous deity venerated here?
- Alarming reports have reached the powers that be that a new Italian Fascist military unit (the *Brigata Nera* “Anni-bale”) has been established. While that in and of itself would not be too much of an issue, the fact that they are using an image of Chaugnar Faugn on their flag is. The unit has been assigned to the Balkans—can the investigators infiltrate it and find out just what its plans are for the Balkan Campaign?
- A friend or colleague of the investigators has been complaining lately of strange dreams of a dank, foetid jungle and dark rituals before a malign, winged statue. That person has now disappeared, leaving behind only a strange note, covered with alarming sketches, describing how they plan to bring enlightenment to the world. How far will the investigators go to track down their missing friend and what exactly does he mean by enlightenment?

SANITY LOSS

Statue form 0/1D4 [Cth]/Nausea (+0) [Sav]; living form 1D8/2D10 [Cth]/Terror (-2) [Sav].

INVESTIGATOR ACTIONS

Scoring Hits: Chaugnar Faugn is immune to fire and electricity; all other weapons are effective, though. Weapons tipped with elephant ivory that have been blessed in the name of Ganesh (the Remover of Obstacles) by a Hindu priest score two hits, as opposed to one.

Spells: dismissing Chaugnar Faugn with the relevant Dismiss spell (p.113) will trap the god inside the nearest of its statues, which may actually turn out to be thousands of miles away. Once dismissed, Chaugnar Faugn will seek vengeance against the person who banished it, employing any means necessary—sending cultists, or attacking the victim’s mind in dreams, for example. If investigators cast Summon/Bind Brother of Chaugnar Faugn (**COC6**, p.244 [Cth]/p.120 [Sav]) they can confuse any brothers on the battlefield, causing them to lose their actions and mill about uselessly for 1D6 rounds. They cannot, however, control them or order them to do their bidding if Chaugnar Faugn is present.

MILITARY ACTIONS

Scoring Hits: military units equipped solely with fire- or electricity-based weapons will be unable to score hits on Chaugnar Faugn. All other weapons can cause damage to the god.

TERROR ACTIONS

Chaugnar Faugn can begin to interact with the investigators outside of a direct confrontation. Under such circumstances, the Keeper can choose to use the following Non-combat Action:

Dominate Mind: Chaugnar Faugn comes to an individual in his dreams and places its oily proboscis upon the victim’s face. The victim rolls POW×3 [Cth]/Spirit (+0) [Sav]. If he succeeds, he loses 1/1D3 SAN [Cth]/suffers from Nausea for the rest of the day [Sav], wakes screaming, and forever harbours a fear of elephants. If he fails, he loses 1/1D3 SAN [Cth]/suffers from Nausea for the rest of the day [Sav] and is bent to the creature’s will. The domination can be ended with two successful Psychoanalysis rolls [Cth]/a successful Knowledge (Psychoanalysis) (-2) test [Sav] made by a third party in the presence of a statue or idol of Chaugnar Faugn.

Once the investigators are face-to-face with the Terror, Chaugnar Faugn can choose any of the following Combat Actions:

Bleeding Heart: the heart of the victim (or victims, if targeted against a military unit) ruptures inside his chest. Investigators so attacked must succeed at a CON×5 roll [Cth]/a Vigor test [Sav] or die. Military units have no defence against this attack.

Brute Force: Chaugnar Faugn can attack with its trunk, feet, and claws. If targeting investigators, each attack is at 70% [Cth]/Fighting d8 [Sav] and deals 1D10 damage (in a glancing blow) or drains 1D8 POW (Keeper’s choice) [Cth]/deals d12+4+d10 damage, or drains a die type of Spirit (through its trunk) [Sav]. If targeting military a unit affected by Self-Sacrifice, the god automatically destroys that unit. If targeting an unaffected military unit, it has a 60% chance to hit [Cth]/Fighting d8 [Sav]; success destroys that unit.

Self-Sacrifice: Chaugnar Faugn psychically dominates a victim (investigator or military unit) who then approaches the god and stands idly by, waiting to be devoured. If an investigator is targeted, in the next round he can spend 5 Magic Points to roll POW×5 [Cth]/attempt a Spirit (-2) test [Sav] to break out of the trance. Military units have no defence against this attack.

Spells: the God may cast spells to summon his followers, such as Summon/Bind Brother of Chaugnar Faugn, as well as harmful spells like Curse of Chaugnar Faugn (**COC6**, p.231 [Cth]/p.118 [Sav]).

Statues of Chaugnar Faugn: if these human-sized statues are close to the encounter area, this action animates them. If one or more statues attack investigators, use the statistics on pp.35-36. If they attack military units, treat the group of statues as a single unit under the mass combat rules (taking into account the number present).

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast the correct spell, such as the relevant Dismiss spell (p.113). Chaugnar Faugn will then revert to statue form, made of an indestructible material unknown to earthly science. The monster remains frozen, able only to use Dominate Mind, until the stars are right and cultists have performed perverted rites of blood and pain to resuscitate their god.

Brothers of Chaugnar Faugn (Greater/Lesser Servitor Race)

Appearance: smaller parodies of their monstrous relative, the brothers came in two variations: greater and lesser. Regardless, both types of creature have humanoid bodies and skeletal heads sporting tattered, webbed ears and multiple, interwoven crystalline trunks ending in a suckered disc. They can pass as statues in dim light, and hunger after fresh blood.

GREATER BROTHER

Cth STR 6D6 DEX 4D6 INT 4D6 CON 6D6
SIZ 5D6 APP n/a POW 4D6 EDU n/a
SAN n/a Hit Points: variable (5-33)

Damage Bonus: varies; **Move:** 8/12 (flying).

Weapons: Grapple 40%, damage 1D6+db.

Blood Drain 100%, see Special Rules.

Crush 45%, damage 1D6+db.

Skills: Listen 60%, Spot Hidden 60%.

Armour: 2 points of tough, wrinkled skin. Greater brothers can only be harmed by enchanted weapons or magic.

Spells: Contact Chaugnar Faugn, Summon/Bind Lesser Brothers of Chaugnar Faugn, plus any other spells deemed appropriate by the Keeper.

Sanity Loss: if mistaken for a statue 0/1D4; if moving 1D3/1D8.

Special Rules: once a greater brother successfully grapples a victim (see the Grapple rules on p.68 of the *Call of Cthulhu*, Sixth Edition rulebook), it automatically succeeds in draining blood from its victim for 1D6 CON each round until the victim frees itself or is dead.

Greater brothers are also able to lure their victims to them through their dreams. Unless the target manages to overcome the greater brother's current Magic Points with their own on the Resistance Table (*Call of Cthulhu*, Sixth Edition, p.55), then the victim is drawn to a grizzly fate...



Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+2, Vigor d12+2.

Skills: Fighting d6, Notice d8.

Pace: 8; **Parry:** 5; **Toughness:** 13 (1).

Special Abilities

- **Armor (+1):** thick leathery hide.
- **Blood Drain:** if a victim has been successfully subdued by a greater brother then the creature may make a Touch Attack (+2 on Fighting), that inflicts a level of Fatigue upon the target as his blood is drained through the creature's terrible trunk.
- **Crushing Fists:** Str +d6.
- **Dream Lure:** if the greater brother succeeds in an opposed Spirit roll against a victim it can lure the sleepwalking target to a grizzly fate.
- **Flight:** a greater brother has a Flight Pace of 10.
- **Grapple:** if a greater brother gets a raise on its fighting roll then it is able to subdue its victim. If the target can then succeed in an opposed Strength roll, he can escape.
- **Horror (-1):** seeing an animate greater brother causes the viewer to make a Spirit (-1) roll or check the Horror Effects Table.
- **Nausea:** anyone who sees a brother of Chaugnar Faugn masquerading as a statue must make a Spirit test or suffer from Nausea when within sight of it.
- **Size (+3):** greater brothers are much larger and squatter than a human.
- **Spells:** contact Chaugnar Faugn, summon/bind lesser brother of Chaugnar Faugn, plus any other spells of the Game Master's choice.
- **Weakness:** magic and weapons which have been enchanted or are tipped with ivory blessed in the name of Ganesh by a Hindu priest bypass the creature's armour.

Both types of creature have humanoid bodies and skeletal heads sporting tattered, webbed ears.

LESSER BROTHER

Cth STR 3D6+6 DEX 3D6 INT 2D6 CON 3D6+6
SIZ 2D6+6 APP n/a POW 3D6 EDU n/a
SAN n/a Hit Points: variable (8-21)

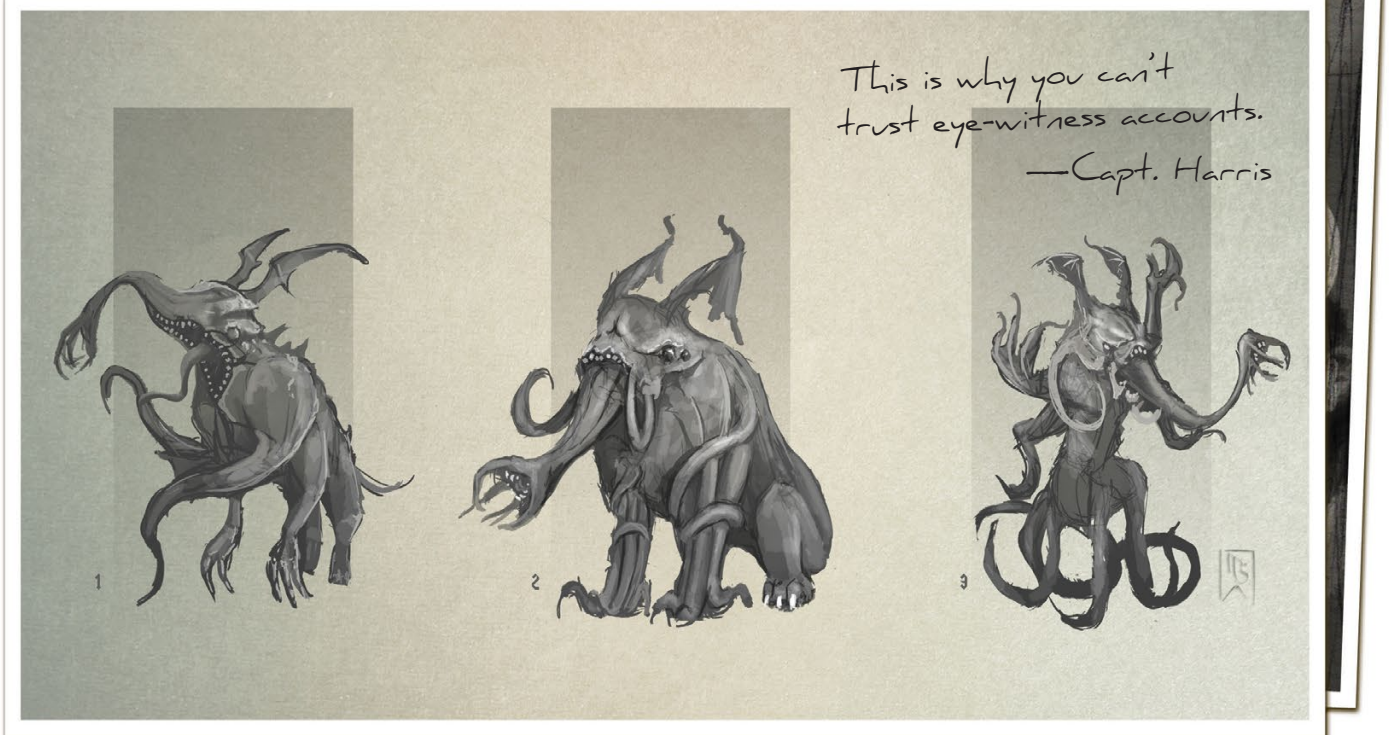
Damage Bonus: varies; **Move:** 10 (cannot fly).

Weapons: Grapple 25%, damage 1D6+db.

Blood Drain 75%, see Special Rules.

Crush 25%, damage 1D6+db.

Skills: Listen 30%, Spot Hidden 30%.



Armour: 2 points of tough, wrinkled skin.

Sanity Loss: if mistaken for a statue 0/1D4; if moving 1/1D4.

Special Rules: once a lesser brother successfully grapples a victim (see the Grapple rules on p.68 of the *Call of Cthulhu*, Sixth Edition rulebook), it can attempt to drain blood from its victim for 1D4 CON each round until the victim frees itself or is dead.

Sav **Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10.

Skills: Fighting d4, Notice d6.

Pace: 8; **Parry:** 4; **Toughness:** 8 (1).

Special Abilities:

Armor (+1): thick leathery hide.

Blood Drain: if a victim has been successfully subdued by a lesser brother then the creature may make a Touch Attack (+2 on Fighting), that inflicts a level of Fatigue upon the target as his blood is drained through the creature's terrible trunk.

Grapple: if a lesser brother gets a raise on its fighting roll then it is able to subdue its victim. If the target can then succeed in an opposed Strength roll, he can escape.

Nausea: anyone who sees a brother of Chaugnar Faugn must make a Spirit test or suffer from Nausea when within sight of it.

Statues of Chaugnar Faugn (Lesser Servitor Race)

Appearance: human-sized, but definitely not fashioned after man, these grim representations of the Horror from the Hills vary in form but all display twisted elephantine features, such as a trunk-like proboscis and appendages resembling ears. They also have sharp, curved talons in a parody of human fingernails. A tiny portion of the god's terrible essence resides within each statue, allowing him to command them at will.

Cth **STR** 18 **DEX** 15 **INT** 8 **CON** 12
SIZ 12 **APP** n/a **POW** 9 **EDU** n/a
SAN n/a **Hit Points:** 14

Damage Bonus: +1D4; **Move:** 10.

Weapons: *Claws/Trunk* 70%, damage 1D8+1D4, base range touch.

Armour: 5 points. Immune to fire and electricity. Magic, enchanted weapons, and weapons tipped with elephant ivory that has been blessed in the name of Ganesh by a Hindu priest bypass armour.

Spells: Contact Chaugnar Faugn, Summon/Bind Brother of Chaugnar Faugn, Curse of Chaugnar Faugn, plus any five other spells of the Keeper's choice.

Sanity Loss: 1/1D4.



Attributes: Agility d8, Smarts d4, Spirit d4, Strength d12, Vigor d6.

Skills: Fighting d8, Notice d6.

Pace: 8; **Parry:** 6; **Toughness:** 10 (3).

Special Abilities

- **Armor (+3):** the Statue is made of stone.
- **Claws:** Str +d6.
- **Immunities:** a statue of Chaugnar Faugn is immune to fire and electricity.
- **Nausea:** anyone who sees a statue of Chaugnar Faugn, must make a Spirit test or suffer from Nausea when within sight of it. This test must be made again when the thing animates, but this time at a -1 penalty. The penalties for two failed tests do stack.
- **Size (+2):** the statue may not be very tall, but it is extremely squat and heavy.
- **Spells:** *contact Chaugnar Faugn, summon/bind brother of Chaugnar Faugn, curse of Chaugnar Faugn*, plus any 5 the Game Master's choice.
- **Weakness:** Magic and weapons which have been enchanted or are tipped with ivory blessed in the name of Ganesh by a Hindu priest bypass the creature's armour.

Thralls of Chaugnar Faugn (Lesser Servitor Race)

Thralls are created when a human consciously and deliberately gives himself as a servant of the god as part of successfully casting the Summon Thrall of Chaugnar Faugn spell.

Appearance: over time, the thrall begins to diverge from his human appearance into something more resembling that of the god. His skin becomes mottled and wrinkled, his head becomes bloated, and his face begins to distort as if strange tumours are warping the underlying structure.

TYPICAL THRALL OF CHAUGNAR FAUGN



STR 18 **DEX** 19 **INT** 12 **CON** 15
SIZ 13 **APP** 08 **POW** 16 **EDU** 14
SAN n/a **Hit Points:** 14

Damage Bonus: +1D4.

Weapons: *Dagger* (Melee Weapon—Knife) 45%, damage 1D6+1D4, atts 1, base range touch.

Revolver (Handgun) 45%, damage 1D8, atts 3, base range 15 yds.

Skills: Cthulhu Mythos 20%, Drive Automobile 45%, Hide 40%, Sneak 40%, Spot Hidden 45%.

Armour: 1 point of tough, wrinkled skin.

Spells: Summon Thrall of Chaugnar Faugn, plus up to three other spells of the Keeper's choosing.



Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8.

Skills: Driving d6, Fighting d6, Intimidation d6, Knowledge (Mythos) d4, Notice d6, Shooting d6, Stealth d6.

Charisma: -8; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (1);
Sanity: Insane.

Hindrances: Bloodthirsty, Mean, Fanatic, Loyal, Ugly, Vow.

Edges: none.

Gear: *Dagger* (Str +d4), *Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1), robes.

Special Abilities

- **Armor (+1):** tough wrinkled skin
- **Insane:** cultists are totally insane. Their insanity gives them a strength beyond that of normal men. They gain a +2 bonus to both their Toughness and any attempts to Unshake. They are also immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- **Spells:** *summon thrall of Chaugnar Faugn*, plus up to three other spells of the Game Master's choosing.

I don't know whether to pity these people or admire them for the strength of their (albeit misguided) faith.

- Sally Armstrong

THE CLOUD-THING

Nameless Outer God

I have come to the conclusion (though it is disputed in certain academic circles) that this entity is the source of the mystery that surrounds the Bermuda Triangle, as well as several other such "devil triangles" or "vile vortices" around the world: those in the Wharton Basin, near Hawaii, between Japan and the Philippines, between Africa and Madagascar, and in the mountains of northern Afghanistan. Note that the last falls on land, so do not assume that a lack of water ensures your safety from this creature. It goes without saying that military operations in these far-flung and remote regions must be undertaken with the greatest care.

It is not yet known why this being strays into these areas but from those few studies that have been attempted, it would appear that the lines of magnetism which encircle the globe allow it access to powers beyond our ken.

Detecting the creatures is simple, but fraught with danger: if you experience anomalies in radar and navigational equipment, if radios cease to function and the horizon becomes undetectable or shifts, you have found one. Anyone caught out by such must take great care, as they face not only equipment failure and navigational difficulty, but also waterspouts and cyclones. Persons and vehicles of all types can be seized and made part of the cyclone, which moves faster than the fastest aircraft.

Since the Cloud-Thing feeds on life force, it protects any people it draws up into its funnel, whilst shredding metal, wood, concrete, etc. Then, as the Cloud-Thing feeds and its purple color deepens, it begins raining purple crystals, assorted debris, and the dried husks of the people it has devoured. These crystals (the remains of its human victims, whose fluids have been drained to sustain the creature and the unwanted waste products consolidated into crystal form) can be used in rituals to summon the god.

To clear these vortices, anecdotal reports suggest that if they can be isolated and targeted, extreme heat generated by magic, fire, and high explosives can cause them to dissipate; conversely, extreme cold should slow them. Conventional weapons will likely have no effect.

—Professor Richard Deadman

PLOT HOOKS

- The investigators have been called in to examine a spate of bizarre weather phenomena in a remote location. Once they arrive, they find purple crystalline deposits and some very strange debris (such as boat parts if miles inland, or the remains of houses if out at sea). Can they follow the trail to identify its source? Will they stumble into a so-called "vile vortex", and will the Cloud-Thing be there waiting for them?
- A vital shipping route is under threat, but not from enemy submarines. All of the reports mention the same thing—a high-speed, purple water-spout that seems to

We were on manoeuvres 300 nautical miles south-southeast of Bermuda when we saw a shimmering haze begin to take form on the horizon. As we neared it, it began to coalesce into a sort of funnel cloud or waterspout. Then, without warning, it sped towards us, closing fast. A patrol boat on the starboard side of our flotilla was struck head on. I could see the torpedo tubes and lifeboats being sucked up into the funnel; the destruction was absolute.

What was left of the patrol boat began to sink, but then it was lifted wholesale into the funnel, where it was—in short order—chopped into tiny pieces, becoming a fine mist of machine parts. Yet, inexplicably, we could still see the bodies of our comrades quite clearly. We changed course, but one of our destroyers was badly damaged when the funnel crossed its deck; the deck had been ripped up where it had passed, and the bare superstructure of the boat lay open to the heavens.

— After-action report of
Kapitän zur See Hedwig Weber,
Flottentorpedoboot T37 "Johann Strauss"

appear from nowhere and can target specific vehicles. Majestic/Section M are fairly certain it is the Cloud-Thing, and a crackpot inventor of a giant cold-producing device thinks he might have the key to driving it off. Are the investigators brave enough to carry out some field tests to see if the inventor's theories are valid? And how do they lure it into their trap?

- There are rumours that the Nazis (or the Japanese, depending on the location) have been summoning the Cloud-Thing to attack Allied installations. These attacks are growing ever bolder and are targeting larger objectives each time. Can the investigators discover what has caused these attacks and put a stop to them before irreparable damage is caused to the Allied war effort?

SANITY LOSS

1D4/1D10 [Cth]/Terror (-1) [Sav].

INVESTIGATOR ACTIONS

Infernal Devices: the Cloud-Thing may be susceptible to various meteorological inventions. Investigators are encouraged to be creative!



Scoring Hits: the Cloud-Thing is immune to conventional, steam, and electricity-based weapons. Fire weapons, magic, and explosives will hurt it, however. Extreme cold will also score hits on the Cloud-Thing, if a weapon employing such can be devised.

Spells: Alter Weather (COC6, p.217 [Cth]/KG, p.196 [Sav]) can force the Cloud-Thing away from potential victims if used to lower the temperature in some way. An Elder Sign, in addition to its expected effect, prevents the Cloud-Thing from willingly harming any person or object with the Sign on it.

The Cloud-Thing can pull a target into its funnel cloud; seconds later, translucent purple crystals rain down.

MILITARY ACTIONS

Scoring Hits: standard firearms, electricity-, and steam-based weaponry do not have an effect on the Cloud-Thing. Explosive ordnance, magic, and fire are all capable on inflicting damage on the creature.

TERROR ACTIONS

Fluid Drain: once per round, the Cloud-Thing can pull a specific target (be that an investigator, a military unit, or

a building) into its funnel cloud; seconds later, translucent purple crystals rain down over the surrounding area. If targeting an investigator, the Cloud-Thing's funnel drains 1D6 POW and CON [Cth]/drains 1 die step of both Spirit and Vigor [Sav] from the victim each round until they are dead or somehow escape (perhaps using a weapon the Cloud-Thing is susceptible to; see Desperate Measures, p.9). If targeting a military unit, the unit is automatically destroyed.

Lightning Strike: if targeting an investigator, the Cloud-Thing has a 60% [Cth]/d8 [Sav] chance to hit and deals 2D10 [Cth]/3d6 [Sav] electricity damage if successful. If targeting a military unit, Lightning Strike destroys one unit.

Rain of Debris: each round after sucking a structure or other inanimate object into itself, debris rains from the Cloud-Thing. Investigators must avoid the hail of scrap metal and other waste by making a successful DEX×3 roll [Cth]/Agility (-1) test [Sav] or take 1D6 Hit Points of damage [Cth]/a level of Fatigue [Sav]. The rain of debris can also be used to destroy a military unit.

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast the correct Dismiss spell (p.113). When defeated, the entity dissipates and returns to its native plane.

CTHULHU

Master of R'lyeh

What more need be said about dread Cthulhu? His power, cults, and existence is an open secret in both the intelligence and occult community, and even the general public is troubled by his haunting familiarity. The most remote and ancient human communities have felt his cold influence, and he is known by many abominable names.

Tales of Cthulhu sleeping dead in his sunken city are commonplace worldwide, and his followers are by far the most numerous of any of the malfasants in our files. True fanatics can be found in any country, in every class and clan. Some are adept at hiding their mad allegiance and may hold positions of political, industrial, or military power. Although the war effort has motivated heightened security measures, rooting out believers and sympathizers has proven to be more difficult than thwarting your basic Nazi infiltrator, so beware: know your chain of command! Suspect unfamiliar informants! Healthy paranoia may keep you alive and sane...

Octopus-headed, humanoid, winged, and ancient—should you chance upon him in person, even if his telepathic influence can be overcome, his talons likely cannot. Those few reports we have of physical confrontation reveal that the Great Old One is incredibly resistant to physical attacks, regenerating from his injuries at an astounding rate. The tentacles around his mouth are just as quick and dangerous as his be-clawed limbs, and he can manipulate his own shape to suit his needs.

Cthulhu is susceptible to the power of an Elder Sign, though, and may be deterred (though never defeated) by powerful sorcery. However, our meagre human potency is no match for his vast and thorough command of magic, so spells to protect yourself may be a more prudent tactic.

Though Cthulhu is puissant, he remains trapped on his island city of R'lyeh, deep under the most remote part of the south Pacific ocean. Yet from this watery tomb he uses his tremendous psychic powers to speak to people in dreams, reminding them of the ancient time when he ruled over an enslaved humanity, and of the future time when he will do so again, in hunger, fire, and blood. For the unwary or unwell, madness soon follows these nightmare visitations.

Occasionally, an inopportune alignment of stars causes R'lyeh to rise from beneath the waves, rousing Cthulhu (though the most ancient texts imply that the alignment that restores him to full power is many millennia in our future, if we have such a thing). Should such an emergence take place, it is more likely that the immediate threat to anyone unfortunate enough to be in the area will be from the numerous members of his race with which he was entombed, such as the deep ones and creatures known as star spawn. His servants and spawn are legion, and while not as powerful as their master, they can easily overwhelm human opponents.

—Professor Richard Deadman

PLOT HOOKS

- Cthulhu's nightmares are once more reaching out into the world and, unfortunately, several top Allied generals have been caught up in the latest wave of those affected, causing them to make stupid mistakes through lack of sleep, nervous exhaustion, and (in some cases) sheer terror. Can the investigators identify the root cause of these blunders and stop any more from occurring before a major campaign is lost? And can they do so without attracting the Great Old One's attention themselves?
- A leading politician has recently started acting in an unusual way; he has picked up a few new (almost insignificant) habits and has forgotten one or two of his old ones. Besides that, he seems to be having difficulty remembering certain events in his life and career. Can the investigators uncover his secret (a cunning doppelganger inserted by a new, politically savvy Cthulhu cult) and work out why the cult want to infiltrate the corridors of power?
- Intercepted intelligence suggests that Black Sun sorcerers are about to undertake a ritual to raise R'lyeh from the

The Count of Morocco,
At sunrise tomorrow,
Will send you to Cumbertown Bay.
You're off to explore,
Find treasures galore,
And return in a year and a day.

You'll start as a sailor,
On an Indian whaler,
And take enough money to burn,
But when you're adrift,
And the wind will not shift,
Here is the lesson you'll learn:

You'll dream of black stone,
And the memory of bone,
Wishing that you could be dead,
'Til one without pity,
Comes up from his city,
And eats the inside of your head.

— "The Count of Morocco",
traditional children's rhyme.

*I don't think he's
dreaming anymore...*

- RD



deep and loose Cthulhu on the world. However, this is not the case (as this would directly interfere with Reinhardt Weissler's plans to release Yog-Sothoth). So who is behind the false intelligence, and is it a trap for the Allied occult investigative services?

SANITY LOSS

1D10/1D100 [Cth]/Terror (-6) [Sav].

INVESTIGATOR ACTIONS

Evasive Manoeuvres: with a successful Pilot, Drive, or Tactics roll [Cth]/Boating, Driving or Piloting test [Sav], an investigator driving/piloting a vehicle (such as an aeroplane or Jeep) can get close to Cthulhu without getting caught by his claws, and may perform one additional action, such as attacking with an appropriate weapon (see Scoring Hits below). This action may be taken repeatedly over successive rounds, requiring repeated successful rolls, but any failure should result in destruction of the vehicle and serious injury (or death) to the vehicle's occupants. Any investigator who is a passenger in or on the vehicle can also attempt to attack whilst in range.

Psychic Chain: investigators can tap into the psychic energy of allies and civilians within eyeshot to combat one of the following Terror Actions: Mass Possession, Blessing of Cthulhu, or Blight of Cthulhu. Participants must be willing, and able to communicate verbally with one another, and the effect requires a successful casting of either Mental Suggestion or Mesmerize.

Scoring Hits: magic, steam-based, and enchanted weapons are all effective against Dread Cthulhu.

Spells: if Cthulhu's body has been destroyed, the Alter Weather spell (COC6, p.217 [Cth]/KG, p.196 [Sav]) can be used to disperse the Fog of Cthulhu (see p.42). Impeccable Throw (COC6, p.237 [Cth]/p.119 [Sav]) can be of great use when employed by a passenger taking part in Evasive Manoeuvres (or at any other time when a direct hit is required). Due to the enmity between star spawn of Cthulhu (COC6, p.173 [Cth]/p.42 [Sav]) and shoggoths (COC6, p.173 [Cth]/KG, p.213 [Sav]) it is possible that the spell Summon/Bind Shoggoth (p.120) could be used to ensnare allies but, given the shoggoths' capricious nature, this is a very risky strategy indeed...

MILITARY ACTIONS

Diversiónary Fire: support troops can keep Cthulhu's attention focussed away from the investigators with strategic, attention-grabbing attack patterns. Conventional, electricity-based, and fire weapons which are usually not effective against Cthulhu are useful when employed as Diversiónary Fire (they will not score hits, but they do act as a suitable distraction).

Drive Him to the Sea: sufficient successes (a minimum of three, based on the circumstances) with any weapon type can force Cthulhu underwater, immediately ending the effects of Blessing of Cthulhu and/or Blight of Cthulhu.

Scoring Hits: military units cannot harm the Great Old One unless they are using enchanted or steam-based weaponry, or magic. Or a boat...

TERROR ACTIONS

Due to the nature of his powers, the Master of R'lyeh can interact with investigators prior to a direct, face-to-face encounter. If this is the case, he can use the following Non-combat Action:

The Stuff of Nightmares: Cthulhu may affect the dreams of sleepers; anyone targeted by the Great Old One's dream attacks must make a successful Sanity roll [Cth]/Horror (+0) test [Sav] or lose 1D6 Sanity [Cth]/roll on the Horror Effects Table [Sav] as a result of their terrifying nightmares of a sunken city and the foul things that dwell there. Even those who succeed wake the next day with an intense migraine headache which lasts for 1D12 hours (2D12 if the roll was failed), making all rolls *Difficult* [Cth]/suffer a -2 penalty [Sav] until the headache passes.

Once engaged in battle, Cthulhu can choose from the following Combat Actions:

Blessing of Cthulhu: if used against investigators, the Blessing confers a +20% bonus [Cth]/+1 bonus [Sav] to all attack rolls made by the force opposing the investigators. This effect remains in play until the battle is over or the effect is magically dispelled or countered (see Psychic Chain, for example). If used against a military unit, the Blessing grants Combat Advantage (+1 virtual unit) to each unit on the chosen side. Once the virtual unit is destroyed, it is not replaced for the duration of the battle.

Blight of Cthulhu: investigators take a -10% [Cth]/-1 [Sav] penalty to complete actions, including attacks. This affects the investigators only, and not military units. This effect remains in play until the battle is over or the effect is magically dispelled or countered.

Claw/Tentacle Attack: Cthulhu can automatically grab and crush any target. Investigators can use Desperate Measures (p.9) to effect their escape, but any military unit or inanimate object targeted in such a way is instantly destroyed.

Mass Possession: Cthulhu uses his oneiric telepathy to turn one group of allies against one another. This action can be used to make a military unit switch sides during mass combat, and remains in effect either until the end of the battle or the unit is destroyed.

Regeneration: if Cthulhu suffers a hit, he regenerates in 1D4 rounds unless he is destroyed/dismissed first.

Spells: Cthulhu can summon his minions, such as deep ones and star spawn of Cthulhu, using the relevant Contact and Summon/Bind spells. If individual creatures are summoned to face the investigators one-on-one, then use the appropriate statistics, but these creatures can also be used as mass combat units when present in greater numbers.

VICTORY CONDITIONS

As Dread Cthulhu is one of the most powerful and dangerous Terrors of the Cthulhu Mythos, it requires six hits to dispel him from the waking world; alternatively, he can be sent packing by use of the correct Dismiss spell (p.113)

Fog of Cthulhu: if Cthulhu is dispelled by scoring hits, his body transmutes into a terrible fog that descends and envelops friendly forces, devouring them and using them to reconstitute his body. They are all made part of him, retaining just enough consciousness to endure their horrible suffering for eternity... or until Cthulhu's body is destroyed a second time. If this happens, he will dissipate completely rather than reform. Investigators can use Desperate Measures (p.9) to avoid this fate, and the Fog can be dispersed by use of the Alter Weather spell.

Protected by their dread Lord's power,
they too slumber away the ages, awaiting
the island's return.

Star Spawn of Cthulhu (Greater Servitor Race)

The star spawn of Cthulhu came to earth with their master in the eons before time was time. They are servants of Cthulhu, and though they can change their form as they please, they always bear some resemblance to their dread master. There is considerable speculation that the star spawn are actually offspring of Cthulhu; the truth is unknown, but the resemblance is quite striking.

Most star spawn are presumed to have been trapped along with Great Cthulhu in the sinking of R'lyeh. Protected by their dread Lord's sorcerous power, they too slumber away the ages, awaiting the island's permanent return, in the time when the stars are right. Some, however, have escaped or

avoided imprisonment altogether, and wander the oceans at the behest of other Mythos entities.

Due to their great size, when used in mass combat (as opposed to one-on-one against the investigators) each star spawn counts as one military unit (p.6).



See *Call of Cthulhu, Sixth Edition*, pp.173-174 for further details and stats for star spawn.



Attributes: Agility d6, Smarts d12+4, Spirit d12+4, Strength d12+12, Vigor d12+10.

Skills: Fighting d10, Knowledge (Mythos) d10, Notice d6.

Pace: 15; **Parry:** 8; **Toughness:** 28 (5).

Special Abilities

- **Aquatic:** star spawn can function as well underwater as they do on land, and have a swim pace of 15.
- **Armor (+5):** Heavy Armor. A star spawn is covered in blubber.
- **Claw:** Str +d8. Heavy Weapon.
- **Fly:** Pace 7, Climb -1.
- **Gargantuan:** a star spawn can stomp on foes (in a Medium Burst Template) doing d12 +12 damage; subtract the size of the target from this damage.
- **Hardy:** if a star spawn is Shaken, further Shaken results have no effect.
- **Huge:** attackers get a +4 bonus to their attack rolls against a star spawn.
- **Regeneration:** star spawn make a Vigor roll every round. A success heals a wound, and a raise heals another. They also get +2 on Spirit rolls to unshake.
- **Size (+11):** a star spawn is one of the biggest creatures on the Earth.
- **Spells:** a star spawn knows up to 18 spells of the GM's choosing. They always know the spells *contact Cthulhu*, *contact deep one*, and *contact star spawn*.
- **Tentacles:** Str+d6, Parry +1, ignores shield bonuses. A star spawn has 4 tentacles, each with a reach of 5, and they can attack different targets. They gain a gang up bonus if more than one attacks the same target.
- **Terror (-2):** those who see a star spawn must make a Spirit (-2) test or roll on the Terror Effects Table. Even those who succeed at their Spirit roll still gain 1 point of Dementia.

*"Loathsomeness waits and dreams in the deep,
and decay spreads over the tottering cities of men."*

- H. P. Lovecraft, *The Call of Cthulhu*.

CTHYLLA

Daughter of Cthulhu

Giant squid are known to science but have not been known to exceed 50 ft (15m) in length. They certainly do not produce “sizzling holes” in wrought steel! Nor do they (as we have on good authority from other accounts) fly.

A spawn of none other than the Dread Cthulhu, this creature may be the source of legends of great sea monsters, or kraken, dating back through recorded history to the hafgufa of Norse legend. We are lucky that, as far as I am able to ascertain, there is only one such beast, though given its speed it may be encountered in any of the world's seas.

Its form is malleable. Cthylla has even been known to appear as a female humanoid to accept sacrifices from worshippers. In this form it keeps the same mottled coloring, but with tentacles for fingers and barbed suction cups covering its limbs. In certain fishing communities, Cthylla is worshipped both as a protector and taker of life at sea and, if discovered, these cults should be dealt with immediately due to their aforementioned unsavoury religious practices; this may affect the creature's power (although any evidence in direct support of this is strictly hearsay at this point).

Cthylla can regenerate from any damage afflicted upon it quite quickly. For this reason, heavy naval weapons should be brought to bear whenever possible, along with rapid-firing guns that outpace its ability to recover. I do not know if it is possible to kill it, but more than one encounter has proven that a determined resistance can drive it back beneath the waves.

As for the beast itself, its ability to cast spells should not be underestimated, and the deep ones who are known to

accompany Cthylla are a threat all of their own. There may even be larger and more fearsome creatures in her retinue: the so-called star spawn of her father, Cthulhu. Be watchful, and strike fast and hard at all times.

—Professor Richard Deadman

PLOT HOOKS

- A merchant vessel has recently gone missing from one of the Arctic Convoys. When some of its crew are recovered, they tell a fantastical tale of being overrun by fish-men who bragged about summoning the daughter of a god to destroy the convoys headed for Archangelsk. Can the investigators figure out the threat and find a way to neutralise it before the deep ones can summon Cthylla to do their bidding?
- An American submarine captain has gone rogue, stealing his boat and taking only like-minded crewmen with him. The boat's manifest lists some alarming and unusual “supplies” that were loaded shortly before the submarine disappeared; supplies that could form the basis of a monstrous summoning ritual. Has the captain's desire for vengeance against the Japanese for the attack on Pearl Harbor driven him insane enough to awaken the kraken? And can the investigators find him and appeal to his better nature before he does something everyone might regret?
- The corpses of Allied and Axis seamen have been washing up in a particular spot on the North African shoreline. While this might not at first seem especially unusual given



As a child, then later as a sailor, I'd heard tales of giant squid attacking whales and even fishing boats in the deepest seas. I'd always chalked them up to old salt stories embellished to terrify new recruits. Then late one night, on a patrol just east of the Azores, our ship lurched with a sudden jolt. I initially took it for a torpedo impact but there'd been no explosion. One of the sailors had seen it and raced aft to the harpoon-gun, an ancient relic from our ship's former days as a whaler. The harpoon buried into the thing and it took off, pulling the boat a good couple of hundred yards before, with a sharp "crack!", the cable snapped and came whipping back at us. We never saw it again, but the suckers on its arms left steaming, sizzling holes in the solid steel of our hull; we had to close down three bulkheads just to stay afloat.

- Journal entry of
Ensign Ebenezer Routledge,
British Merchant Navy

the war for control of the Mediterranean, these men have not drowned or been killed in battle, although they all appear to have seen combat. Their skins have been carved and burned with strange, circular markings and their faces are twisted in agony. Can the investigators use their seafaring knowledge to work out where the bodies have come from and what the markings mean? Can they prevent any more sailors from suffering the same grizzly fate?

SANITY LOSS

1D6/2D10 [Cth]/Terror (-2) [Sav].

INVESTIGATOR ACTIONS

Scoring Hits: standard small-calibre and fire-based weapons cannot inflict hits on Cthylla. To cause damage to the creature, investigators must equip themselves with explosives and large-calibre weaponry (such as naval shells), electricity-, or steam-based weaponry.

Spells: star spawn of Cthulhu (COC6, p.173 [Cth]/p.42 [Sav]) and shoggoths (COC6, p.173 [Cth]/KG, p.213 [Sav]) share a long-standing rivalry and distrust; as such, it is possible that the spell Summon/Bind Shoggoth (p.120) could be used to recruit shoggoths to take on any larger members of Cthylla's retinue. This is not as straightforward as it might sound, as shoggoths are not renowned for their trustworthy nature...

MILITARY ACTIONS

Scoring Hits: Explosive, electrical, and steam weapons are effective against Cthylla. Conventional and fire weapons have no effect.

TERROR ACTIONS

Capsize Ship: Cthylla rams a ship and pulls it underwater with her tentacles. Military units must roll Command [Cth]/Spirit [Sav] and investigators must roll Dodge, Jump, or Swim [Cth]/Agility or Swimming [Sav] to avoid drowning.

Regeneration: if Cthylla suffers a hit, she regenerates in 1D3+1 rounds unless she is destroyed/dismissed first.

Sonic Stun: by snapping her beak closed underwater, Cthylla can generate a superheated cavitation bubble that travels at 600mph (960km/h). This can crack submarines right open, killing their crews instantly (any investigators present are permitted one chance to save themselves; see Desperate Measures, p.9). Surface ships are badly damaged and will sink in 1D6 rounds; lifeboats and other small surface ships under 25 ft (7.5m) capsize immediately, spilling their crews into the sea.

Summon Deep Ones: due to her importance to Cthulhu, Cthylla is protected at all times by 2D6 deep ones. They always precede Cthylla into combat by one round. Cthylla can command deep ones to carry out specific tasks or attacks, such as disabling propellers or climbing aboard ships. If the number of deep ones is reduced to zero, Cthylla can (only once per encounter) summon a further 2D6 deep ones. Alternately, she may summon 1D3 star spawn of Cthulhu.

Tentacle Attack: this attack has a 50% [Cth]/Fighting d8 [Sav] chance of destroying a targeted military unit, and a 60% [Cth]/Fighting d8 [Sav] chance of inflicting 1D10 [Cth]/2d8 [Sav] damage to an investigator. Cthylla may, alternatively, choose to eat the investigator; he gets a Dodge or STR×2 roll [Cth]/Agility or Strength (-2) test [Sav] to escape or he will find himself inside the belly of the beast.

Winged Terror: extending her tentacles stretches the membranes between them, allowing Cthylla to fly. This means she can engage aircraft as well as ocean-going vessels in subsequent turns.

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast the correct spell to dismiss her (p.113). If dispelled by hits rather than magic, then Cthylla will use the following action:

Ink Spray: if sufficient hits are scored to dispel her, Cthylla sprays a cloud of blinding, burning ink-like fluid before fleeing to regenerate. Everyone in the area is automatically hit by the ink, which causes 1D10 [Cth]/2d8 [Sav] points of damage and blinds victims for one hour.

CYAEGHA

The Great Eye

Cyaegha is a floating, tentacled eyeball, set in a black, shifting, amorphous cloud. As horrible as it sounds, there's no other way to describe it. It is summonable by dark ritual though, once called up, it is quite difficult to control or direct. It is unclear whether it hungers for human flesh, or if it simply delights in causing chaos and carnage.

Summoning is apparently reliant on a group ritual—the more cultists that are involved, the longer the beast seems to be able to remain in our world. However, it seems that anyone involved in the summoning is the first to be attacked after Cyaegha manifests. This may be due to proximity rather than outright malice; the motives of this god remain obscure. Nonetheless, it seems that some summoners, acolytes, worshippers, or cultists must die to appease the beast. No report mentions a lack of casualties.

If it can be summoned, of course, it can be unsummoned (not a grammatically correct term, perhaps, but you get my meaning). Though my intelligence here is sketchy, I recommend starting the ritual with as many chanters or magicians as can be mustered to

the task. In any event, Cyaegha's manifestation does not seem to last long. Perhaps it prefers to wreak maximum chaos in a brief span, then fade back into its own dimension to rest (or maybe, even, gloat).

While present in this our plane, however, it must be resisted with all available power. Shielding spells may distract or deflect its gaze, and, like all eyes, it is susceptible to that most potent and antique of weapons, the sharp stick. Dust, fog, or smoke also seem to thwart its activity, and strategic retreat may be possible under such conditions. However, as it flies well above treetop height, even whilst tethered to cultists or summoners, some strategy may be needed for countermeasures to reach its altitude.

—Professor Richard Deadman

PLOT HOOKS

- Farmers in remote areas of Dartmoor are disappearing, a fact which first came to light when the Ministry of Agriculture turned up to carry out its mandatory inspections. Not only are the farmers missing, but their farms

Our intelligence had been accurate: the Germans were outside Zell, camped around an old stone monastery. There was the building, at the mouth of a dark, wooded valley. Our reports said the valley deepened, winding back to a cave system where the Huns kept munitions and materiel. Our job was to take the base, seize what we could, and destroy what we couldn't.

We waited for the cover of a thunderstorm—it had been a bad Spring already—and our assault began well enough, but soured, like all battles, once they raised the alarm. So, all was chaos even before the Krauts suddenly shut off the lights and the klaxon. That was when things took a turn for the bizarre. I think we must have been gassed, because what we saw, what happened, made no sense of any kind!

A procession of torchlight came out of the valley then, carried by what looked like chanting Nazi monks, if there could be such a thing. Strange enough, but even worse was what loomed above them: some kind of black zeppelin, hovering like an airship but with a giant green eye staring hungrily down at the battlefield, intent and focused despite the smoke and rain. How? I do not know. I thought I saw some of the monks, or whoever they were, holding mooring lines attached to the ship above, or possibly the lines were wrapped around their necks? It was confusing

enough with the gunfire in the flickering darkness and the drenching weather, and I could not be certain who was holding on to what, nor who was in control (if anyone at all).

And if it was some feat of German engineering, how did the eye move? Why were loose lines flapping about? I swear, they moved on their own, uncoiling like tentacles, grabbing up men, German and Belgian alike. It uprooted trees, smashed the buildings and tents—indiscriminate violence tearing the whole area apart. Men screamed and disappeared up into the black body above the eye, or they would be tossed aside to plummet through the trees, crashing into the mud and filth. What hell-machine does that?

We were routed. We scattered from the area as best we could. I don't know what happened to that giant floating eye, but it was clearly killing Fritz like it was killing us, maybe more so. If it was a super-weapon, they couldn't control it either. We salvaged nothing, but I'm not certain there was anything left to take, once that thing had done its work. I think they must have gone back up the valley, maybe to the caves. If that makes sense, it is the only thing that does. What hallucination did I witness?

— Report from an anonymous Belgian infantryman, survivor of the massacre at Zell



and barns have been destroyed, along with food stores, animals, and machinery. One frightened neighbour and witness of the latest attack reported seeing a green light in the sky hovering over the area. Who is targeting Britain's vital food supply chain, and what can the investigators do to stop them?

- A small sect of Nazi cultists have acquired an artefact that they believe will permit them to see through Cyaegha's great eye, and thus permit them to use the god as a location marker for directing and instantly assessing the success of aerial bombing campaigns. Are the investigators willing to risk infiltrating the sect to retrieve this artefact, or will it be simpler to just destroy it (and the sect)?
- Every night, Cyaegha is ravaging a particular coastal town in Denmark. This is of concern to the Allies as this is a strategic location for infiltrating spies into occupied Scandinavian territories. But what is Cyaegha after, and who (if anyone) has sent it?

SANITY LOSS

1D4/1D10 [Cth]/Terror (-1) [Sav].

INVESTIGATOR ACTIONS

Seize Control: investigators can take over control of Cyaegha with a successful Compel spell, but only if the number of individuals involved in the ritual is greater than the number of cultists currently controlling the Great Old One. Investigators may therefore need to kill some or all of the cultists involved if they cannot boost their own

numbers sufficiently. Seizing control immediately grants the Aerial Recon bonus to the investigators and their allies.

Scoring Hits: the god is unaffected by explosives, fire, and fire-based weapons. It can be harmed by electrical, enchanted, and steam-based weapons, as well as by magical attacks. If investigators can reach Cyaegha's eye, a successful attack with a weapon crafted from willow wood (a cricket bat for example) will blind it, preventing the use of Aerial Recon and Tentacle Strike in subsequent rounds.

Spells: Alter Weather (COC6, p.217 [Cth]/KG, p.196 [Sav]) can be used to create a fog that hides units from Cyaegha and negates the Aerial Recon bonus; it does not stop its nagaae servitors from attacking. Cause Blindness (COC6, p.223 [Cth]/KG, p.200 [Sav]) will make Cyaegha blind to the spellcaster, not generally blind. Raise Night Fog (COC6, p.241 [Cth]/KG, p.209 [Sav]) may be of use if next to a suitable body of water and there is a prevailing wind.

MILITARY ACTIONS

Scoring Hits: Cyaegha is only vulnerable to electric and steam weapons, as well as magic and enchanted weaponry.

TERROR ACTIONS

Aerial Recon: If Cyaegha is under human control, it can observe and psychically report on the battlefield from its position in the sky, whilst at the same time jamming enemy radar. Military units on the side controlling it gain +1 virtual unit; if that virtual unit is destroyed during

the mass combat phase, it is automatically replaced in the next round as long as Cyaegha is still present on the battlefield.

Nagaee Servitors: Cyaegha is always accompanied by 1D4 nagaee (see below) but can use an action to summon 1D4 additional nagaee.

Tentacle Strike: 65% [Cth]/Fighting d8 [Sav] versus a military unit or investigator. Targeted individuals can attempt to make a Dodge roll [Cth]/an Agility test [Sav] to evade the attack; if they fail, they can immediately attempt to free themselves by achieving a Special or Critical Success [Cth]/a raise [Sav] using an appropriate attack skill or weapon (see Desperate Measures, p.9 for further details). Friends can attempt to aid in the escape attempt, but do so at a -15% [Cth]/-1 [Sav] penalty as they try not to hit their comrade; if those assisting roll a Critical Failure [Cth]/roll a 1 on the skill die (no matter what the Wild Die says) [Sav], they hit their friend instead of the tentacle for the appropriate amount of damage. If the target manages to break free, he falls to the ground, taking 1D6 damage [Cth]/a level of Fatigue [Sav]. If all attempts fail, the individual is swallowed. If Cyaegha is targeting a military unit, that unit is seized and carried into the huge mouth on the creature's back, to be digested slowly over aeons.

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast the correct Dismiss spell (p.113). Cyaegha must be defeated or dismissed, as it will attack the battlefield at random if free and uncontrolled (i.e. if all of its accompanying occultists are dead and the allies have not gained control of it).

One frightened neighbour reported
seeing a green light in the sky
hovering over the area.

The Nagaee, Servants of Cyaegha

Appearance: these repellent, six-legged creatures are covered with suppurating sores and smell like an untended sewer. They attack with claws or a venomous bite.

Cth

STR 4D6+12 DEX 1D6+3 INT 2D6+6
CON 4D6+10 SIZ 3D6+12 APP n/a
POW 2D6+6 EDU n/a SAN n/a

Hit Points: variable (14-32)

Damage Bonus: varies; **Move:** 10.

Weapons: Bite 50%, damage 1D4+poison (see Special Rules), base range touch.

Claw 60%, damage 1D6+db, atts 2, base range touch.

Armour: 2 points of tough, leathery, translucent skin.

Spells: Contact Cyaegha.

Sanity Loss: 1/1D6.

Special Rules: If the nagaee successfully bites a victim, it injects a poison with POT 12 (see the Poison rules, *Call of Cthulhu*, Sixth Edition, p.57, for further details). If the victim manages to resist the poison's effects, then he only suffers from hallucinations, and a -10% penalty to all skill rolls for 1D6 rounds. If the victim fails, he may die in 1D10 rounds or suffer a delayed fate, at the nagaee's discretion (the creature can inject smaller amounts of venom for a nonlethal effect if it wishes to subdue its prey to devour or sacrifice later). If reduced to zero Hit Points, the nagaee dissolves into an acrid black ooze. Anyone smelling this ooze must make a CON×3 roll or become violently sick. Anyone touching the corrosive slime suffers 1 Hit Point of damage.

Sav

Attributes: Agility d4, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d12.

Skills: Fighting d8, Notice d6.

Pace: 12; **Parry:** 6; **Toughness:** 12 (1).

Special Abilities

- **Armor +1:** nagaee have tough, leathery, translucent skin.
- **Bite:** Str+d8, plus the effects of poison.
- **Claw:** Str+d6.
- **Fleet-Footed:** nagaee roll a d10 running die.
- **Frenzy:** when attacking with claws, a nagaee can attack twice per round.
- **Horror (+0):** those who see a nagaee must succeed at a Spirit test or check the Horror Effects Table.
- **Poison (+0):** those bitten by a nagaee must succeed at a Vigor test or suffer hallucinations (and a level of Fatigue) for 13 rounds minus their Vigor die. The poison from these bites is cumulative.
- **Sewer Stench:** when a nagaee dies, it dissolves into an acrid, disgusting black slime, forcing all who smell it to make a Vigor (-1) roll or suffer a level of Fatigue for the next hour.
- **Size +3:** nagaee are the size of large horses.
- **Spells:** all nagaee know the spell *contact Cyaegha*.

FATHER DAGON & MOTHER HYDRA

Rulers of the Deep Ones

Dagon and Hydra are more accurately to be considered as two separate entities, though they appear to be mates and may work in tandem, or call upon one another for reinforcement. As the most powerful of the deep ones, they are both ancient and well-known from antiquity. They have been hailed by seaside communities as providers of food and prosperity, and derided for their corrupting influence on the populations that worship them—on the moral dimension as well as, in some cases, the genetic.

Dagon, a god of fish and storms, has been tracked since ancient Phoenicia, and is one of the most ancient gods of the eastern Mediterranean. Still worshipped, if secretly, the Esoteric Order of Dagon can be found in pockets all around the Atlantic. Hydra is doubtless the ancient monster of legend, serpentine and many-headed. Either is incredibly dangerous, and together they would be formidable indeed.

Due to their antiquity and apparent comfort in our dimension, they affect the environment in which they have been invoked. The landscape itself can become more inhospitable around locations where they are worshipped, contributing to the secrecy and isolation of their followers. For example, coastlines grow more dangerous to maritime traffic, as seen in the waters off the coast of Massachusetts

at the mouth of the dreary Manuxet river. There are several Greek isles that appear inhabited, yet are all but inaccessible except to those raised in and around those waters. Swamps become more foetid and difficult to traverse, and may conceal areas inhabited by backwards and twisted human populations.

Even the physiologies of their worshippers have altered over the aeons, by some reports regressing from what was once fully human to amphibious hybrids. These twisted aberrations make their home in stone cities beneath the waves. If the old Innsmouth reports are to be trusted, this transformation is exacerbated by ritualized interbreeding between the land- and sea-bound communities. As such, in isolated areas, particularly those in coastal or river delta settings, troops should be alert to signs of Dagonic corruption: bulging, wide-set eyes, wide and low mouths, short legs, and an odd, waddling gait.

Father Dagon and Mother Hydra themselves are rarely encountered by humans, even more rarely together. When it comes to fighting, they send minions and try their best to keep themselves out of the fray. With so many mad cultists, deep ones, and summoned shoggoths in thrall it is rarely necessary for them to appear personally on the battlefield.

If any troops have the misfortune to encounter these gods in person, I am uncertain as to how they may best be thwarted. Use your most powerful weapons and your most potent magics. They are so at home in our dimension even the Elder Sign may not be enough to keep them at bay. Electricity and high



We cut inland from Castleverde, making our way towards Tripoli through the Libyan desert. We spotted some ruins not far off our path—huge crumbling columns, a basalt courtyard, dunes piling against statues done in what looked like the ancient 'Gyptian style—though I've no clue why suchlike would be a thousand miles outside that empire.

The statues seemed regular enough, at first—strange heads plonked on top of stiff bodies, you know the sort—but close up? That was a different matter altogether. There were two, like none I'd seen down the Nile. Massive, ill-made physiques with multiple arms and legs, hacked out of some purple-black rock. But it was the heads that left me sleepless! I canna describe them properly. The first like some dreadful sea monster, and the other must have had thirty heads if it had one. Nasty work, too, that much was plain, even after however long they'd been scoured by time.

I asked Hirn, our squirrely little German tagalong and the closest thing we had to a scholar, to take a look for anything useful. He didn't know much by

way of picture-writing, but guessed they were a father and mother pair of some kind, worshipped by whatever ancient heathens had built the place. Well and good, I guess, if you worship insomnia and terror.

The night we spent in those ruins continues to haunt me; twice as cold as it should have been, and three times as long, so it seemed. Two men on perimeter patrol vanished during those black hours. I needn't've ordered the patrol, anyway, as none of us slept. Unearthly noises, foul winds, and the uncanny sense of being watched—no, stalked, or hunted, mebbes—persisted all through the dark. As soon as we had enough pre-dawn light, I had the men break camp, so we could scarper at the first possible moment.

I couldn't help looking back at the evil parents as we scurried away in front of a dawn that never seemed to break. It was probably a trick of what little light there was, but I could swear their horrible mouths were smeared with blood.

—Major Bruce Able, *Légion étrangère*,
as recounted in a Marrakesh bar

frequency radio waves may prove some deterrent, as these gods seem to prefer antiquity over modernity, though as storm gods, lightning may not always work (perhaps a steady application of current, rather than an extraordinary blast?). As for how to defeat their physical embodiment with technology, I must leave that to more inventive minds than mine.

—Professor Richard Deadman

PLOT HOOKS

- Scouts looking for a safe beach for an Allied amphibious assault in the Mediterranean have reported strange goings-on in and around the favoured landing site. What secret are the odd-looking locals hiding, and can the investigators make sense of it in time to permit the assault to go ahead?
- Reports have been filtering in from New Mexico of what sound suspiciously like deep one sightings. But why would aquatic creatures be appearing so far inland, and why is General Groves, head of the mysterious Manhattan Project, so keen to have the matter

investigated? (See *Achtung! Cthulhu: the Guide to the Pacific War* for further details of how this plot could develop further).

- A series of earthquakes is rocking a small chain of islands in the Pacific; a not uncommon occurrence for the area, but they are making certain people in the know very nervous indeed, given the chain's relative proximity to the island of Ponape (or Pohnpei), the fabled former island home of the deep ones that allegedly lies close to sunken R'lyeh. Are these earthquakes natural, or are Dagon and Hydra testing out plans for raising R'lyeh and their slumbering god?

SANITY LOSS

1D4/1D10 [Cth]/Terror (-1) [Sav].

INVESTIGATOR ACTIONS

Scoring Hits: should either Father Dagon or Mother Hydra appear (it is most unlikely that both will be present at the same time), then they can only be damaged by magic, explosives, electricity-, steam-, or fire-based weapons. Any accompanying deep ones can be dispatched any form of

weaponry in a one-on-one situation (COC6, p.155 [Cth]/KG, p.224 [Sav]). Shoggoths, on the other hand, are effectively immune to physical weapons and only take half damage from fire and electrical attacks; they also regenerate quickly (COC6, p.173 and below [Cth]/KG, p.231 and below [Sav]).

Spells: Alter Weather (COC6, p.217 [Cth]/KG, p.196 [Sav]) could be used to make conditions too hot and dry for the ancient ones, and the Death Spell (COC6, p.232 [Cth]/KG, p.204 [Sav]) could also be applied to gruesome effect.

MILITARY ACTIONS

Scoring Hits: Dagon and Hydra are resistant to small-calibre firearms, but hits can be inflicted by steam-, electricity-, and fire-enhanced weaponry, as well as magic. Deep one units (and any other creature taking part in mass combat) are faced as per the SMCS (p.6)

*All that is left behind is a reeking
tangle of seaweed and dead fish.*

TERROR ACTIONS

Army of the Deep: this will often be the first threat an enemy must face, as they are usually sent in as the vanguard of their monstrous deities. This mass of fishlike humanoids fights as a normal military unit until destroyed. In addition to being in mass combat, a few individual deep ones (1D6× the number of investigators) will break free of the unit to attack the investigators personally. Once all deep ones are destroyed, Dagon or Hydra may use an action to summon a second force; this can only be done once.

Control Shoggoth: if a shoggoth behemoth (p.98) is present, Dagon or Hydra may attempt to wrest control of it. Dagon's POW is 35; Hydra's is 45 [Cth]/will take control of it, probably at the least opportune moment for the investigators [Sav].

Summon Shoggoths: Dagon and Hydra may also be accompanied by 1D4 shoggoths. If any of these shoggoths engage the investigators on a one-on-one basis, use the statistics provided in the *Call of Cthulhu, Sixth Edition* rulebook, p.173 [Cth]/the *Keeper's Guide*, p.231 [Sav]. If the shoggoths are employed against supporting forces, count each shoggoth as one normal military unit (p.6). Either god can use an action to summon one additional shoggoth per round, not exceeding six on the battlefield. Shoggoths can regenerate. To reflect this, each shoggoth in mass combat first appears as one military unit plus one virtual unit; the first hit takes out the virtual unit, which will regenerate in 1D3+1 rounds if the shoggoth is not destroyed beforehand.

Spells: Breath of the Deep (COC6, p.221 [Cth]/KG, p.198 [Sav]) can be used against individual investigators or used to destroy a single military unit. Wave of Oblivion (COC6, p.247 [Cth]/p.121 [Sav]) can also be used to destroy investigators, vessels, and military units (depending on the size of wave summoned).

VICTORY CONDITIONS

Score the necessary number of hits (usually three per deity, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast the correct Dismiss spell (p.113). In addition, all deep ones and shoggoths accompanying Dagon and Hydra need to have been destroyed/dismissed before the gods can be banished. Once they are defeated, all that is left behind is a reeking tangle of seaweed and dead fish.

*Could this Hydra be the multi-headed monster from legend, or
is there more than one wild thing that shares the same name?*

- Sally Armitage

FATHER-OF-ALL-SHARKS

Leviathan

It seems prudent to begin this entry with a word about sharks. One US Navy survival manual has the following advice: "Sharks are slow and cowardly, and splashing will make them flee". The manual further suggests that if the shark comes closer, one should stab it with one's knife, get out of the way of its "charge", grab its dorsal fin, and ride it as far as it goes! My research, and that of my colleagues in the Department of Ichthyology, puts the lie to all of this "advice". DO NONE OF THESE THINGS. Sharks are perfect, tenacious predators; they have no fear of anything and splashing will draw them towards you.

Sailors and airmen are issued shark repellent containing copper-based chemicals. They slowly corrode in seawater and release an electrical charge that can scramble a shark's navigation systems, confusing the beasts and potentially stopping their attack. They work well, but a powerful jolt of electricity from any source works even better.

Now then, to the Father-of-All-Sharks. An avatar of Great Cthulhu himself, it may also be the Raandaii-B'nk, which is known to haunt the Bermuda Triangle in certain seasons. The creature shares only a passing similarity to the physiology of sharks. What is known: it is mammoth, perhaps half the size of a destroyer; it is able to attack craft directly with its gigantic maw and is a great threat to ships; if it devours a human, that poor unfortunate will become part of it, trapped inside it, neither living nor fully dead. It is also known to be one source of tsunami: giant waves that can wipe out entire towns or wash the crew from a capital ship.

A word on its cults: man has been terrified of sharks since the dawn of our species. Cults for this terror are widespread, present in many seaside communities. It is rumoured that the Japanese summoned this creature to create the great wave that smashed the invasion fleet of the Mongol emperor Kublai Khan in 1274 (the origin of the kamikaze or "divine wind" legend). The horrific destruction is depicted in detail in the paintings of Yoshitora and Kikuchi Yosai.

As for fighting it, after-action reports lead us to believe conventional weapons can drive it away, and it is vulnerable to electricity. If the simple spell *Attract Fish* is cast within ten miles of the Father-of-All-Sharks, it will be attracted to the bait (3,000lbs of fish), and can then be ambushed by a well-prepared crew.

—Professor Richard Deadman

PLOT HOOKS

- There has been a spate of apparent shark attacks in the coastal waters off Northern Ireland in an area not previously known to have suffered from them. What might have attracted the sharks to the area, or is there a darker force at work here?
- A defecting German U-boat commander, recently rescued from the Atlantic, has made the British Intelligence Services a most intriguing offer: help him capture the

The U-boat attack had been bad enough. It fled after the attack, leaving what sailors who had survived the explosion to flounder in the midnight-dark waters. We clung to lifeboats, bits of wood -- anything that would keep us afloat. Then came a tremendous uproar and shuddering in the water, which up until that point had been mercifully peaceful. By the light of our burning transport, I saw a huge black shape heave out of the water and crash down onto a lifeboat, splintering it to pieces. The dozen or so sailors who had been on it did not re-emerge.

Then the thing rose again, a dark, transparent mass of near-flesh that most closely approximated a gigantic megalodon, but clear and shiny like a jellyfish. Most horrifyingly, I thought I saw what appeared to be the bodies of my sailors staring out from inside the thing! The next morning, when we few exhausted survivors were discovered by a destroyer patrol, the leviathan rose once more, but quickly disappeared after a 5-inch shell from the destroyer ripped a hole through the portion of its body that had breached the surface.

- War Diary of Horace Bowyer,
British Merchant Navy

giant shark that killed most of his crew and in return he will provide them with the key to the new naval codes the Germans are developing.

- Some experimental anti-shark technology, destined for Allied ships transporting troops around Africa to Egypt, has been stolen. But who would want to steal such equipment, and what do they plan on using it for?

SANITY LOSS

1D6/2D10 [Cth]/Terror (-2) [Sav].

INVESTIGATOR ACTIONS

Belly of the Beast: if trapped inside the Father-of-All-Sharks, investigators must score one hit against the creature to escape. Detonating an explosive (including grenades) deals two hits to the terror, but also kills anyone trapped inside.



Blitz Wasser: attacks with electrical weapons stun and confuse the Father-of-All-Sharks, causing it to lose its next action. This attack also halts all other shark attacks for one round.

Bomb in the Gullet: if investigators manage to get an explosive inside the Father-of-All-Sharks, they score two hits (and kill anyone trapped inside).

The Father-of-All-Sharks is always accompanied by a multitude of mutated hammerhead sharks.

Scoring Hits: firearms and flame weapons have no impact on the Father-of-All-Sharks. Naval and harpoon guns with explosive charges, enchanted weapons, and magic are effective.

Shark Repellent: this copper-based chemical repellent protects the investigator (and other investigators near him) from shark attack for 1D6 rounds.

Spells: Casting Attract Fish (COC6, p.218 [Cth]/p.113 [Sav]) during an encounter will send any sharks in the immediate vicinity into a vicious feeding frenzy! (If the investigators are planning on using this as a distraction technique, then it needs to be cast away from the scene of combat.) Impeccable Throw (COC6, p.237 [Cth]/p.119

[Sav]) will be of particular use when attempting Bomb in the Gullet, and Spectral Razor (COC6, p.243 [Cth]/p.119 [Sav]) could, potentially, be used to free any victims trapped inside the Father-of-All-Sharks.

MILITARY ACTIONS

Blitz Wasser: the Father-of-All-Sharks can be made to lose its next action if stunned by the use of an electricity-based weapon. Any other sharks in the vicinity of the stun attack will also miss their next action.

Scoring Hits: magic, enchanted weapons, and those equipped with explosive charges (such as naval guns and harpoons) can all cause damage to the Father-of-All-Sharks. It is immune to all other weapons.

TERROR ACTIONS

Breaking Her Back: the Father-of-All-Sharks attacks a ship of any size (including lifeboats) with its huge jaws, automatically rending it in twain. As it rapidly sinks, each investigator must reach a lifeboat or wreckage by making a Dodge, Swim, or Jump [Cth]/Agility or Swimming [Sav] roll to get out of the water and to (limited) safety.

Jonah's Nightmare: targets military units or investigators in lifeboats or in the water. If targeting investigators, the Father-of-All-Sharks can swallow up to three of them in one gulp; this means slow death by digestion, unless they

can escape (see Investigator Actions for some suggestions as to how this might be achieved). If the father-of-All-Sharks targets a military unit in a lifeboat or in the water, that unit is eaten and destroyed.

Shark Coterie: the Father-of-All-Sharks is accompanied by a multitude of mutated hammerhead sharks (see below) throughout any encounter. Any military unit in the water for more than one round is devoured by these sharks. Any investigator in the water for more than two rounds can also expect to be attacked. Hence, military units and investigators should immediately look for lifeboats or wreckage to clamber into or up on.

Tsunami: the Father-of-All-Sharks can magically summon a tsunami, a wave that destroys buildings up to a quarter of a mile (400m) inland and capsizes all but the largest ships. Once summoned, the tsunami takes two rounds to build to its full ferocity, before causing its damage and destruction on the third round. Anyone not in a lifeboat must make an *Extreme Swim* roll [Cth]/Swimming (-6) test [Sav] or drown.

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast the correct Dismiss spell (including Dismiss Cthulhu, as it is an avatar of the Great Old One; p.113). If destroyed by hits rather than magic, all that remains of the Father-of-All-Sharks is a thick, bloody layer of chum on the surface of the sea (which will rapidly attract any normal sharks in the area).

Mutated Hammerhead Shark

Appearance: Although once true hammerheads, their constant proximity to the Father-of-All-Sharks has warped these creatures' appearance. They still retain the characteristic hammer-shaped head, but it is now covered in a mass of writhing tentacles which can be used to attack and hold an unfortunate victim, ready for the fatal bite...

Cth

STR 2D6+15 DEX 3D6+6 INT 1D6+3
CON 3D6+8 SIZ 3D6+8 APP n/a
POW 2D6+6 EDU n/a SAN n/a

Hit Points: variable (11-24)

Damage Bonus: varies. **Move:** 13.

Weapons: *Bite* 50%, damage 1D6+db, see Special Rules.

Grapple 50%, damage 1D6+db.

Tail thrash 45%, damage 1D4+db.

Skills: Scent Blood 95%.

Armour: 3 points of tough skin.

Special Rules: if the mutated hammerhead shark successfully grapples a victim (see the Grapple rules, *Call of Cthulhu, Sixth Edition*, p.68), then it uses its tentacles to hold the target in place and, unless the victim can free himself with a STR versus STR roll, the shark has an improved 75% chance to bite.

Sav

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8.

Skills: Fighting d8, Notice d12, Swimming d10, Tracking d12+4.

Pace: —; **Parry:** 6; **Toughness:** 8 (1).

Special Abilities

- **Aquatic:** Pace 10.
- **Armor (+1):** thick skin.
- **Bite:** Str+d6.
- **Size (+1):** mutated sharks are larger than their non-mutated brethren.
- **Tentacles:** Parry +1, ignores shield bonus. The shark can use its tentacles to grapple a foe; if the shark wins this roll, then its next attack gains a +2 on both Fighting and Damage.

*Drowning, being eaten by sharks and goodness knows what else -
why would anyone ever want to voluntarily set foot on a boat?*

- Peggy

GHATANOTHOA

Lord of the Volcano

You will remember the ballyhoo in the press in 1931 and 1932 regarding Boston's Cabot Museum of Archaeology, and one of their mummies on exhibit. So the story goes: the petrified T'yog, an early human priest, sought to bind forever the elder god Ghatanothoa (one of the sons of Cthulhu) using a spell written on a special scroll. But the god's devious cultists substituted a fake scroll, and when T'yog gazed upon Ghatanothoa unprotected, he was mummified—but only on the outside. His entrapped mind went mad over the next 175,000 years, including his last few years on display in the museum. In 1931, however, his leathery outer shell decayed enough that he could open his still-functioning eyes. Trapped in them was an image of Ghatanothoa, and a cultist gazing into them was similarly paralysed. Heed this warning—anyone looking into the eyes of anyone petrified by Ghatanothoa may suffer the same fate!

The sensationalist press conflated these stories with mummification in the ruins of Pompeii (as the god is also connected to volcanoes), but serious students of antiquity poo-poo this link. However, it is possible that Ghatanothoa can travel in the network of unmapped caverns which connect all volcanoes, deep within the mantle of the Earth. As such, we must assume that

any area proximal to oceans, mountains, or regions of tectonic instability is potentially at risk of a manifestation of the god.

When not terrorizing humanity, Ghatanothoa slumbers in a crypt within a volcano on the ocean floor somewhere in the Pacific Ocean (although some versions of the legend have him trapped there and unable to escape). Seismic activity brought its resting place above the surface in 1878, but it soon sank back beneath the waves. It is entirely likely that this will happen again.

In Unausprechlichen Kulten (Nameless Cults), von Junzt states that Ghatanothoa was worshipped by the elder ones from Yuggoth who built his temples in Mu. Since Mu's collapse, human cults have worshipped the god, first in Atlantis and Leng, and later in ancient civilizations from Egypt to Peru. These cults annually sacrificed twelve youthful warriors and twelve virgin girls to placate the monstrosity, lest it rise again and petrify entire populations. Other cults sought to summon the god to bring about precisely such a calamity.

Von Junzt insinuated he had personal contact with contemporary Ghatanothoa cults, associated with European witchcraft movements. From this, we can assume the Nazis know of the creature and seek to bring it to bear as a weapon against us.

—Professor Richard Deadman

PLOT HOOKS

- Someone has broken into the stacks at Miskatonic University's Library. Dr. Wilfred C. Llanfer (the *Keeper's Guide*, p.75) is understandably furious, but his associates in Majestic or even more concerned as the stacks hide the secret entrance to an underground storage facility for some of the most dangerous artefacts they have recovered. The discovery of a mirrored visor suggests the

ZEISS: AS YOU REQUESTED, HERE ARE THE BLUEPRINTS FOR THE CABOT MUSEUM.

BANNERJEE: AH, MY FAITHFUL BROTHER. DID YOU OBTAIN THE NECESSARY WEAPONS REQUIRED TO DISPATCH THE GUARDS?

ZEISS: YES, TWO WALTHER PPK AUTOMATIC PISTOLS, SILENCED. I HAVE THEM IN MY BAG.

BANNERJEE: EXCELLENT. NOW, PLACE THIS UPON YOUR GOOD HEAD.

ZEISS: WHAT IS IT?

BANNERJEE: I CALL THIS WONDROUS APPARATUS THE "MIRROR MASK", MY GOOD SIR.

ZEISS: DID YOU MAKE THIS YOURSELF?

BANNERJEE: I KNOW IT IS CRUDE, DEAR CHAP. NEVERTHELESS, I BELIEVE IT WILL PROTECT US FROM THE FEARSOME VISAGE OF GHATANOTHOA WHEN WE CALL HIM FORTH TO DESTROY THE NAVAL FACILITY.

ZEISS: WHAT'S THIS... PERISCOPE FOR?

BANNERJEE: IT WILL BE USEFUL IN THE EVENT OF SUBMERSION, MY FRIEND.

- COVERT WIRE RECORDING OF A MEETING BETWEEN NAZI OPERATIVE HERMANN ZEISS AND CULTIST HRUNDI BANNERJI, CAPTURED WHILE ATTEMPTING TO INFILTRATE THE CABOT MUSEUM OF ARCHAEOLOGY

The Scroll of T'yog

Ghatanothoa's cultists brought the ancient, original scroll of protection to the Cabot Museum on their raid. Written on the iridescent skin of an extinct yakith-lizard and stored in a cylinder made of a metal not found on the periodic table, the scroll grants the bearer protection from the elder god. If the scroll's bearer uses the appropriate rituals from von Junzt's *Unausprechlichen Kulten* (COC6, p.95 [Cth]/KG, p.191 [Sav]), he may also control Ghatanothoa. The US occult research body Majestic wants to use the scroll to create a device to protect large numbers of people from the god. Meanwhile, cultists from Germany, Europe, and Asia have made several attempts to steal the scroll from Majestic's storage and research facility in Arkham (KG, p.74). If they are ever successful, they will no doubt use it to protect themselves while summoning Ghatanothoa against the Allies.



culprits were after T'yog's mummy. But who are they, and why do they want the ancient priest's body?

- American soldiers holed up on a remote island in the Pacific claim to have recently captured a strange lizard creature deep in the island's jungles. From the description, it sounds like it might be one of the fabled yakith (p.56), whose blood is rumoured to reverse Ghatanothoa's curse. But what was it doing there, and was it really alone? Can the investigators get to the island before the Japanese arrive (or something much, much worse) to retrieve it?
- The funfair in a dilapidated small Californian seaside town has installed a new ghost train (also known as a dark ride), and to make it extra scary the manager has acquired a consignment of really creepy-looking mummies to set dress it. Unfortunately, the number of mummies keeps growing, and several townsfolk and tourists have disappeared. What is happening to them, and where did the manager get the original mummies from?

SANITY LOSS

1D10/2D20 [Cth]/Terror (-4) [Sav].

INVESTIGATOR ACTIONS

Compel Ghatanothoa: if armed with the Scroll of T'yog and the appropriate rituals from von Juntz's *Unausprechlichen Kulen*, the bearer may achieve control of Ghatanothoa.

Get the Unusual Mirrored Glasses: Section M and Majestic have limited stockpiles of petrification-thwarting eyewear from a previous encounter. Investigators who have not managed to enter the fray with these glasses must first survive long enough to contact either organisation (or both) to get the sunglasses airdropped, or succeed in calling in a unit equipped with them.

Mirror Masks: investigators can design, build, and replicate a mask that will allow them to fight Ghatanothoa without having to look at the creature directly. The required optics technology can be harvested from military

equipment, hospitals, or laboratories. Given time, the investigators could even create a sufficient number of these devices to equip a fighting force capable of taking on Ghatanothoa (a task which could form part of an adventure, for example).

Reduce Paralysis: with a successful Command or Persuade roll [Cth]/Persuasion test [Sav], investigators can warn military officers of the risks of gazing upon Ghatanothoa. When the monster manifests, enough men avoid petrification (by averting their gaze, hiding in shadows, staying inside, etc.) to form one military unit of the Keeper's discretion (if no other precautions have been taken).

Revive Paralytics: an injection of a trace amount of yakith blood will reverse paralysis. A recitation of the contents of the Scroll of T'yog will have the same effect, but victims suffer a permanent loss of 1 DEX [Cth]/the *Lame Hindrance* [Sav].

Scoring Hits: Ghatanothoa is immune to conventional weapons. Enchanted, steam, electricity and fire weapons can score hits; the creature is also vulnerable to magic.

Spells: Eyes of the Zombie (not for the squeamish) and Cause/Cure Blindness, if strategically employed, can prevent petrification, with some accompanying risks. If blind, unless the investigators have some other way of detecting where they are and what they are doing, all rolls become *Extreme* [Cth]/suffer a -6 penalty [Sav].

MILITARY ACTIONS

Scoring Hits: Military units must be equipped with non-conventional weapons, such as those which are enchanted, fire-, electricity-, or steam-based, or magic. Normal firearms will have no effect on Ghatanothoa.

TERROR ACTIONS

Since Ghatanothoa has a powerful curse that instantly affects all who gaze upon it, the god's appearance can have catastrophic consequences for the unprepared, even more so than

for most of the other Terrors in this bestiary. In game terms, this means that Ghatanothoa's first action is always Mass Petrification. The petrification can be undone, but anyone affected will endure Sanity loss and persistent stiffness of the joints.

Mass Petrification: once Ghatanothoa has been summoned, planes fall from the sky, trains crash, and cars career off the roads, as anyone who sees the creature begins to petrify. The only thing that remains mobile is their eyes, still able to dart around in horror as they stiffen and collapse. Only the investigators and anyone else prepared for the god's arrival have the presence of mind (and perhaps a scroll of T'yog) manage to avoid this fate. If the investigators study the eyes of any of the paralytics, they will feel their muscles begin to stiffen...

In subsequent rounds, Ghatanothoa can employ the following actions:

Deploy Eyeless Cultists: once the streets are quiet, Ghatanothoa summons strange, hooded figures who begin scuttling about, taking control of the area. They are the blind worshippers of the creature—eyeless, but possessed of an uncanny clairvoyance that allows them to move, act, and fight like normal men. They can act as individuals (see below) or in mass combat as regular human units.

Deploy Yakith: once the streets are quiet, Ghatanothoa summons strange lizard-men with pale blue iridescent skin and a preference for the shadows. These are Ghatanothoa's servitors, the yakith, a strange and isolated sect of serpent people who have forsaken both Yig and Tsathoggua. Their task is to take over an area, destroy communication links, and build roadblocks and other defensive positions. If using on a one-one-one basis against investigators, use the stats in *Call of Cthulhu, Sixth Edition*, p.170 [Cth]/the Keeper's Guide, p.231 [Sav]; in addition, their blood can be used to reverse the paralysis caused by seeing Ghatanothoa. The yakith can also be used as a unit in mass combat situations.

Ghatanothoa's Tentacles: if faced by a military force that is protected from it, Ghatanothoa will use its tentacles to attack (60% chance to hit [Cth]/Fighting d8 [Sav]). A successful attack will destroy one military unit (including virtual ones). If no more military units are present, Ghatanothoa will attack two investigators per round with its tentacles (60% chance to hit [Cth]/Fighting d8 [Sav]) dealing 1D6 points of damage. An investigator making a successful Dodge roll [Cth]/Agility test [Sav] or scoring a Special or Critical Success [Cth]/a raise [Sav] on an attack roll against the tentacle (with an appropriate weapon) can avoid taking damage.

VICTORY CONDITIONS

Score the necessary number of hits (usually three per deity, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast the

correct Dismiss spell (p.113). The effects of paralysis can be reversed or mitigated after the fact by one of the methods mentioned above.

Eyeless Cultists

Appearance: hooded figures who move swiftly and silently despite their lack of vision. If anyone should glimpse the face beneath the hood, they will see two burnt and scarred sockets, the eyes sacrificed to the grim Lord of the Volcanoes.

Cth STR 14 DEX 17 INT 12 CON 10
SIZ 13 APP 09 POW 16 EDU 14
SAN n/a Hit Points: 11

Damage Bonus: +1D4.

Weapons: *Sickle* (Melee Weapon—Knife) 55%, damage 1D6+1+1D4, atts 1, base range touch.

Revolver (Handgun) 40%, damage 1D8, atts 3, base range 15 yds.

Skills: Cthulhu Mythos 20%, Hide 50%, Occult 45%, Sneak 55%, Spot Hidden 50%.

Spells: Sense Life (COC6, p.242), plus up to three other spells of the Keeper's choosing.

Sanity Loss: 0/1D4

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6.

Skills: Driving d6, Fighting d8, Intimidation d6, Knowledge (Mythos) d4, Knowledge (Occult) d6, Notice d6, shooting d6, Stealth d8.

Charisma: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** Insane.

Hindrances: Bloodthirsty, Mean, Fanatic, Loyal, Vow.

Edges: Alertness.

Gear: *Sickle* (Str +d6), *Revolver* (12/24/48, 2d6+1, RoF 1, Shots 6, AP 1), robes.

Special Abilities

- **Nausea:** if a viewer gets a glimpse of the cultist's scarred and burnt face below the robe, they must make a Spirit roll or suffer a -1 to all attribute rolls for the rest of the encounter.
- **Insane:** cultists are totally insane, and their insanity gives them a strength beyond normal men. They gain a +2 bonus to both their Toughness and any attempts to Unshake; they are also immune to the effects of seeing Mythos creatures and the cost of casting Mythos spells.
- **Insane Insight:** despite being blind, these cultists are gifted with heightened senses that allow them to operate as if they are sighted.
- **Spells:** every eyeless cultist can cast *sense life* (KG, p.209), plus up to three other spells of the Keeper's choice.

GOL-GOROTH

God of the Black Stone

This beast is the scourge of those who live in, or pass through, the mountains. Given that many of the battles involving it happen in remote and impassable areas, this might explain our relative lack of intelligence on the creature's habits and appearance.

We do know that Gol-Goroth inspires unnatural, abject terror in his opponents, and can change its size at will. A smaller monster, however, is just as damaging and dangerous as any larger version. This shape-shifting ability likely allows Gol-Goroth to travel adroitly through even the smallest passages.

An interrogation of one of its cultists revealed that Gol-Goroth is susceptible to simple salt! Our mountain platoons are therefore issued one shotgun with rock-salt rounds as a counter-measure. Salt mines, as found scattered across Central Europe, may also provide protection from an attack, or discourage Gol-Goroth from following any retreat.

The thing has an active cult in many mountainous regions. When trying to stamp out its followers and sites of worship, be careful: there have been cases where this gluttonous batrachian entity has slipped through windows or doors in order to hunt down those who have desecrated its temples or stolen items it holds dear.

—Professor Richard Deadman

An oily substance glistened on its
slimy scales and dripped from its
hulking shoulders.

PLOT HOOKS

- During the course of a recent battle, a site sacred to Gol-Goroth has been desecrated. The angry god and its cultists are now tracking down and punishing those involved, including the investigators. How can they escape their fate, and will they have to form an uneasy alliance with their enemies (who are also being hunted) to survive?
- The investigators have been given a salt-encrusted crate and are under strict instructions not to open, damage, or tamper with it in any way. The crate needs to be delivered to an Allied research station, a long and perilous journey away. Can they get the crate to the scientists without incident? And what exactly is in the crate that requires them to take such a risk?
- Precious artworks and religious artefacts have been hidden in an abandoned salt mine hidden in the mountains not too far from Salzburg, and the investigators have been sent in on a dangerous mission to retrieve one of them. Unfortunately, there is something in the mine that Gol-Goroth's cultists want as well. Will the investigators manage to get out before the cultists arrive, or

After that cowardly dog Tito fled before our attacking force, my Fallschirmjäger squad was tasked with clearing out any remaining Yugoslav soldiers from their redoubt in a cave system. We took a wrong turn and lost our way in the dark tunnels. When we emerged into starlight, we were on a broad, barren plateau, and could neither see nor hear any evidence of other troops.

Suddenly there was a crash and a tumble of rocks. I thought for an instant we had triggered a cave-in. The sergeant not ten metres to my left, Werner, was crushed in the fall and began screaming pitifully.

As I turned, I saw the monster feeding on him. I levelled my Maschinenpistole and the horrible scene was illuminated by the muzzle flash as my bullets tore into it and what was left of poor Werner. How can I describe what I saw? It looked most like a huge toad, though the size of a small cottage (at least five metres tall). At first, I thought I saw Werner's entrails hanging from its ravenous maw, but when I fired again, I realised that the tendrils were the thing's own hideous, writhing beard. An oily substance glistened on its slimy scales and dripped from its hulking shoulders.

My magazine empty, I panicked and began to frantically climb up the escarpment to my left, heedless of my compatriots, seeking only to escape the vile thing. For half a day I wandered through the mountains until I was captured by Slav partisans, and it is here in their custody that I write this entry, though who could I show it to? Who would believe a word of it?

-- War diary of Cpl. Joachim Steiner,
500th SS Parachute Battalion, POW

will they be trapped in the mine and facing a desperate battle for survival? Is there anything in the mine that could help them?

SANITY LOSS

1D4/1D8 [Cth]/Horror (-2) [Sav].

INVESTIGATOR ACTIONS

Burden of Command: for each successful Command or Psychology roll [Cth]/Spirit or Knowledge (Psychology) test [Sav] made by investigators, one military unit affected by Aura of Fear may take one action.

Scoring Hits: Conventional weapons have no effect unless Gol-Goroth's armour has been destroyed (see Strip Armour); if it has, conventional weapons can score one hit per round. Electric weapons bypass the creature's armour.

Strip Armour: two successful hits with rock-salt-based weapons (such as shotgun shells loaded with rock salt, or large amounts of loose salt thrown at or poured on the creature) will strip off Gol-Goroth's thick, scaly armour, rendering it vulnerable to conventional weapons. Once the armour is gone, salt no longer affects the creature. These two hits do not count towards the three needed to destroy the creature.

MILITARY ACTIONS

Scoring Hits: Until the Gol-Goroth's armour has been removed, only electricity-based weapons can harm the creature. Once the armour has been breached (see Strip Armour, above), then conventional weaponry will be effective.

TERROR ACTIONS

Aura of Fear: the targeted military unit spends the encounter deathly afraid of Gol-Goroth, cowed and unable to act unless the effect is reversed by Burden of Command.

Stomp: this basic attack kills one military unit per round (including virtual units).

Swallow: if Gol-Goroth has seized a victim in a previous round using Tentacle Swarm, it can perform a free Swallow attack. If swallowed, the investigator suffers 1D4 points of damage [Cth]/2d4 damage (ignoring armour) [Sav] per round and remains trapped inside Gol-Goroth's extraplanar innards unless the creature is defeated. Being swallowed causes 1D6 immediate Sanity loss [Cth]/triggers a Horror (+0) test [Sav]. Gol-Goroth can only have one investigator inside it at a time, and the investigator is permitted to use Desperate Measures (p.9) to avoid his fate.

Tentacle Swarm: 50% [Cth]/Fighting d8 [Sav]. Gol-Goroth attacks each investigator with a tentacle, inflicting either 1D8 damage [Cth]/2d10 damage [Sav] or seizing the victim. The victim must then roll STR×2 [Cth]/Strength (-1) [Sav] to escape. If this fails he is swallowed next round.

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast the correct Dismiss spell (p.113). Once defeated, Gol-Goroth will shrink to the size of a housecat, disgorging any swallowed investigator (alive or dead), before running away.



The Mirror of Hecate

By William Blake, c.1795.

Whether the Nazis realise the true power of Blake's work is unknown (for the sake of the war effort, the Allies earnestly hope not). This etching is of great complexity, comprised of geometric shapes so esoteric as to be foreign to Euclid. If the observer gazes intently upon the picture he will be able to divine a doorway leading to other dimensions; but great care must be taken, for looking into another world allows any denizens of that world to see the observer in return.

The precise location of the painting is not known. Rumours suggest it is either hoarded in the art cache of Hermann Göring, or stacked with other mundane paintings in some other Nazi stockpile—perhaps at the Musée du Louvre in Paris, in Neuschwanstein Castle in Bavaria, or in one of the smaller collections secreted around Western Europe.

THE FACES OF TERROR





Perhaps Arthur
should pick up
some weed killer
while he's at it.

A. T.

THE GREEN GOD

Botanical Nightmare

The Green God prefers not to fight, but rather tricks victims into eating bits of itself. If necessary, it will force-feed those who do not eat willingly, and only when deliberately provoked will it kill.

Once a piece of the creature has been consumed, the victim begin to transform into a child of the Green God, a degenerate, almost pitiable mutant creature whose only thoughts are to worship the god and bring it more followers. These unfortunates metamorphose into malformed, lagomorphic creatures with long, misshapen ears, brown, wrinkled, leathery skin, and large, watery eyes. Once the transformation is complete, the child of the Green God becomes clever and manipulative like its parent and is no longer in any way the person it had previously been. Once the form of the child of the Green God has been fully realized, it is best to put the afflicted creature out of its misery.

The god may dwell in the spaces between dimensions, sending tendrils out to grow and feed, seeding itself in any area of old-growth woodland. I have personally found evidence of it in Warrendown, in England's Severn Valley. If you find yourself facing this blasphemy, most importantly, avoid eating anything green. The Green God is most susceptible to fire, but do not think that it will willingly let you pour gas (petrol) over it and set

it alight! Though plant-like in nature, it has strong and tenacious tendrils. It is best to put your firearms away and hack at these with weapons that slash and chop, while dousing it with flammable liquid, burning as you go.

Beyond the brute-force approach, magical attacks are effective deterrents to the Green God. The most useful spell to use is Blight Crop, which will end the incursion of the monster at that location; the spell "Death" should also prove effective. Dismiss Deity may be useful if you have the time, and protection against the constant onslaught of its despicable leporine acolytes.

—Professor Richard Deadman

PLOT HOOKS

- Investigators on a mission to meet a contact deep behind enemy lines find the village they have been sent to completely overgrown with strange vegetation. The corpses of the villagers suggest that they all suffered a horribly painful death, and the contact is nowhere to be found. What has happened to the village and, more importantly, the spy?
- Section M desperately needs information on the Green God after discovering evidence of its existence in the Severn Valley. The investigators have been despatched

DAY SIX--EVENING

The stillness and darkness of the German forest is absolute. We have been stranded here for six days, cut off from Mlle. Dubois and our fellows in the Resistance. Despite the chaos of battle in the past weeks, we have seen no German patrols. We have been living off the land. Oddly there are no deer, no birds, no woodland creatures at all in this area. Gustave, a chef before the war, has found and prepared for our delectation a fungus I have never seen before; the aroma is somewhat redolent of offal, and being of weak stomach I declined to eat it, as did Henri; but the men say it is filling and when cooked, has a fine earthy flavour.

DAY SEVEN--MORNING

The men are irritable; Antoine quarrelled with Jean and they nearly came to blows. I am restricted to berries and nuts and am beginning to yearn for military rations!

DAY SEVEN--EVENING

Something is happening to my men. They have taken on a deathly, sallow pallor; they quarrel frequently and are reluctant to follow my orders--I fear my command is in danger. Only Henri and I are unaffected.

DAY EIGHT--EVENING

In this war I have never seen such savagery, even from the despicable Germans. Late last night I watched in helpless terror as my men--or the shambling horrors they had *become*--tore each other apart with weapons, bare hands, and teeth. Under some strange compulsion, they refused all my orders, my entreaties. Henri is still faithful; we fled as the others turned on us, cold, hard anger in their eyes.

As we ran we heard a rustling, crunching sound behind us--the trees were falling! Something monstrous and huge was pursuing us through the forest. I caught a glimpse of it and it appeared to be made of the forest itself. I cannot describe it further, and I do not wish to, for calling it to my mind fills me with an ardent fear.

DAY ELEVEN [FINAL ENTRY -ED.]

The giant thing, whatever it is, has taken Henri and I am alone.

- Found war diary of Sgt. Ghislain Paradis, Free French Army, listed missing and presumed dead

to retrieve any and all samples that they can, with the Seeds of the Green God (below) being of particular interest. (Any such investigation could, of course, cross over with the Plot Hooks for Byatis on p.30 for an added complication.)

- The investigators have been billeted at a forward base whilst awaiting new orders after successfully completing their previous mission. During the night, not long after their arrival, all hell breaks loose in the camp as soldiers are taken violently ill and begin a shocking transformation. What is causing the change, and how do they stop it? Even worse, have they been compromised as well?

Any human ingesting the seed of the Green God is transformed into one of the god's rabbit-like thralls.

SANITY LOSS

1D4/1D10 [Cth]/Terror (-1) [Sav].

INVESTIGATOR ACTIONS

Scoring Hits: conventional and steam weapons are ineffective against the Green God. Fire, electricity, magic, and enchanted weapons (particularly slashing ones) can cause the Terror harm.

Spells: Blight Crop (COC6, p.221 [Cth]/KG, p.198 [Sav]) will deal one hit against the deity, while Bless Crop (COC6, p.221 [Cth]/KG, p.198 [Sav]) will give it an extra hit; if the Keeper wants to shake things up a bit, he could reverse these two, with potentially chaotic results for the investigators! The Death Spell (COC6, p.232 [Cth]/KG,

p.204 [Sav]) will inflict two hits on the deity and deals double damage to children of the Green God.

MILITARY ACTIONS

Scoring Hits: magic, enchanted weapons (blades especially), electricity, and fire can all inflict damage on the Green God. Conventional weapons are not much use; neither are steam-based items.

TERROR ACTIONS

Allergic Reaction: the Green God releases pollen and spores against attacking units, who lose an action in the next round to anaphylactic symptoms and will be destroyed the round after that. If used against investigators, the spores act as a poison with POT 15 (COC6, p.57) [Cth]/Vigor (-1) roll every round, until the hero rolls a success; failure causes a level of Fatigue, which can only be recovered after bed rest and care [Sav]. The victim can be cured by swift use of the Healing spell (COC6, p.237 [Cth]/KG, p.206, ignoring its usual restriction [Sav]), provided it has time to take effect...

Children of the Green God: when first encountered, the Green God is accompanied by any number of children, ranging from a handful to a division. When fighting investigators, use the stats on p.63, but when engaged in mass combat, they fight as regular military units.

Mass of Vines: 60% [Cth]/Fighting d8 [Sav]. Targets military units only; if successful, the targeted unit is overrun with vines and the men are force-fed seeds of the Green God. Any vehicles or equipment possessed by the unit are undamaged, but must be cut free before they can be used again.

Tendrils: 60% [Cth]/Fighting d8 [Sav]. Attacks any investigator within 100yds (90m). It can choose either to inflict 2D6 damage, or seize the victim. If seized, on the

Artefact: Seed of The Green God

This oily, chartreuse seed, varying in size from that of a pine nut to a walnut, is part of the Green God's macabre reproductive cycle. Any human ingesting a seed is transformed into one of the god's rabbit-like thralls, with floppy ears, furtive eyes, and sharp incisors. Turning into a child of the Green God takes 3D4 hours. The victim must roll CONx2 [Cth]/Vigor (-1) [Sav] or become violent and difficult to restrain during this process. Blight Crop will halt the transformation, but the victim will suffer a permanent 1D3 loss to APP and POW [Cth]/gain the Ugly Hindrance and have their Spirit reduced 1 die step [Sav]. Witnessing any stage of the transformation costs 1/1D4 SAN [Cth]/Nausea (-1) [Sav].



following round and every round thereafter, it will attempt to force a Seed of the Green God down the victim's throat. Victims must roll STR×3 [Cth]/Strength (-1) [Sav] to avoid being force-fed a seed, and must roll STR×2 [Cth]/Strength (-1) [Sav] to escape the tendril.

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast the correct Dismiss spell (p.113). When destroyed/dismissed, the Green God leaves behind a mass of rotting vegetation. Anyone failing a CON×3 roll [Cth]/Vigor (-1) test [Sav] will experience violent vomiting for 1D6 minutes as a result of the stench, making any skill rolls attempted during this time period *Difficult* [Cth]/suffer a -2 penalty [Sav].

Children of the Green God

Cth

STR 2D6+6	DEX 3D6+12	INT 3D6
CON 2D6+12	SIZ 2D6+6	APP n/a
POW 2D6+6	EDU n/a	SAN n/a

Hit Points: variable (11-21)

Damage Bonus: varies; **Move:** 9.

Weapons: *Claw* 35%, damage 1D4+db, atts 2, base range touch.

Bite 25%, damage 2D6+db.

Skills: *Fast Talk* 40%, *Hide* 60%, *Sneak* 50%, *Spot Hidden* 55%.

Spells: *Contact the Green God*, plus 1D6-1 other spells of the Keeper's choice.

Sanity Loss: 0/1D3.

Sav

Attributes: *Agility* d12, *Smarts* d6, *Spirit* d8, *Strength* d8, *Vigor* d10.

Skills: *Fighting* d6, *Notice* d6, *Persuasion* d6, *Stealth* d8.

Pace: 8; **Parry:** 5; **Toughness:** 7.

Special Abilities

- **Bite:** Str +d6.
- **Claw:** Str +d4.
- **Fleet-Footed:** children of the Green God roll a d10 running die.
- **Frenzy:** children of the Green God attack twice when attacking with claws.
- **Nausea:** if a viewer gets a glimpse of a child's twisted and deformed body, they must make a Spirit roll or suffer a -1 to all attribute rolls for the rest of the encounter.
- **Spells:** all children know the spell *contact the Green God*; some of them know up to five other spells of the Keeper's choice.



*D'you know, I don't think
I fancy taking a trip to the
Severn Valley at any point in the
near (or far) future - it seems
to be a veritable haven for these
monstrosities.*

A.T.

GROTH-GOLKA

The Demon Bird-God

The Dwayne family legend contains sufficient description of Groth-Golka, and I leave the appreciation of these details as an exercise for the reader. In any case, this terror is of particular interest to students of European heraldry. Its image appears in the antique coats-of-arms of certain obscure and long-forgotten aristocratic families of Wales, Bavaria, and Frisia, amongst others. Generally, any European image of a dragon should be approached with caution, as it may be linked to this maddening monster. Only those individuals of assuredly stout mind and constitution should attempt research in this vein.

Groth-Golka does not often materialize for the benefit or detriment of humans. Cruel and fiercely intelligent, it prefers to stay in its own dimension, driving men mad from afar. Any spell to summon this beast should be attempted only as a last resort. Individuals affected by Groth-Golka's madness are doomed for life to obsessive behavior and unsettling dreams.

Its loyal henchmen, the so-called "Fishers From Outside", accept sacrifices on the god's behalf and are the subject of their own cults. These birdlike creatures have one leg, a gigantic single eye, and are said to dwell on the Moon. They can fly and attack with their sharp beaks and talons.

Due to their preternatural reflexes, conventional weapons are almost entirely useless against Groth-Golka and his Fishers. Similarly, fire appears to have minimal effect. Magic (spells and

enchanted weapons) is your best hope if you face one of these creatures. In particular, if you can find The Book of Black Stones, the spell Curse of Darkness will send these monsters back from whence they came. However, as the spell requires an image of Groth-Golka, it would likely know your mind and dispatch his hench-creatures to work against your efforts.

—Professor Richard Deadman

PLOT HOOKS

- One of the investigators has been complaining recently of disturbed sleep and strange dreams. It all appears to have started after that rescue mission they have just returned from. What did one of the refugees give to the investigator, and why is it affecting him in this way?
- An important partisan safehold is under threat as the local peasants (vital in supplying the rebels and keeping them informed of enemy activity) are deserting the area in droves. There are rumours that a long-dead knight has returned from beyond the grave to punish them for their transgressions, but what is really going on? And what might the strange heraldic device on the "knight's" shield have to do with any of this?
- A doctor at a local hospital for soldiers suffering from shell shock has become alarmed at methods being used to treat some of the hospital's patients and has raised



the alarm. But the doctor has now disappeared and the facility has been placed under armed guard. What is going on behind the barbed wire, and does it have anything to do with the sightings of strange black birds in the area?

SANITY LOSS

1D6/2D10 [Cth]/Terror (-2) [Sav].

INVESTIGATOR ACTIONS

Scoring Hits: Groth-Golka flies too swiftly to be targeted by firearms, steam-, and fire weapons; it is, however, vulnerable to electricity-based weapons and explosives, as well as magic and enchanted weapons.

Spells: Curse of Darkness (COC6, p.231 [Cth]/KG, p.204 [Sav]) will return Groth-Golka and/or the Fishers from Outside to their native dimension.

WD: MY GRANPAP-

(UNNAMED YOUTH): OH, HERE WE GO.

WD: SHUT YER FACE, BOY! MY GRANPAP MADE FOR THE SOUTHR'N POLE WITH SIR WILLEM HENDRIK'S EXPEDITION, BACK IN 1899, AS A TENDER TO THE SLED DOGS. THEIR COMPANY MADE LAND AT THE FOOT OF SOME HORRIBLE BLACK MOUNTAINS, DARKER THAN NIGHT EVEN THOUGH THEY WAS COVERED IN SNOW. THEY HEADED...

UY: WHY HAS NOBODY-I SUPPOSE NO ONE EVER FOUND THESE MOUNTAINS AGAIN?

WD: NAE, YE LIPPY WHELP! THEY HEADED INLAND, DESPITE SIGNS OF COMING WINTRY STORMS, INTO A RUN OF STEEP-SIDED VALLEYS, WHERE THEY FOUND SOME RELIEF FROM THE SNOWS THAT WAS ONLY GETTIN' WORSE. IN THEM CANYONS, SAID PAPPY, THEY CAME UPON UNCANNY RUINS; WALLS, TOWERS AN' SUCH, ALL A-CRUMBLE, CARVED FROM THE CLIFFS, AND INTO THEM, TOO.

UGLY BLACK ROCK IT WAS, ALL HEWED WITH STRANGE AND UNPLEASANT DESIGNS. NOT LIKE THE ANCIENT HOLY LAND, AND NOT LIKE THE HINDOO; OUT OF ALL KEN. DOORS TOO TALL, TOO NARROW, OR BOTH-AND NAUGHT THAT LOOKED LIKE IT WERE TOUCHED BY HUMAN HAND. 'T WAS IN THIS PILE MY PAPPY FOUND THE LITTLE STATUE THAT NEAR DROVE HIM MAD.

'TIS A LITTLE THING, THE SIZE OF YER HANDS, THOUGH I THINK IT MADE ONLY OF COAL OR SOMESUCH BLACK ROCK. BUT A MORE FEARSOME DEMON GOD I NEVER SAW, AND WE WAS STRICT CALVINIST. LIKE A DRAGON DRESSED IN CROW'S FEATHERS, BUT WITH THE BARB-TAIL OF A WHALER'S HARPOON. A BUZZARD'S HEAD, BUT THE BEAK FULL OF SHARK'S TEETH. IT LOOKS AT YE WITH EYES THAT BURN BACK INTO YER OWN. AN' THOUGH THE STATUE BE BUT SMALL, IT HAS THE UNMISTAKABLE LOOK OF A PREDATOR, BOASTIN' AFTER A SUCCESSFUL HUNT. THERE IT SQUATS, ARROGANT AND HOSTILE, ON ITS WEE BROKEN

PEDESTAL, WRAPPED AROUND WITH WHAT MIGHT BE SOME HEATHEN TONGUE, SOME WINDING PRAYER TO ITS DEVILISH POWERS.

AT THE TIME, ME PAP JUST SHIVERED, WRAPPED IT IN A BIT OF OILCLOTH, AND PUT IT IN A SIDEBAG. NOT UNTIL THEIR RETURN VOYAGE DID HE TAKE BETTER STOCK OF HIS HORRIBLE SOO-VEE-NEER, AND HE SAID HE WEREN'T NEVER THE SAME, AFTER. SAID HE COULDN'T SLEEP RIGHT WITH THAT STATUE ABOARD, GAVE HIM TERRIBLE NIGHT FITS. SAID HE COULDN'T BRING HIMSELF TO CHUCK IT OVER THE SIDE, NEITHER, FER...

UY: WHY NOT? IF IT WAS COAL, WHY NOT JUST PITCH IT IN THE FIREBOX?

WD: 'T WAS A COMPULSION, YE TIT! THE SAME THING THAT MAKES YOU SUCH AN INSUFF'RABLE MOTERMOUTH! FER IF YOU SEE THE THING, THAT SAME MONSTER COMES TO LIVE IN YOUR MIND.

UY: WHAT ROT. PAH.

WD: SCOFF ALL YOU WANT, BOY, THERE'S WITCHERY HERE AT WORK. YOU CAN'T GET RID OF THAT MONSTROUS THING, NO MATTER WHAT YOU TRY. NOT THE CHURCH, NOT THE BOTTLE, NOT THE OPEN SEA CAN SHAKE IT FROM YER THOUGHTS. YER HAUNTED BY A FIEND THAT WON'T STOP LOOKING AT YOU, ONLY FROM INSIDE YER HEAD. IT EATS YOU APART FROM THE INSIDE, INCH BY SLOW AND MISERABLE INCH, AN' YOU CAN HEAR THE THING SAVOUR EVERY BITE.

I KNOW THIS, BOY-O, FOR AS A YOUNG FECKLESS LAD LIKE YERSELF, I SNUCK MYSELF A LOOK, AND I PAY FOR THAT GLIMPSE STILL. WHEN PAPPY DIED, I TOOK THE STATUE AND THE BOX HE KEPT IT IN, AND I HAVE IT SAFELY STOWED. THE COMPULSION IS ON ME NOW. AND I SWEAR, BOY, IF YOU DON'T GET BACK TO WORK, I'LL SHOW IT YOU, AND YOU'LL NOT SLEEP STRAIGHT FOR A YEAR! SEE HOW YER SMART MOUTH LIKES THAT! NOW STOP FLAPPIN' AND SCRUB THOSE POTS!

UY: (LAUGHTER)

FAMILY STORY OF WALLACE "COOKIE" DWAYNE, GALLEY CAPTAIN, HMS BETHLEHEM.
TRANSCRIBED FROM THE SHORT-HAND NOTES OF AVERY BEACON, FOLKLORIST AND HISTORIAN,
DURING TRANSATLANTIC CROSSING

MILITARY ACTIONS

Scoring Hits: due to its high speed and resilient nature, Groth-Golka is only susceptible to magic, enchanted and electrical weapons, and explosives.

TERROR ACTIONS

Puppetmaster: any investigator or NPC of Groth-Golka's choice must make a successful POW×2 roll [Cth]/Spirit

(-2) test [Sav] or be mentally dominated, turning on his fellows and doing anything in his power to help the god. If the victim can be restrained, a successful Psychoanalysis roll [Cth]/Knowledge (Psychology) test [Sav] can cure this domination. The next time the subject is near Groth-Golka, however, he will have to make the POW×2 roll [Cth]/Spirit (-2) test [Sav] again or be controlled once more. Upon recovery from domination (assuming that they do), the subject loses 1D2 Sanity Points [Cth]/must make a Horror (+2) test [Sav] each time.

Raptor Strike: Groth-Golka is particularly dangerous to aeroplanes and other flying units. If engaged in aerial combat, instead of being able to target one military unit per round, the god can target two.

Sky Sniper: Groth-Golka has an understanding of strategy and tactics, and is wont to swoop down on a military unit, snatch up its commander, then drop him from a great height. If the victim is employed as a human missile against an investigator, the target must make a successful Dodge roll [Cth]/Agility test [Sav] or take 2D8 damage [Cth]/2d10 damage [Sav]. Military units that lose a commander in such a spectacular fashion are removed from combat until someone else takes on their command. Sky Sniper may also target investigators, who must roll Dodge [Cth]/Agility [Sav] or be carried off, their death all but assured (see Desperate Measures, p.9).



*I wonder if the College of Arms
could give us any guidance on this?*
A.T.

Image of Groth-Golka

Any image of Groth-Golka, whether a coat-of-arms, a statue or a drawing, can impart dreams that can increase a character's Mythos knowledge. The first time an investigator inspects the object, he must make a POW×3 roll [Cth]/Spirit (-1) test [Sav] or lose 0/1D3 sanity [Cth]/suffer -1 to all rolls for the entire encounter [Sav] and become obsessed by the object. The investigator will try any normal means to have regular access to the item and, if it is in his possession, will not willingly give it up. For the next seven days, during each sleep cycle the investigator has a telling dream of mad landscapes and ancient, bloody rites; the dreams are of places, people, and entities directly tied to the Mythos, and are often horrific and disturbing. The investigator makes a sanity check of 1/1D4 and a POW×1 roll [Cth]/makes Nausea checks, and must make a Spirit (-4) test [Sav]. If the POW check [Cth]/Spirit test [Sav] succeeds, the investigator gains 5% in his Cthulhu Mythos skill [Cth]/one step in his Knowledge (Mythos) skill [Sav]. Cultists and sorcerers may also use any image of Groth-Golka as a component in a spell to summon, compel, or dismiss the god.

Summon Fishers: the god can summon 1D6 of his followers, the Fishers from Outside. Groth-Golka may not summon more Fishers until those currently in play are destroyed. If the Fishers are employed against the investigators, use the stats below; if they are used as part of mass combat, treat the combined number of Fishers as one enemy unit.

During each sleep cycle, the victim has a telling dream of mad landscapes and ancient, bloody rites.

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast the correct Dismiss spell (p.113).

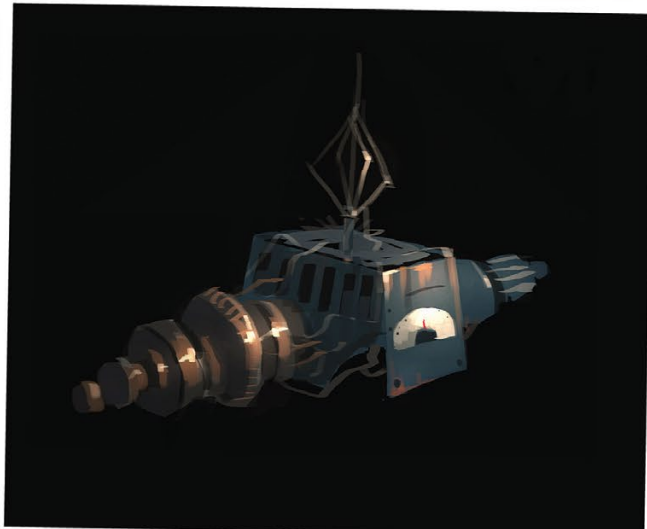
Burning Farewell: if defeated by hits rather than magic, Groth-Golka immolates itself, doing 2D6 points of damage to all individuals within 50ft (15m).

The Fishers from Outside

Appearance: strange, bird-like creatures that are occasionally (and briefly) mistaken for shantaks, the Fishers are ponderous and ungainly as they hop about on their single leg, but their skill in the air should never be underestimated.

Cth

STR 3D6+6	DEX 4D6+6	INT 3D6
CON 2D6+6	SIZ 2D6+6	APP n/a
POW 2D6+6	EDU n/a	SAN n/a



Hit Points: variable (8-18)

Damage Bonus: varies; **Move:** Hop 3/Fly 15.

Weapons: Bite 25% , damage 1D6+db.

Claw 30%, damage 1D6+db, atts 2, base range touch.

Tail 50%, damage 1D3+db.

Armour: 4 points of tough scales.

Spells: Contact Groth-Golka.

Sanity Loss: 0/1D3.

Sav

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d6.

Skills: Fighting d6, Notice d6, Stealth d8.

Pace: 4; **Parry:** 5; **Toughness:** 8 (2).

Special Abilities

- **Armor (+2):** scaly hide.
- **Bite:** Str+d6, AP 1.
- **Claws:** Str+d4.
- **Flight:** Fishers fly at a pace of 12.
- **Frenzy:** Fishers attack twice when attacking with claws.
- **Nausea:** if a viewer gets a glimpse of a fisher's terrifying form, they must make a Spirit roll or suffer a -1 to all attribute tests for the rest of the encounter.
- **Size (+1):** Fishers are the size of a small pony.
- **Spells:** all Fishers know the *contact Groth-Golka* spell.
- **Tail:** Str+d4. If a Fisher gets a raise on its Fighting roll, when attacking with its barbed tail it strikes the least armoured spot on its foe.

Theremin Transmitter Mark III

Little-known Russian inventor Leon Theremin, most famous for the eponymous electronic musical instrument, has also developed a terrifying weapon capable of transmitting the colour out of space to an unprotected receiver. The device can target any radio or (much rarer) television receiver. Any hapless target within earshot of the receiver will have his life force drained by the colour until the receiver is destroyed. Destroying the transmitter banishes the colour back to its home outside time. For the effects of exposure to the colour, see **Call of Cthulhu, Sixth Edition**, pp.153-154 [Cth]/the *Keeper's Guide*, pp.222-223 [Sav].

HAN

The Dark One

Han, also known as *The Dark One*, is a being made of half-truths wrapped in darkness. It intrudes upon our dimension as a diaphanous wraith, appearing as a hominid silhouette, dark and insubstantial, shrouded in a constant, impenetrable fog.

I have been unable to find an organized cult devoted to Han, although many pay homage to it. When accepting sacrifices, Han prefers to be summoned to a spot where its victims can also be lured. If Han is called but does not receive its expected sacrifice, it will take the one who called it and any who are nearby. Unlike most entities of this type, it does not appear to differentiate between the life force of sentient and non-sentient creatures.

Where Han is encountered, stay out of the fog lest you fall prey to hypnotic nightmares which render you passive. It is

exceedingly difficult to ascertain precisely where Han is, so firearms are less than useless. The Elder Sign has no effect on this entity; however, if you know the proper dismissal, a group ritual can send it back from whence it came. If you find yourself having to fight Han, you need to be armed with explosives, flamethrowers, or other devices which can damage multiple targets, or you stand little chance of defeating it.

One ancient text suggests that if given a sacrifice of three goats, Han will answer one question about the present or the future. The question must pertain to a specific short-term goal and Han can only give answers about impediments to that goal. It is best to keep to questions that can be answered with a single word or a vision lasting a few seconds. Han dislikes complex questions and will lead astray those who test its patience.

It is unable to return until the next winter solstice, at which time a three-night ceremony must be held that includes a total of

What I first noticed was the smell, as the fog rolled 'round the ridge between here and the river. It was foetid and rank, rotten and heaving, like the breath of some geriatric carnivore. My hackles rose because I knew that something was desperately wrong. My instinct fought reason, my fear fought curiosity—I cannot say which truly won that cold, wet autumn night, but I stayed rooted to the spot.

Some antediluvian thing that should have gone extinct in ages long past, or never have existed at all, was lurking on that ridge just across the fallow field I have ploughed each spring since my fifteenth birthday. This thing was from outside, at right angles to our reality, simply not beholden to the laws of God and nature. My heart ached with the effort to pump my now sluggish blood as I searched the darkened, foggy landscape in the waning moonlight with stinging eyes. Coldness came from the direction of the ridge, and not the type of cool dampness you expect from an October fog, but the kind of frigidity that makes the bones ache and the snot freeze to one's upper lip.

It was as I pulled the leather sheath off my axe that I heard them: our own French Army boys marching up along the river on patrol, unaware of the cruel alien sentience awaiting them. They seemed in good spirits, laughing and joking, not expecting any enemy activity and justly so, for there were none of

the Kaiser's army in these parts, nor any of those hell-blasted trenches.

As they approached I could feel the presence getting restless and excited, like a wolf smelling blood after a long hunger. I tried to cry out, to warn the soldiers, but my voice caught in my throat and I made naught but a wheezing sound. I do not believe the monstrosity even noticed my presence. My limbs felt like lead but my sinews were loose and rubbery—I could not run, I could not shout, I could not look away. The moments dragged as the soldiers walked glibly to their doom. They grew quiet as they entered the fog; I believe they felt the same wrongness as I but were more afraid of being taunted for cowardice by their mates.

Once the squad was completely inside the oppressive mist, the screams began; screams of pure, unadulterated, and shameless horror. Then, abruptly, all fell silent and I wept mutely for the soldiers, for I dreaded to discover what was occurring. I stood through the night, aching physically, mentally, and spiritually, until the fog finally lifted, taking with it the chill and stench. Left among the frost-covered and trampled weeds were six men dead, two dying, and one alive, but all were aged and decrepit. At that point I collapsed and knew no more until the morning sun tore me from blissful oblivion.

- Jean Faucher on the events of October 1915, given on his deathbed

64 human sacrifices. One male of age 20 or less who has the gift of prophecy must have his eyes removed with a copper sacrificial dagger. It is unnecessary to kill this particular victim; it pleases Han to allow him to live, and it will often grant the blinded man uncanny oracular abilities.

—Professor Richard Deadman

PLOT HOOKS

- Several vital reconnaissance missions have disappeared in one specific area over the last few days. Some people are attempting to blame the weather (which has been unseasonably damp and foggy), coupled with a lack of knowledge of the local terrain (which can be treacherous to the unwary), but others are concerned that there is something more sinister going on. Can the investigators find any evidence of what has happened to the missions, and can they avoid falling victim to a similar fate?
- Plans have come to light that the Nazis are planning to destabilise the British ship-building industry by employing a new and terrible threat that no-one will suspect until it is too late. Can the investigators identify the first target and the nature of the new “weapon”? Can they stop the German infiltrators from carrying out their plans and thus ensure a steady stream of new vessels for the Royal and Merchant Navies?
- The Allied war effort wants to study the Dust of Han (p.70) to see if it can provide them with useful knowledge of the future. The investigators have been tasked with either summoning the creature themselves, or tracking down a recent summoning in an attempt to find someone else who is prepared to interact with the creature. After that, surely it is just a simple matter of dismissing or vanquishing the beast to get what they want...

SANITY LOSS

1D4/2D8 [Cth]/Horror (-2) [Sav].

INVESTIGATOR ACTIONS

Finding Han: Han exists somewhere in the ever-present fog surrounding the god. If the investigators are in the fog, they must make an *Extreme Spot Hidden* roll [Cth]/Notice (-4) test [Sav] to successfully target Han. If the fog is dispelled, no roll is required.

Scoring Hits: explosives, flame weapons, and spells that deal damage across a large area of effect are all capable of causing harm to Han.

Spells: Alter Weather (COC6, p.217 [Cth]/KG, p.196 [Sav]) can dispel Han’s fog if cast at level 7 (tornado), but must be cast from within the fog to have any effect. Create Self-Ward (COC6, p.230 [Cth]/p.118 [Sav]) will slow the ageing effects of the fog by a half, but will not prevent physical damage to victims. Extend (COC6, p.235



[Cth]/p.118 [Sav]) makes the caster immune to Han’s Fog (p.70). Steal Life (COC6, p.243 [Cth]/p.119 [Sav]) does not damage Han, but will reverse its ageing effects in victims. Han is unaffected by the Elder Sign.

MILITARY ACTIONS

Scoring Hits: Han cannot be affected by conventional firearms, and is vulnerable only to magic, fire-based weaponry, explosives, and any other weapon that inflicts damage over a wide area. Due to the fog, attacks against Han can pose a danger to friendly forces; a Critical Failure (96-00) on a Tactics roll [Cth]/the roll a natural 1 on the combat die (no matter what the Wild Die may say) [Sav] means that instead of targeting an enemy unit during mass combat, the investigator’s allied military forces have destroyed a unit on their own side.

Table 3:
Dust of Han Effects

Roll D100	Effect
1-20	Increase Cthulhu Mythos by 1% [Cth]/ a special one-use Benny that can only be spent on Knowledge (Mythos) rolls [Sav]
21-30	Lose 10 POW permanently [Cth]/3 die steps in Spirit [Sav]
31-65	See a random glimpse of a pertinent future event
66-80	Lose 2D10 Sanity Points [Cth]/Terror (-1) [Sav]
81-100	Gain one Contact spell of choice

Artefact: Dust of Han

Han's remains constitute 100 doses of an inhalable powder. Anyone who ingests the powder rolls on Table 3, losing 0/1D4 Sanity points [Cth]/Horror (+2) [Sav] in addition to any effects described in the table itself.

Investigators trapped in the fog must roll 1D10+10 as a resistance roll versus their POW [Cth]/Spirit (-2) [Sav] each round they are encompassed. Each time they fail a roll, they lose 1D6 POW [Cth]/1 die of Spirit [Sav] and are aged 5 years; when a victim reaches 0 POW [Cth]/below d4 in Spirit [Sav], he dies of old age. Victims aged to 90 years or beyond live for just 1D100 more days, and any investigators that have been aged to over 60 years of age lose 1D2 points from all physical attributes. All actions undertaken within the fog (not including the roll versus POW [Cth]/Spirit test [Sav]) suffer a -10% penalty [Cth]/-1 penalty [Sav]. Each military unit enveloped by the fog needs to make a successful Command roll [Cth]/Group Spirit test [Sav] to represent donning gas masks and taking other protective measures; on a failed roll, the unit is incapacitated and unable to act until the fog lifts. Any tokens representing them are removed from play and can only return if the fog is dispelled within four rounds; after that, they die of old age.

Han's Dread Touch: Han's touch attack (60% [Cth]/Fighting d8 [Sav]) drains 2D6 POW [Cth]/2 die steps of Spirit [Sav] from the target.

TERROR ACTIONS

The Dark One can interact with the investigators outside of a combat situation, if it so chooses. If it does so, it can use the following Non-combat Action:

Han's Dark Gift: Han's gift of visions can drive people of a weaker mind quite mad. Once a sacrifice of 2 POW [Cth]/1 die of Spirit [Sav] is made by the victim, Han will bestow one vision of the future upon him, which causes a Sanity loss of 1/1D6 [Cth]/a Horror (+0) test [Sav].

Once Han has been engaged in combat, the Terror can choose from the following Combat Actions:

Han's Fog: the god always manifests within a constantly changing, swirling mist, which completely obscures vision and carries with it a foul stench. It cannot be dispelled by non-magical means. Those inside the fog suffer horrible hallucinations and age as their life energy is drained; donning a gas mask protects against this effect.

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast the correct Dismiss spell (p.113). Defeated, Han crumbles into a fine powder and his fog dissipates.

*As if fog wasn't frightening enough,
now there's something living in it!
Remind me not to go out in the next
pea-souper.*

- Peggy

ITHAQUA

The Windwalker

Like many researchers, I am entirely convinced that Ithaqua is the Wendigo, the Yeti, the Abominable Snowman, Sasquatch, and so on. Any place subject to deep, cold winters and terrible snowstorms seems to have tales about this god. All cultures who have encountered this being have developed ritual ways of keeping it at bay, preferring to avoid contact with something so powerful as much as is physically possible.

There are some shamans, however, who have devices or prayers to summon the creature, or its servitors. According to reports, the shantak (Ithaqua's dragon-like attendants) or the halja (spectral figures of snow and ice) can be summoned more easily than the god itself, usually to retrieve sacrifices on their icy master's behalf. With effort, though, you may induce the god to stride into your camp. I can only recommend trying basic binding and control spells, as we have no record of either a successful attack or defense, or, at least, none appear in the usual books.

Ithaqua generally appears in a flying blizzard cloud. It has been known to reveal its hominid form and attack, particularly to protect its cultists, as they are devoted but primitive and few in number. However, be wary—Ithaqua is strong enough to destroy cities if provoked.

As you might expect with creatures of the cold, fire provides both offensive and defensive capabilities. Keep in mind, however, that the monster travels in a constant shroud of frozen tempest, with strong winds and blowing snows, which makes the maintenance of any fire somewhat difficult. Perhaps electric, petroleum, or steam-fuelled sources of heat would prove more sustainable?

—Professor Richard Deadman

PLOT HOOKS

- A very rare and valuable piece of prehistoric art has been stolen from the British Museum. The carved tusk depicts some fanciful humanoid figure with what appears to be a gale blowing from its mouth. What is so special about the tusk (besides its obvious age and rarity)? And why would someone go to the trouble of stealing it now when it has been on display for well over a decade?
- No-one has heard from a remote training camp near Baffin Island in the Northwest Territories of Canada for a very long time. Given its location and the atrocious weather conditions in the region lately, nobody was too concerned, but the storm shows no sign of clearing and a new batch of soldiers is ready and waiting to undergo Arctic training; on top of that, Section M's contacts amongst the local Eskimo (Inuit) are concerned that the "Deathwalker" has returned. Can the investigators convince the Inuit to guide them into the area to discover the camp's fate?
- The Norwegian Resistance has been making some very strange enquiries of late, and some members of the occult

Soviet reconnaissance journey to the Arctic wastes successful! Made contact with the eldest shaman amongst the Nenets nomadic tribal people, and heard tales of the winter beast "Ithaqua", whom they fear and worship. To him they leave their dying, their criminals, and (occasionally) virgins (male and female), as sacrifices to keep Ithaqua from ravaging the whole tribe. They are yet a strong, hardy people, so these ritual offerings must work.

However, the task at hand is to follow up on rumours of immediate use to this war. While the shamans have great horror of Ithaqua, they also express a morbid fear of beasts described as his servants: the shantak-dragons as big as horses, lacking wings but armed with scimitar claws, and a fierce, clever intelligence.

I saw a shantak with my own eyes, loping across taiga, chasing herds of terrified reindeer. Its ingenuity in removing two convicted prisoners from the cages in which they had been held was most impressive. The prisoners' screams echoed on the frigid winds and though they struggled, the beast incapacitated and restrained them for transport within moments of encountering them. (Restrained how, I cannot say--further study is definitely required.)

I have attached my thoughts on how to effect the capture of some shantak; the plans rely on excellent timing, reinforced train boxcars, and so on. It is my opinion that as few as two, pressed into service, might prove invaluable in the defence of Leningrad, or perhaps in dealing with the threat from Nazi-allied Finland. I do foresee loss on our side, as I think whatever handlers we use in releasing the shantak will likely not survive that action.

I hope to return at some point, to witness the father of the shantak, the giant god of the tundra, striding amidst the howling blizzard that surrounds him at all times! It seems unlikely that we could treat with such a being, but if there was a way to turn it on our enemies? When they write history of this war, they will say that the Germans were defeated by the Russian winter. Perhaps they will never know how right they are...

-- Translated operations report from
Natalya Petrova, Section M Field Operative

intelligence services are growing increasingly worried that they might be about to take matters into their own hands to get rid of the occupying German forces. Are the Resistance planning on doing something very dangerous, or are they just trying to equip themselves against an ancient enemy?

Any place subject to deep, cold winters
and terrible snowstorms seems to have
tales about this god.

SANITY LOSS

1D8/2D10 [Cth]/Terror (-2) [Sav].

INVESTIGATOR ACTIONS

Scoring Hits: Ithaqua is immune to firearms, steam-based weapons (whose steam rapidly freezes in the god's presence and can be turned back on the weapon's wielder as a slew of tiny ice shards), and directly applied electricity. He is vulnerable to explosives and fire-based weapons, or any other source of intense heat.

Spells: Alter Weather (COC6, p.217 [Cth]/KG, p.196 [Sav]) could be useful in raising the temperature around

Ithaqua. The Death Spell (COC6, p.232 [Cth]/KG, p.204 [Sav]) can be used to attack the god, and Summon/Bind Fire Vampire (COC6, p.244 [Cth]/KG, p.211 [Sav]) can be employed to recruit fiery allies, if the stars are right. Call/Dismiss Ithaqua (COC6, p.222 [Cth]/KG, p.199 [Sav]) might also come in very handy.

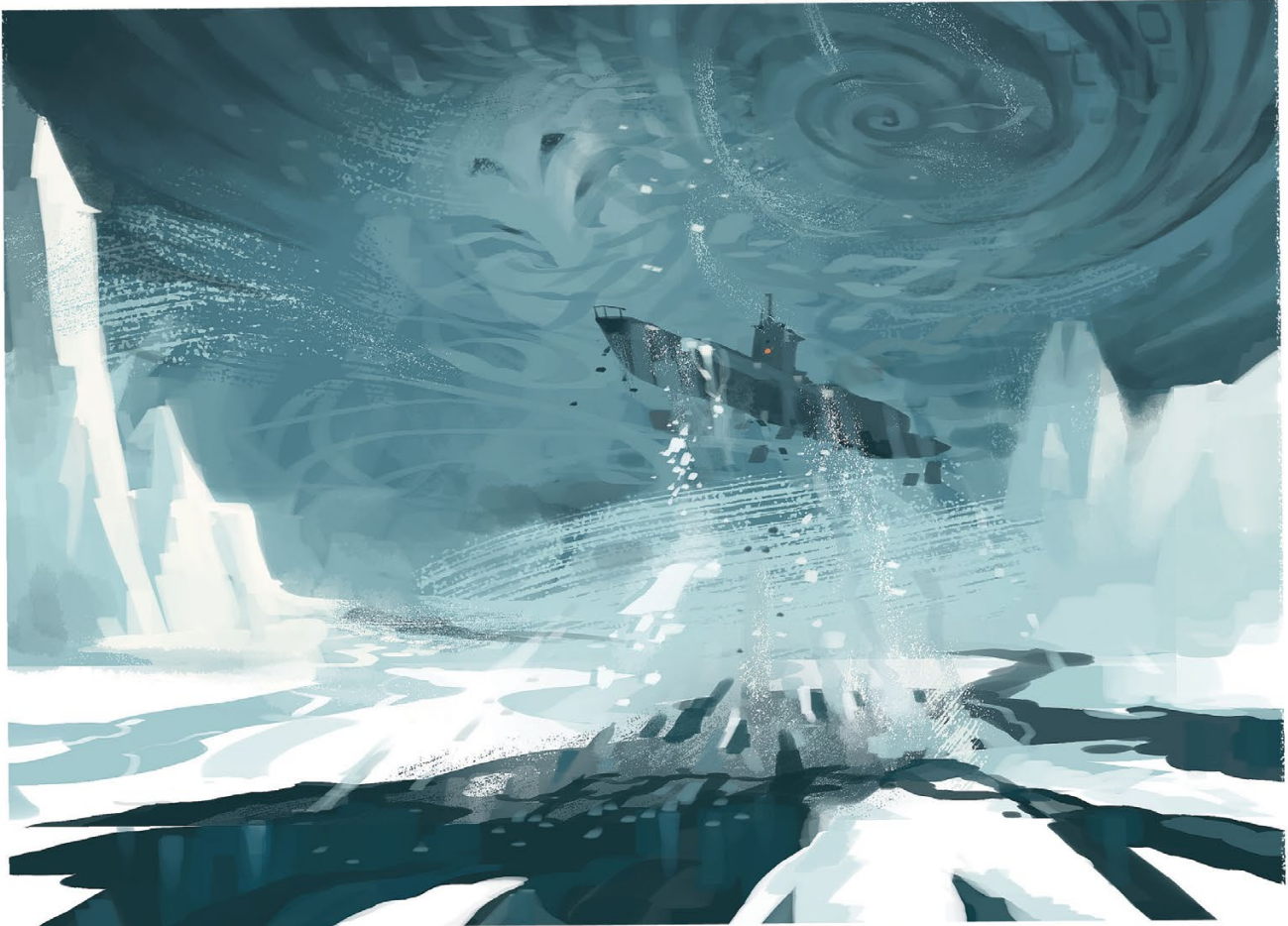
MILITARY ACTIONS

Brace Yourselves: Military units may elect to forego attacking for one turn, and instead brace themselves (and their gear) against wind attacks. They ignore a Deep Freeze or Windstrike attack until the beginning of their next turn.

Scoring Hits: the god is susceptible to intense heat, fire-based weapons, and explosives, but cannot be harmed by conventional firearms, steam-based weaponry, or direct applications of electricity.

TERROR ACTIONS

Deep Freeze: Ithaqua hurls snow, ice, and wind at an individual, a military unit, or a small group. Investigators who are targeted must make a CON×2 roll [Cth]/Vigor (-2) test [Sav] or take 1D6 points of damage [Cth]/1 level of Fatigue [Sav] due to exposure. Military units are automatically destroyed—with all of their men flash-frozen solid—unless they use Brace Yourselves (see above).



Summon Shantak/Halja: the god summons 2D4 shantak (COC6, p.172 [Cth]/KG, p.231 [Sav] or halja (KG, p.237) to defend him. Use the stats on the pages mentioned if the creatures attack individual investigators, or use as an enemy unit in mass combat situations.

Winter Storm: (Automatic). Ithaqua is constantly surrounded by a swirling blizzard (the radius is at the Keeper's discretion). The storm obscures vision and does 1D4 [Cth]/2d4 [Sav] cold damage to investigators the first (and only the first) round they encounter it. Investigators caught within the storm suffer a -10% penalty [Cth]/-1 penalty [Sav] to all actions (including those for the military units they are directing) for as many rounds as they are in the storm; those firing into the storm from the outside suffer the same penalty but not the cold damage. Note: investigators who have taken damage from Winter Storm on a previous occasion might have prepared themselves adequately and might not take automatic damage, though they still suffer the penalty to actions. Military units will need a successful Tactics roll [Cth]/Spirit test [Sav] on their behalf to be of any use if trapped in or firing into the storm.

Windstrike: Ithaqua generates a ferocious tornado of snow that hurls one military unit into the air; that unit is automatically destroyed. Nearby investigators must make a Dodge roll [Cth]/Agility test [Sav] or take 1D6 points of damage [Cth]/a level of Fatigue [Sav] from debris.

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast the correct Dismiss spell, sending Ithaqua from the battlefield and instantly ending any associated extreme weather in the area. If Ithaqua is destroyed by hits rather than magic, he uses the following action:

Hail of Ice: as the god is vanquished, he explodes in a shower of tiny pellets of ice. Investigators must succeed at a Dodge roll [Cth]/an Agility test [Sav] to flatten themselves on the ground or duck behind suitable cover, or take 1D6 damage [Cth]/a level of Fatigue [Sav] from the sudden ice-storm.

Professor Mickling found this in the medical records and forwarded it on to us - any chance it could be this "Wendigo Psychosis"

you mentioned, Richard? Do we need to send someone in to make sure there's no cult activity in the area? Wouldn't want anything disrupting the Northwest Staging Route now it's all up and running.

A. T.

Totem of Ithaqua

These totems can be crafted by a medicine man or shaman from an Arctic or Far North society, and have been found in Viking tombs and Inuit caches. They frequently resemble reindeer, a vitally important creature to the primitive herders, who used the totems to protect themselves and their herds from the beast. Activated with the appropriate spell or ritual, a totem can summon and bind the Wendigo or its servants.

GRANDE PRAIRIE, ALBERTA, CANADA
FEBRUARY 1943

CORPSE 1:

ADULT MALE, AGE APPROXIMATELY 35 YEARS. DISMEMBERED, ONLY LEFT ARM REMAINS INTACT. SIGNS OF BITE MARKS (HUMAN DENTITION) ON FACE, NECK, AND TORSO. HEART, LIVER, KIDNEYS AND BRAIN MISSING. TISSUE DAMAGE INDICATES DELIBERATE FREEZING.

CORPSE 2:

JUVENILE MALE, AGE APPROXIMATELY 18 YEARS. PARTIALLY EATEN THIGH. BITE MARKS INDICATE HUMAN, RATHER THAN ANIMAL, DENTITION. HEART, LIVER, KIDNEYS, AND BRAIN MISSING. AS WITH CORPSE 1, EVIDENCE OF FREEZING.

ASSORTED SKELETAL REMAINS:

CONSISTENT WITH THE MISSING LIMBS FROM CORPSE 1. BONES SHOW CLEAR SIGNS OF BUTCHERY WITH A SHARP HUNTING KNIFE. SOME HAVE ALSO BEEN BOILED.



THE LIVING FLAME OF DEEPEST BLACK

Avatar of Cthugha

A possible source of the Grecian myth of the minotaur, and known to have been discovered by the Russians in 1932, the Living Flame of Deepest Black is actually an occult mishap, a failed attempt by the cult of Cthugha to bring his black, fiery doom to the world. They summoned instead just a part of that alien god-thing's blasphemous body. After it destroyed half a small city, they recaptured it and interred it under the Disk of Aiglos, in the subterranean maze beneath present-day Knossos.

Conventional weapons will not harm the Living Flame unless they are made from copper, bronze, or brass. The Coins of Knossos, if they can be found, can ward off the monstrosity and drive it back into its prison, the Disk of Aiglos.

—Professor Richard Deadman

PLOT HOOKS

- Otdel MI, the Soviet equivalent of Section M and Majestic (see *Achtung! Cthulhu: the Guide to the Eastern Front* for further details), has lost the Disk of Aiglos and has requested the investigators' help in relocating it. They believe that Black Sun operatives have it and are making for Sebastopol via the Sea of Azov and the Black Sea. Can the investigators stop them before they get there? And what will happen if the *Nochnyye Ved'my* get wind of this powerful artefact that could help them in their quest to create a Cossack homeland?
- The investigators receive a packet containing a map and a Coin of Knossos, along with a frantic warning that a great threat must be stopped. But who has sent these strange gifts, and what do they want the investigators to do? Could it be a trap? And why does the handwriting in the unsigned note seem strangely familiar?
- A group of islanders have decided to resurrect an ancient fire festival to raise morale amongst the naval and air force personnel stationed in such an out of the way location. The local priest, a god-fearing man, is concerned about the pagan aspects of the celebration and has decided to carry out further research, but his activities have brought him to the attention of both the Allied and Axis' occult intelligence services. Who will get to him first, and just how dangerous is this ritual?

SANITY LOSS

1D4/1D8 [Cth]/Horror (-1) [Sav].

INVESTIGATOR ACTIONS

Coins of Knossos: each coin protects the wearer from the effects of Blaze and Black Flame (but not other attacks). A coin is also required to be able to successfully cast the spell *Compel Cthugha* (p.116).

We had trapped the German Sixth Army on all sides, but they fought on. My unit was called upon to use our mastery of the secret arts to hasten their destruction. In one of the basements that comprised the only liveable spaces in Stalingrad (as the Germans had levelled almost every building), we set about unleashing The Living Flame from its prison.

To protect us from it, and to direct its ire upon the enemy, required an exhausting ritual. Twelve men and women gathered in a pitch-black room, the Disk of Aiglos at the centre of their circle, mad designs drawn on the floor with precious salt from our dwindling supplies. Day and night they chanted in that sunless chamber, until, from the forbidding taiga, a power sparked, then kindled. Above the German trenches one could just make out an aurora, shimmering yet somehow darker than the moonless night, its strange heat melting the snow beneath. Delirious German soldiers sensed its warmth, and began to stumble towards its dark luminescence. Through my telescope I could see the desperation in their frozen faces turn to fear as they drew close, and then to terror as it enveloped them in its ebon heat.

Have you ever seen a flame burn BLACK? Can you even summon such an image to your mind? I could not have before, and now I cannot banish the impossible sight.

Who knows how many German soldiers were consumed by the thing, night after night, for eight nights? Regardless, someone in Friar Paulus' command must have had some inkling of what we were doing: late on the ninth night, a blast tore open the sunless chamber and black-hooded KOMMANDO dashed through the basement, shimmering blades cleaving my helpless comrades, enthralled by their ritual, into lumps of useless flesh. The Living Flame vanished without a trace that night. Also gone was the Disk of Aiglos, which had allowed us to call it forth, and might be the only means of controlling it. And we, drained of talented mystics (not to mention our supply of salt), returned to conventional means of whittling down and rooting out the doomed Sixth Army.

Most-secret dispatch from
OTDEL MI Brother
Olesya Krushevna Yemelina
to Professor Richard Deadman

THE FACES OF TERROR





Coins of Knossos

These Ancient Greek silver coins, minted in Knossos prior to 400BC, display a representation of the labyrinth used to trap the Living Flame. They are valuable and quite rare, and may be found in the hands of unwitting collectors, the enemy, or those currently controlling the beast. Showing it to the creature will hold it back, and the coin can be used to drive it into its ancient cage (see the Disk of Aiglos, p.77), where it will be trapped. If the cage is destroyed, the coin will serve only to make the creature halt its attacks and withdraw to the nearest subterranean crevice or cave, where it lurks until its hunger once again drives it into the world of men.

Spells: Dismiss Cthugha (COC6, p.222 [Cth]/KG, p.199 [Sav]) creates a circle 20ft (6m) in diameter where the Living Flame may not enter, although, as an avatar, it cannot completely dispel the creature. Compel Cthugha (p.116) traps the Living Flame and any accompanying fire vampires inside the Disk of Aiglos; a Coin of Knossos is required for casting. The Call Cthugha portion of the previously mentioned Dismiss spell will release any creatures trapped inside the disk, but either part of the spell can only be cast successfully on clear nights when Fomalhaut is in the sky.

Scoring Hits: the Living Flame of Deepest Black is invulnerable to fire weapons and explosives, and any “damage” inflicted with such weapons will actually heal the creature one hit instead of injuring it (up to but not beyond its maximum number of hits). Discovering this rather pertinent fact may require a successful Cthulhu Mythos, Physics, or Biology roll [Cth]/Knowledge (Mythos), Knowledge (Physics), or Knowledge (Biology) test [Sav], or can be found out empirically on the field of battle.

MILITARY ACTIONS

Scoring Hits: fire-based weapons and explosives do not harm the Living Flame of Deepest Black; in fact, they do the exact opposite and either weapon type will heal one hit. Investigators can, if they discover this fact during combat, attempt to make Command or Persuade rolls [Cth]/Persuasion tests [Sav] to make the military change their tactics. The creature is susceptible only to weapons made of copper, bronze, or brass, or those harnessing electricity.

TERROR ACTIONS

Black Flame: (Automatic). The Living Flame absorbs ambient light in its immediate area, making it difficult for military units and investigators to target. Any non-magical attacks made by the investigators on the Living Flame suffer a -20% penalty [Cth]/-1 penalty [Sav]. The investigators must make a successful Tactics roll [Cth]/Spirit test [Sav] on behalf of their accompanying military units in order to properly direct their fire; the same penalty applies to these rolls. If the Tactics roll [Cth]/Spirit test [Sav] fails, the unit cannot take part in mass combat against the Living Flame this round, but can still attack any remaining enemy units.

The coins are valuable and quite rare,
and may be found in the hands of
unwitting collectors.

Blaze: (Automatic). Anyone in the vicinity or actively engaged in combat with the Living Flame must make a CON×3 roll [Cth]/Vigor (-1) test [Sav] each round, or suffer 1D4 Hit Points of damage [Cth]/one level of Fatigue [Sav] from the creature’s incendiary aura. This effect lasts until the creature is driven into its prison or leaves the battlefield.

Flame Blast: 65% [Cth]/Shooting d8 [Sav]. This blast of flame can target military units or the investigators. If used against investigators, it does 2D4 damage to all investigators within 20ft (6m) of the blast. If used against the military, it destroys one unit.

Summon Fire Vampires: the Living Flame is able to summon 1D4 Fire Vampires (COC6, p.157 [Cth]/KG, p.226

Disk of Aiglos

Soviet occultists travelled to Crete and unearthed part of the Great Old One Cthugha, trapped in a stone totem of Greek or ancient Minoan origin—the Disk of Aiglos. One Call Cthugha ritual releases any creatures trapped within the Disk. Compel Cthugha, requiring a Coin of Knossos, returns the terror to captivity and will also trap relatives or servitors of Cthugha, including fire vampires. If the disk is ever destroyed, the creatures inside are released. Note that a new Disk of Aiglos can be created from any fragments of the original disk, along with 2.2lbs (1kg) of stone and six Elder Signs cast in copper (to be affixed one to each side of the “disk”). A successful Enchantment spell is required (see Enchantment Spells, **Call of Cthulhu, Sixth Edition**, p.233 [Cth]/p.118 [Sav]).



[Sav]), a servitor race bound to Cthugha. More may not be summoned until all extant ones have been destroyed; these can be used individually against the investigators, or can be used as a single unit in mass combat.

VICTORY CONDITIONS

The only way to defeat the Living Flame is to drive it back into the Disk of Aiglos. Otherwise, if it suffers a sufficient number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) it will flee, igniting the surrounding countryside, and returning with twice as many hits in each subsequent encounter.



Peggy,
Can you check with Sir Arthur Evans' people to see if
they found any of these coins during their work at Knossos?
In fact, get me a train ticket for Boar's Hill - he's an
Oxford man, might just be better if I go and see him myself.

A. T.

MH' ITHRHA

Arch-Lord of Tindalos

Mh'ithrha is the mother-father of the dread Hounds of Tindalos and, like its brood, hales from another dimension. This plane I can only characterize as angular whereas ours is curved. From their universe, these jagged terrors dream of conquering our smooth dimension. Mh'ithrha journeys endlessly through and around all things and senses the slightest warping of space-time. It can create gates in corners or anywhere objects come together at sharp angles. Through these angle-gates pours a thick mist that coalesces into various entities—Mh'ithrha, its hounds, or both.

Manifestations of the god and its brood are one potential source of Norse and Celtic "Wild Hunt" legends. Invariably, the hunt, when summoned, first attacks the enemy and then runs wild, attacking even the army of its summoner. In Norse legend, the Wild Hunt is called with a monstrous horn; we have not yet discovered this artefact—if it exists—but other known spells to summon Mh'ithrha do make use of a horn. Since it is attracted to sharp corners, any summoning ritual should be held in a well-engineered building or other area of architectural or topological precision.

Beware, however, since these monsters can use any solid adjoining planes as a shortcut between worlds. When dealing with hostile Tindalosians, avoid hallways, vaults, and (particularly on

The vanguard of the Russian Infantry Division was almost upon us! As the last words of the unholy chant left our mouths, a filthy black fog rose from the floor of the ancient, crumbling temple, and the putrescent scent of old blood assaulted our nostrils. The next thing I noticed were grey-black hairs, as long and as thick as a pencil, sprouting from the walls. In an instant, our spell's magic was underway, and we beat a hasty retreat out through the arched entryway, which was rapidly darkening with spiny whiskers. In moments, the interior of the temple looked like nothing so much as a fur-lined cube.

Then the shaggy floor rose up, the hairy ceiling caved in, and hirsute walls squeezed themselves together. How can I explain it? The closest I can get is that the chamber turned itself inside out as the last of our party was exiting. Adept Schosser had dallied an instant too long and, with a squelch, his insides projected from his mouth, eyes, and nose, his broken body inverted like that of the temple interior. He was instantly enveloped by spines, leaving behind nothing more than a puddle of blood and a smear of entrails. The rest of us ran for the trenches we'd dug in the treeline.

At that moment the Russians launched their attack. With a great roar their infantry charged into the clearing--and directly into the furry beast-thing, which had taken on a form almost indescribable: a solid, hairy mass with undulating limbs. Half a dozen spiny arms, each the thickness of a man, shot

towards the charging troops, smashing great bloody holes in their massed line. I gave the order--"Feuer!"-- and our men added their bullets to the beast-thing's onslaught. The Russian troops, naked fear on their countenances, nevertheless rushed forward; trapped between our beast and the machine guns of their own sadistic kommissar. They engaged the abomination with bayonets and rifle butts while we laughed with maniacal glee at their useless attacks. Their lines broke and they were smashed and devoured--two, three, or more men at a time.

Our murderous exhilaration was short-lived, however; no sooner had their lines fallen into disarray than the beast turned in our direction, snapping up a machine gun team and six landzers. Our bullets and grenades slowed the thing no more than had the bayonets of the Russians. I shouted the words of binding and held forth the strangely carved warding totem, but all to no avail!

With numerous wards and hoarsely shouted commands in an ancient tongue, I was finally able to dispel it. By the time my small unit of storm troopers finally made it out of the carnage, I saw that, while the monstrosity had all but annihilated the Russians, it had also devoured three sections of our own Jägers! Alas, a somewhat Pyrrhic victory. In future, we would approach the summoning of the "Wild Hunt" with much greater care.

-- After-action report of
SS-Hauptsturmführer (Captain)
Horst Walter, Sonderkommando H ("HEXEN")

the field of battle) tanks. On encountering a tank, a Tindalosian can teleport inside the vehicle, where the crew naturally has very little chance of escaping death; a death that will leave the machine intact and functional, but devoid of all life.

—Professor Richard Deadman

PLOT HOOKS

- Strange geodesic bunkers have begun to appear in strategic locations across the battlefields of Europe. Why are *Organisation Todt* (the German military and civil engineering organisation) building these odd structures, and what could be their possible purpose?
- Whilst in North Africa on another mission, the investigators stumble on the remains of an Italian tank column, lost deep in the desert. There are no signs of Allied engagement or aerial bombardment, and the tanks appear to be largely undamaged; but each vehicle is filled with the shredded remains of their crew. What happened here? Can the investigators salvage the tanks, or will doing so force them to share the same fate as the vehicles' original owners?
- The legend of Herne and the Wild Hunt has long been associated with Windsor Great Park. Locals have recently reported the sounds of a hunting horn late at night, accompanied by strange lights and an unearthly baying. Legend also has it that the lost tree known as Herne's Oak, and Herne the Hunter himself, only appear

when the Royal Family and Britain are in grave danger. What is going on in Windsor Great Park, and is it a portent of doom or a more tangible threat?

SANITY LOSS

1D8/2D10 [Cth]/Terror (-2) [Sav].

INVESTIGATOR ACTIONS

Arciform Prison: the investigators lure the monster into an area containing no angles (such as a perfect sphere or even a grain silo) inscribed with an Elder Sign, trapping the monster and sending it back to its intraplanar prison.

Scoring Hits: fire-, steam-, and electricity-based weapons are all effective against Mh'ithrha, but conventional weapons, such as firearms, cannot harm the creature.

Silver Thread: an investigator draws (or scrapes, paints, or cuts) a circle on the ground, completely circumscribing Mh'ithrha. The loop must be drawn in close proximity to the creature, i.e. within Mh'ithrha's Claw/Bite attack range. Mh'ithrha will attempt to escape the circle before it is completed (via teleportation or regular movement), or try to destroy the investigator making the circle, and therefore must be pinned down by physical attacks until the circle is complete, which normally takes three rounds. The investigator must be carrying some silver on his person if the circle is to perform its function; this can be silver coins, a wedding ring, even dental fillings (a silver/mercury amalgam)!



MILITARY ACTIONS

Scoring Hits: conventional weapons have no effect on Mh'ithrha; however, electrical, fire, and steam weapons can all damage the god.

Suppressing Fire: instead of using the appropriate weapons to damage Mh'ithrha, military units can use them to lay down suppressing fire, preventing the god from taking an action after the mass combat phase has finished.

TERROR ACTIONS

Claw/Bite Attack: should any military units or investigators be unfortunate enough to be within range of a touch attack, Mh'ithrha will automatically make a Claw or Bite attack, destroying one military unit or dealing 1D8 [Cth]/2d6 [Sav] damage if the victim is an investigator. Investigators can avoid the attack with a successful Dodge roll [Cth]/Agility test [Sav].

The victim is immediately transported to an extraterrestrial or extraplanar location.

Fuse Angles: Mh'ithrha magically forces angular inanimate objects (especially vehicles, but this could also affect gun emplacements, small buildings, etc.) to come smashing together. Vehicles thus ensnared are fused together permanently and are useless; any weapons affected are rendered inoperable. Investigators targeted by this attack can attempt a Dodge roll [Cth]/Agility test [Sav] to avoid being crushed by the vehicles; failure results in 1D8 [Cth]/2d6 [Sav] damage. Military units who are the subject of this attack are lost, either because they have been crushed in their vehicles, or because their weaponry is too badly damaged to be of any further use.

Impossible Stride: Mh'ithrha can teleport from any angular object (at least human-sized) to any other such object within view. This action takes two rounds: in the first round, Mh'ithrha disappears and a thin mist begins seeping from the new target location; in the second round, Mh'ithrha reappears at the new target location.

Swallow Whole: 65% [Cth]/Fighting d8 [Sav]. Mh'ithrha, on a successful roll, swallows something up to the size of an office building. The victim is unharmed, but is immediately transported to an extraterrestrial or extraplanar location of the Keeper's choosing (it is also up to the Keeper whether the destination has a breathable atmosphere or not). This could be anywhere—the Moon, the Plateau of Leng, the sunken city of R'lyeh, the Dreamlands, or the home dimension of some other eldritch horror. How and when (if) the transported individuals get back is up to the players and the Keeper. Investigators can avoid being swallowed by using the Desperate Measures tactic (p.9).

Summon Hounds of Tindalos: the god will generally summon 2D4 hounds of Tindalos (COC6, p.165 [Cth]/KG, p.228 [Sav]) as its first action. Anytime the number of hounds is reduced to one, Mh'ithrha may summon more as its next action, or in the next round. Individual hounds can be used to target the investigators, or all of those summoned can act as one enemy unit in mass combat.

VICTORY CONDITIONS

Normally, Mh'ithrha must be trapped by either the Silver Thread or Arciform Prison actions (p.79), either of which banishes it to its intraplanar demesne. At the Keeper's discretion, it can also be dispelled with a sufficient number of hits (usually three, but this can be adjusted depending on the prevailing conditions and investigator experience; p.5) or the correct Dismiss spell (p.113).

Interesting that these creatures appear to be resorting to Euclidian geometry to gain entry into our dimension. It's also rather a turn up for the books that non-Euclidian geometry is actually on our side, for once.

—Capt. Harris

SHUDDE M'ELL

The Burrower Beneath

Shudde M'ell is one of the largest Terrors, a mile and a half (2.4km) long and 6yds (5.5m) in diameter. Able to withstand unimaginable extremes of heat and pressure, it dwells deep within the Earth's lower mantle with its chthonian progeny. It is worshipped by a few human cults, always found in one of the world's montane regions.

REQUISITION FORM - ORDER #X240863-A5 -
CLASSIFIED EYES-ONLY TOP SECRET

TO: Maj. David XXXXXXX

FROM: Sgt. William XXXXXXX

ITEM(S) REQUESTED: Dynamite, Blasting caps,
 Detonators

AMOUNT REQUESTED: All. Whatever stores can be
 spared and preferably whatever cannot, also.

DELIVER TO: Ammo dump excavation site F32 (NW
 of Fabras, Fr.)

EXPLANATION OF REQUEST: Needed to collapse
 sizeable cave system behind ammo dump. Not
 caves, more like tunnels. Except, not like any
 tunnels I've ever seen before, and I worked
 under Manhattan before we got into this war.
 All I can tell you is what I saw myself, and
 what the men said. The story is this:

In our digging two days ago, we broke
 through into an empty space that I expected
 to be a random pocket, but which swallowed
 our lights once we stuck our heads in to
 look around. We could see that the space
 was roughly rounded, and it was a long tube
 headed back into the mountain. But the basalt
 walls were really smooth, and there was
 almost no rubble.

Five of the men were free to explore this
 mysterious hollow, choosing to go "uphill"
 from the start, reasoning that it would make
 their return trip easier. When only three
 returned with the ghastly story that follows,
 I determined to make this request.

They hiked some few hundred yards around
 the first bend, at which point the tunnel
 turned sharply down, only to continue on
 an erratic, corkscrewing track as it wound
 deeper into the mountain - a path that stymied

Like the chthonians, Shudde M'ell employs a variety of physical attacks and can mentally control humans. Shudde M'ell must know its psychic targets through a previous encounter, or through a Contact spell initiated by the human. A human dominated by Shudde M'ell can only observe his actions, horrified, as the malevolent entity controls his body.

One can use a Dismiss spell to send Shudde M'ell back into the depths of the Earth. Barring that, the god, like all other chthonians, can be damaged by water. Breath of the Deep, which fills the target's internal cavities with salt water, should

any attempt to map or even understand it. Eventually, they met a wall, or floor, that looked markedly different from the basalt cave they were in, though it still looked like some kind of stone. Even stranger was the slime coating the whole surface, which let off an acrid, acidic smell.

They made a small fire, and maybe it was the flickering light, or the smoke and heat, but the men said the wall moved, flexing and withdrawing to one side with a grinding hiss and a great increase in the volume of slime. They stood frozen as the wall slid away, diminishing to a great serpentine tail, vanishing down another tunnel. Waiting, they heard the rumble fade, only to get suddenly louder and louder. They ran.

As the men scrabbled back the way they had come, there was a loud hiss behind them, and a great void appeared, swallowing two of our best into a black depth. Those still alive report seeing a massive gray "worm head" emerge from the hole; eyeless, but with a multitude of mouths. They said it ate the solid rock of the mountain, and almost suffocated them with its acrid stench.

When our men burst, frenzied, back into our dig, we attended to them as best we could, treating their scrapes and bruises, but not their shell shock. Their story is fantastic, I know, but these men are known to be honest and level-headed. The fact is, we did lose two men, and the tunnel system is still a hazard to the ammo storage dump we are trying to finish. Therefore, please send explosive materiel so that we can collapse the caves closest to our operations, in the hope of keeping our operation safe from infiltration, either by enemy forces or "worm heads", whichever comes first.

All the dynamite, please. These tunnels are cavernous, and if there is something weird down there, I'd like as much rock between it and us as possible.



make Shudde M'ell think twice about continuing an assault, and may drive it away entirely.

Shudde M'ell has no eyes, but research suggests that Cause Blindness shuts down whatever sensory organs it does possess, forcing it to withdraw slowly and cautiously. Enchanted weapons are effective, but due to its immense size, it would take a battalion armed with Blessed Blades to dispatch Shudde M'ell before it destroyed everyone and everything in the area.

A large electrical attack of some kind—like a lightning cannon, or entrapment in high-voltage power lines—should breach its armour. Its coat of acidic slime would only facilitate any damaging effects. Though Shudde M'ell is built to withstand high-pressure external environments, it should be vulnerable to internal detonations. Enough explosive rounds, grenades, and bombs fired down its gullet should crack it like a walnut.

—Professor Richard Deadman

PLOT HOOKS

- Many engineers have dreamed of constructing a tunnel from Dover to the continent, but none have so far succeeded. A report from the Department of Wheezers and Dodgers (the *Keeper's Guide*, p.52) has now crossed the desks of the powers that be and has truly set the cat among the pigeons by calculating that, using slave labour, Hitler could build not one but two such tunnels in less than eighteen months. It has even been suggested that

Shudde M'ell could be summoned to ensure the British get their own tunnel built first. But is this such a sensible idea? And what might happen if the plan went wrong?

- Work continues apace on the Alpine Line, also known as the Little Maginot Line, in readiness for any invasion attempts from Italy. But strange, pre-existing tunnels of an enormous size have been discovered in the mountains, and several workers have mysteriously disappeared. Who, or what, built the tunnels, and where are the workers?
- The Eternal City of Rome has suffered from earthquakes throughout its long history, but there has not been one since 1915. Declared an open city (i.e. it will not be defended against enemy incursions in order to protect it from bombing and artillery attacks) at the time of the Italian surrender (the *Keeper's Guide*, p.12), the city is now suffering from a rash of tremors which appear to be building in strength. What could be the cause of these tremors, and is someone determined to destroy the ancient city after all?

SANITY LOSS

1D4/2D10 [Cth]/Terror (-2) [Sav].

INVESTIGATOR ACTIONS

Geological Survey: investigators with the Geology [Cth]/Knowledge (Geology) [Sav] skill can predict the location of Shudde M'ell's next attack, which will save the next military unit that would otherwise have been destroyed

by that attack. Two successful dice rolls are required: one for Geology [Cth]/Knowledge (Geology) [Sav] and one for Command [Cth]/Spirit [Sav] to effectively communicate instructions to the military unit in question.

Scoring Hits: although the great chthonian is unaffected by fire and conventional weapons, it is vulnerable to steam- and electricity-based weaponry, as well as magic and enchanted weapons. Explosives detonated inside the creature will also damage it.

Spells: Breath of the Deep (COC6, p.221 [Cth]/KG, p.198 [Sav]) scores one hit. Cause Blindness (COC6, p.223 [Cth]/KG, p.200 [Sav]) can be used to confuse the creature, causing it to miss its next action.

MILITARY ACTIONS

Scoring Hits: Shudde M'ell is vulnerable to magic, and enchanted, steam and electric weapons, as well as explosives detonated inside it. Normal weaponry, and explosives used against its hide, have no affect.

TERROR ACTIONS

If contacted outside of a combat situation, Shudde M'ell can use the following Non-combat Action:

Poisoned Fruit: if an investigator casts the appropriate Call or Compel spell and sacrifices 1 POW [Cth]/1 die step of Spirit [Sav], Shudde M'ell will grant him a Cthulhu Mythos increase of 5% [Cth]/a die increase in Knowledge (Mythos) [Sav] and one spell.

Once engaged in combat, the Burrower Beneath can choose from the following Combat Actions:

Earthquake: Shudde M'ell burrows under his victims and causes a devastating earthquake, doing 2D12 damage to any structures (including caves) in the affected area. Investigators must make a DEX×2 roll [Cth]/Agility (-1) test [Sav] to stay on their feet or take 1D4 points of damage [Cth]/a level of Fatigue [Sav].

Swallow: Shudde M'ell erupts from underground, devouring one military unit whole. If any of the investigators also happen to be in the area being swallowed, they must make a successful *Difficult Dodge* or *Jump* roll [Cth]/Agility (-2) test [Sav] to avoid death (or, failing that, avail themselves of the Desperate Measures option, p.9).

Acid Bloom: squirts a stream of highly concentrated acid that targets either a military unit or individuals. Investigators targeted in this way must make a successful *Difficult Dodge* roll [Cth]/Agility (-2) test [Sav] or take 1D12 [Cth]/4d6 [Sav] points of damage. Any military unit which is the focus of this attack is automatically destroyed.

VICTORY CONDITIONS

Score sufficient hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast the correct Dismiss spell against Shudde M'ell (p.113), who immediately burrows down into the Earth's mantle. The area where the combat took place remains geologically unstable for a number of weeks afterwards and may be subject to landslides or earthquakes.

URGENT: FAO SA, ARMITAGE MCVAY

SINKHOLE APPEARED CLOSE TO CAMP BLANDING, FLORIDA. ALSO STRANGE EARTH TREMORS. AREA GEOLOGICALLY STABLE FOR SOME TIME. ODD BIOLOGICAL SAMPLES RECOVERED FROM SITE. ADVISE BEST COURSE OF ACTION.

— JG

THE STAR MOTHER

Goddess of the Ghost-Ship

The Star Mother is not a ghost ship, but an alien, stone-like, seed that has taken up residence in a wrecked human vessel. I have determined that the ship that carries her has not remained constant over her centuries-long presence on this Earth; rather, she has changed vessels periodically, likely when one is too decayed to hold together without an unacceptable expense of energy, or perhaps merely on a whim. Therefore, a specific physical description may not serve our purposes; some reports describe a sailing ship, but if certain other, unconfirmed communiqués are to be believed, the Star Mother may currently inhabit something far more modern.

This creature permeates a seagoing vessel and controls it, using its crew as a power source. Note that these victims do not, strictly speaking, die. It is not uncommon to see them lashed to the decks and interior hold spaces, bound by snaking, phosphorescent tentacles. She is predatory in nature and hunts other ships, using her appendages to capture more sailors. She also feeds on misery itself; those drowning nearby in a futile attempt to escape her clutches only serve to fuel her conquest all the more.

Comparing what records we have, we have divined a pattern to her attacks. An ambush predator, she will first conjure a great fog, then surface underneath a vessel with the aim of breaking its keel. If this fails, she will lash out with her pseudopods.

Her enthralled crew presents a third line of attack and defense, after which she will resort to psychic attacks and other unnatural powers to shock and destroy her enemies.

Thankfully, this monstrosity seems susceptible to conventional weapons, though they are roughly half as effective as they would be against a normal vessel.

—Professor Richard Deadman

PLOT HOOKS

- Frantic distress signals have been received from several ships on the Atlantic convoys claiming that a British destroyer, thought lost to one of Admiral Dönitz's wolf packs, has been attacking them. Worryingly, no trace of any of these ships has since been found. Has the crew of the destroyer gone rogue, or is there a more eldritch explanation for the ship's sudden treacherous activities?
- American sailors in the Pacific have begun to tell stories of a mysterious ship seen only on foggy nights after a major naval battle has taken place; a ship which collects the souls of the dead and binds them for eternity. But is there any truth to the story, or is someone using the tale as a carefully constructed piece of propaganda to spook the sailors and cause unrest within the US Navy?



The mind of the peasant or fisherman is always fertile ground for superstition. I have, of course, in my 30-year career heard many tales of GEISTERSCHIFFEN, and always dismissed them. A captain must maintain mental as well as physical discipline. Still, I have no explanation for the events of 14th March.

The U-boat we had just refuelled reported an underwater contact half a league to starboard. We sounded the alarm, convinced we had an enemy submarine on our hands. Without warning, the unidentified craft began to surface. We were shocked to see three MASTS emerge from the inky waters! As the vessel breached the surface, framed by the moonlight, there was no mistaking it: a schooner, gaffs dripping disintegrated sails, her deck grotty with algae and barnacles!

As we changed course to investigate, a thick fog began to emanate FROM THE SHIP, rapidly obscuring it from closer inspection. Suddenly, a sort of arm projected from the midst of the fog, smashing into the starboard side of my tender's hull! The destroyer in our flotilla immediately began to fire blindly into the fog, and a second, then a third ropy pseudopod struck our craft, grabbing hold of the crane on our deck. We were pulled with sudden speed deeper into the mist.

As we neared the schooner, we were hit first by a stench, unmistakable to me as that of rotting flesh. We turned every one of our deck guns and machine guns towards the phantom ship and fired upon it. As we were pulled alongside, I radioed to our escort to cease fire, lest they hit our

vessel. We frantically emptied our weapons directly into its port side, reloaded, then fired anew.

Then, something happened which I shall never forget: from the decks of the ancient ship rose her crewmen, but you could not call them human... Dessicated, waterlogged, and draped in squirming tendrils of something that could not have been seaweed, they began to roll, jump, and fall over her railings and onto our deck. A one-armed mariner in an archaic uniform I did not recognise ambled towards the bridge. I leaned out of the door and fired my Mauser directly at its head, which disappeared in a yellow-green cloud, but still it advanced. Grabbing a fire axe from its bracket, I hacked the thing in half; the severed limbs and torso writhed repulsively on the deck.

The rest is a blur; we fought that ship of the dead for what seemed like hours, pumping cannonade after cannonade into her hull and chopping desperately at the ropy tentacles lashing her to us. Some of my sailors were killed; many more went mad, surrendering to that hellish crew or flinging themselves into the unquiet waters, never to be seen again. When we had finally freed ourselves, the horrid craft abruptly sank beneath the waves.

We made for the closest port, where I now sit, shivering, writing this account. I cannot imagine it will ever be made public, for no sane man could have witnessed the events I transcribe here now. I shall never sail again. For the legends of the GEISTERSCHIFFEN are true, and rationalism has suffered an irrecoverable setback.

After-action report of KRIEGSMARINE KAPITÄN ZUR SEE (Captain) Rupert Hoff

- A group of investigators, en route to a very important rendezvous with a dossier full of secret and highly sensitive papers, are left stranded in a lifeboat after their transport is sunk by a U-boat close to Block Island (Rhode Island, New England). They have all heard the stories of these waters being haunted by the *Palatine*, an 18th Century ship that ran aground on the island in a snowstorm, and the fog is slowly rising around them as they drift aimlessly. Are the sounds they can hear in the mist that of a rescue vessel, or are they coming from the *Palatine* (or something much, much worse)?

SANITY LOSS

1/1D6 [Cth]/Horror (+0) [Sav] to the ghost ship; viewing the hold causes 1/1D4 [Cth]/Nausea [Sav].

INVESTIGATOR ACTIONS

Scoring Hits: the Star Mother is invulnerable to conventional weapons. Steam and enchanted weapons can inflict one hit on the creature itself (rather than the ship which holds it), whereas fire-based weapons inflict two.

Zombie Hunters: their brains must be destroyed! Magic, fire, and enchanted weapons do normal damage if the zombies are being faced as individual creatures; electric and steam weapons are totally ineffective, and conventional weapons do half damage. For zombie stats, see *Call of Cthulhu*, Sixth Edition, p.211 [Cth]/the *Savage Worlds* core rulebook, Chapter 7: Bestiary with the addition of Horror (-1) [Sav]; alternatively, use *Die Gefallenen* on p.237 of the *Keeper's Guide*.

MILITARY ACTIONS

Broadside: If the investigators directing the military units on board ship achieve a Critical Success (01-05) on a Tactics roll [Cth]/a raise on a Spirit test [Sav], the naval attack is sufficient to pulverise the Star Mother's rotting ship and send it deep beneath the waves, ending the encounter. *Note:* this one-time attack can only be performed after the Collision At Sea action (see Terror Actions). It may not be performed once the ghost ship has grasped a friendly vessel with its tentacles.

Fight Zombies: Military units can fight zombies in mass combat, with zombies acting as a regular military unit, provided they are equipped with the appropriate weapons (see Investigator Actions).

Scoring Hits: attacks against the Star Mother with anything other than steam, enchanted, or fire weapons will not cause any damage.

TERROR ACTIONS

Close Combat: if the investigators can reach the Star Mother in the hold of the ship, they can engage her in direct combat. Despite her odd appearance as some sort of primitive stone sculpture of the human form about the size of a young child, the Star Mother is more than capable of defending herself (*Pseudopods* 65%, 2D6 damage, atts 5, base range touch [Cth]/Fighting d8, 2d6 damage, can attack up to 5 times a round [Sav]). She also knows the following spells: *Alter Weather* (COC6, p.217 [Cth]/KG, p.195 [Sav]), *Black Binding* (the liquid component of this spell is exuded by the Star Mother; COC6, p.220 [Cth]/KG, p.197 [Sav]), *Breath of the Deep* (COC6, p.221 [Cth]/KG, p.198 [Sav]), *Dominate* (COC6, p.232 [Cth]/KG, p.205 [Sav]), and *Raise Night Fog* (COC6, p.241 [Cth]/KG, p.209 [Sav]).

Collision at Sea: the Star Mother's "ghost ship" rams the vessel the investigators are on. Investigators must make a successful Dodge roll [Cth]/Agility test [Sav] or be thrown into the water, where they must make a successful Swim roll [Cth]/Swimming test [Sav] each round until they are rescued or can reboard a vessel.

Tentacle Attack: tentacles extrude from the Star Mother's ship and grasp at the crew of her victim's vessel. If used against the investigators, each must make a successful Dodge roll [Cth]/Agility test [Sav] to avoid being grabbed. If they are grabbed, then they can use Desperate Measures (p.9) to free themselves, or face being turned into one of the Star Mother's zombie crewmen. If used against a military unit, that unit is not destroyed but is recruited to fight for the Star Mother instead.

Zombie Horde: the long-dead crewmen flood onto the crippled ship. Individual zombies can engage the investigators in battle, but they also count as a regular enemy unit when used in mass combat against any accompanying military personnel.

Despite her odd appearance,
the Star Mother is more than capable
of defending herself.

VICTORY CONDITIONS

The stone of the Star Mother must be destroyed if the ghost ship is to be properly dispelled. Once she has taken three hits (or more, depending on the conditions and investigator experience), the ship sinks to the bottom of the sea over the next three rounds. Each investigators must make a successful Swim roll [Cth]/Swimming test [Sav] during that time to avoid a watery grave. At the next full moon, the Star Mother will emerge from the seafloor, find the hulk of a wrecked ship, and rise again!

"Roll on, thou deep and dark blue ocean, roll!
Ten thousand fleets sweep over thee in vain;
Man marks the earth with ruin;
His control stops with the shore.
Upon the watery plain, the wrecks are all thy deed."

- The Ocean, Child Harold's Pilgrimage, Lord Byron

TSATHOGGUA

The Sleeper of N'Kai

By all reports, *Tsathoggua* is not a particularly malevolent creature—terrible, yes, but somewhat passive and lethargic. Rumored to have come to Earth from Saturn, it now dwells deep in an underground abyss, tended by cultists and its formless spawn. Known portals to its underground lair exist in central Oklahoma and the mountains of Vermont, though there may be others worldwide of which we are not yet aware. Some cults know ways to summon or lure *Tsathoggua* to the surface, where they may worship it in person.

The god's appearance is much as described in the field report below: large, squat, and furry, with a combination of toad and bat-like features. However, like many of these eldritch monsters, it is known to manipulate its shape at will. In whatever form it appears, interviews with captive worshippers reveal that *Tsathoggua* is a reliable resource for sorcerers, as it rewards the faithful with knowledge of spells and magic gates.

Despite its enervated reputation, *Tsathoggua* is powerful and resilient when confronted. The creature is agile and adroit should the need arise, and should it grab someone unprepared, its poisonous skin burns like acid, dissolving and puncturing unprotected clothing, skin, and flesh. Furthermore, like the batrachians it resembles, *Tsathoggua* will lash out with its tongue, though it is more akin to a prehensile tentacle, snatching unfortunates into its cavernous toothed maw.

As such, *Tsathoggua* cannot so much be killed as driven back to its subterranean abode. Direct physical attacks—hacking, slashing, and even bullets—it will recover from rapidly, though electricity and fire seem to be more reliably damaging.

—Professor Richard Deadman

PLOT HOOKS

- May-eve, 1940, (also known as Walpurgis Night or Bel-tane) is approaching. In Paris, there has been a distinct increase in the number of wild parties thrown almost in defiance of the growing threat of German invasion. There also seems to be an increase in the number of people going missing from the streets, and some in the Parisian occult circles are beginning to get very nervous indeed. Is there a link between the parties and the disappearances? Could an ancient cult in the city be gathering sacrifices for their dark god? And if it is a cult, which one?
- A recent military dredging operation to clean up parts of the Danube has brought up a lacquered case containing a record of Hungarian and Turkish experiences with *Tsathoggua* during the 1600s. The investigators have been despatched to retrieve (or maybe even steal) the case and get it back safely for further investigation. But who else knows about the case, and how far will they be prepared to go to stop the Allies from making any use of it?
- Reports are coming in of a plague of giant toads in the sugar plantations of the Caribbean. They do not appear to be attacking the cane crop in any way (or doing anything much, if it comes to it), but their numbers are steadily increasing and their presence is making the harvest that much more difficult as they get into everything. What are the toads, and what are they waiting for?

SANITY LOSS

1D8/2D10. [Cth]/Terror (-2) [Sav].

We was deep in an Indian summer, sufferin' through unseasonable heat and a tyrannical humidity. 'Twas a misery to be out-of-doors, but the sugar was in need of harvest, and that schedule stops for no man, especial with the war makin' supply lines unreliable.

Come sunset, I saw some of the labourers sneakin' off the path to their bunks, cutting through the cane break toward the swampy, marshy lands beyond the fields. I had in mind to follow them, and I could see in the distance the smoke from a small fire, so I let the stray workers get out of sight and then made for that distant signal.

Creeping up on their congregation, I saw all their attentions focused on one hideous lump at t'other end of the clearing. It sat before a mysterious mound that looked like nothing so much as the entrance to some mountain cave. Being as we were in Caribbean climes, this struck me as queer, but I was more troubled when the lump drew my attention by openin' its eyes.

Then, it was all I could do to look at anythin' else. It was fat and squat like a boulder, but furry like a hound, but like a toad, too, with wide-set eyes and a cavernous mouth that once opened in a yawn that looked like it could swallow a man whole. Ears like a bat flicked about, and it licked its lips sometimes with a massive tongue, grey and pink like a side of rotting beef.

It fixed its huntin' gaze on mine, and blind panic sent me into a faint. Come the dawn, I woke in them weeds, thankfully in one piece, though I rose up to see no evidence of what I had witnessed the night afore. I might have no proof, but I swear there is something foul and heathen lurking in this country, war or not, and it will take more than force of arms to drive it from this backwater edge of civilisation.

Story of Rufus P.,
sugar plantation manager
on the island of St. Marie [Eng.]

INVESTIGATOR ACTIONS

Scoring Hits: conventional weapons have little effect on the god, but those involving fire, electricity, and steam can all inflict hits on Tsathoggua.

MILITARY ACTIONS

Scoring Hits: only steam-, electricity-, and fire-based weapons can harm the god; all other weapons are ineffective.

TERROR ACTIONS

Acid Skin: in close-quarters combat, anyone close enough is enfolded in an acidic embrace (Grapple 70% [Cth]/Fighting d8 [Sav]). Contact with Tsathoggua's skin causes 1D6 [Cth]/2d6 [Sav] points of damage per round of exposure. Each round the victim may try to escape by winning a STR 25 test (see the Grapple rules, **COC6**, p.68) [Cth]/Str (-4) test [Sav].

Natural Enemies: Tsathoggua can turn nearby birds, insects, and other animals against the investigators, who will need to fend off 1D2 animals each (see **Beasts & Monsters**, **COC6**, pp.202-210 for a range of suitable creatures) [Cth]/the swarm rules in the **Savage Worlds** core rulebook [Sav]. They can even be used to tie down large military units, and unless two successful fire attacks are made, the unit will succumb to the furred and feathered onslaught within three rounds.

Possessed by Spawn: spawn attempt to enter the bodies of their intended victims through any exposed orifice. If the spawn attack an investigator, a successful Dodge roll [Cth]/Agility test [Sav] is required to avoid being infiltrated. If the spawn is ingested, a CON×2 roll [Cth]/Vigor (-2) test [Sav], along with the administration of a powerful emetic or laxative, is needed to purge the creature from the body (painfully), causing 1D4 [Cth]/2d4 [Sav] points of damage; magic can also be used, such as Healing (**COC6**, p.237 [Cth]/KG, p.206, without its usual battlefield restriction [Sav]). If the spawn is not removed, the investigator is controlled by Tsathoggua for the rest of the encounter; the

spawn can be removed by magical or medical means after the battle, but there is a 50% chance of death for each victim as the creature has become firmly rooted in its host. Military units subject to this attack must roll under 50 on 1D100 to resist (e.g. by donning protective clothing, such as a gas mask); investigators making a successful Command or Psychology roll [Cth]/Spirit or Knowledge (Psychology) [Sav] permit the unit to roll again, taking the lower of the two results [Cth]/draw two cards from the Action Deck and act on the best [Sav]. If the roll is failed, then the military unit falls under Tsathoggua's control on the next round.

Shapeshift: Tsathoggua alters its form into something more terrible, useful, or appropriate, at the Keeper's discretion.

Summon Formless Spawn: the toad god summons his oily black, amoeboid "children" (**COC6**, p.159 [Cth]/KG, p.227 [Sav]). Individual spawn can fight investigators one-on-one using the stats provided; they can also be used as an enemy unit in mass combat situations. Alternatively, they can be used by Tsathoggua as part of the Possessed by Spawn action.

Summon Serpent People: Tsathoggua summons his reptilian servants (**COC6**, p.170 [Cth]/KG, p.231 [Sav]). They can fight as a regular military unit in mass combat, or can be used individually against the investigators.

Tongue Attack: 60% [Cth]/Fighting d8 [Sav]. Tsathoggua's prehensile tongue enwraps its victims, pulling them in to be devoured (STR×2 roll [Cth]/Strength (-2) test [Sav] to break free or face instant death, unless the victim successfully employs Desperate Measures; p.9) or held against his Acid Skin (see above).

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast the correct Dismiss spell (p.113). Tsathoggua is driven back underground, leaving behind only the tattered remnants of its spawn.



*Well, I suppose
it could be
considered
quite sweet,
if you squinted
at it in the
dark, that is.*

- Peggy

YEGG-HA

The Faceless One

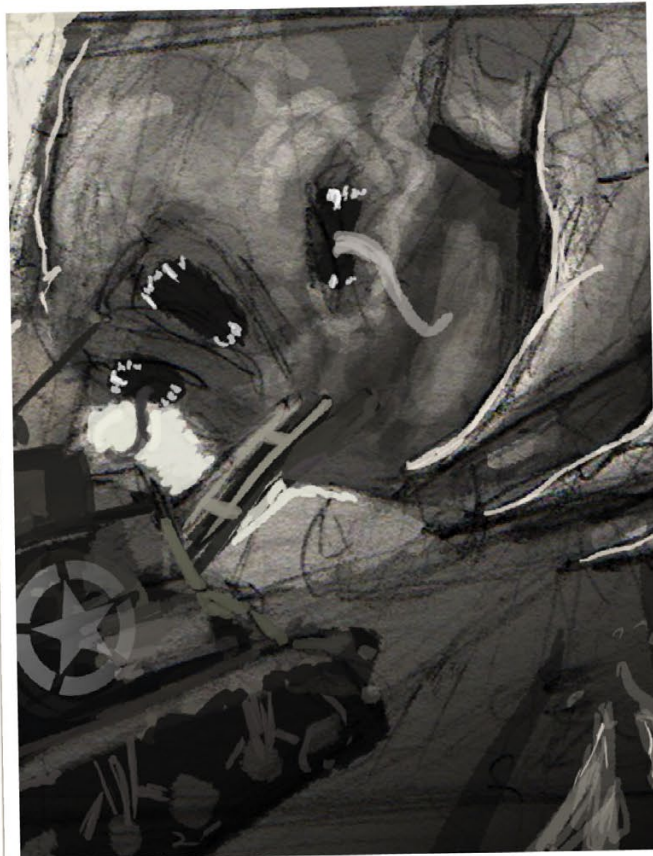
Classicists will be horrified to learn that the recorded history of Yegg-Ha goes back at least as far as Ancient Rome. This monstrosity ranged from the British Isles to the Italian Alps, butchering peasants and livestock indiscriminately until Caesar himself dispatched a centuria to track the creature down. Centurions destroyed it near Hadrian's Wall, burying its body somewhere nearby.

Sadly for mankind, all that is required to bring this platoon-sized threat back to our world is a small bit of its remains, along with the correct incantations. The beast has been summoned many times throughout history to cause chaos on the battlefield and panic among the civilian population.

An extremely secretive cult known only as The Faceless Men have long striven to bring Yegg-Ha back to terrorize humankind. A recent Majestic investigation linked some members of this cult to a so-called "funk house"—an English aristocratic manor house where "conscientious objectors", "sensualists", and "fifth columnists" indulge in hedonism whilst refusing to fight the Nazi scourge. Standing against Yegg-Ha and its followers are the even more mysterious Forty-Eight.

Despite its epithet suggesting the contrary, Yegg-Ha has three heads, each with something approximating a face. To dispel the creature using physical attacks, all three heads must be destroyed.

—Professor Richard Deadman



PLOT HOOKS

- An archaeological dig on Hadrian's Wall, close to Newcastle Upon Tyne, has unearthed a previously unknown temple. But something about the site does not correspond with other sites along the wall, and there have been a series of apparent sabotage attempts against the dig. Is the temple all that it seems, or have the archaeologists discovered something that should have been left

A few shots from the big 105 on our M7 Priest quieted the German opposition from the church. We figured any enemy whod survived the collapse of the building was knocked out from the blast, so a couple of squads advanced on foot.

All of a sudden there was a huge explosion, but with no concussion blast to go along with it. Huge chunks of stone flew towards us and we hit the dirt. A couple unlucky guys got hit.

What we saw next was a blur. Something the size of barrage balloon, with legs like oak trees, stomped towards the Priest. It had arms with massive claws, and the first swipe cut the officer manning the .50 cal in half, sending his torso flying into the woods.

We opened up with our rifles and peppered the thing. That turned it towards us, giving the tank's gunner a chance to fire a big 105 right at its midsection, ripping a hole we could see straight through. That didn't slow it down. By then the whole platoon was unloading their small arms on it. That didn't seem to do too much good, either.

It kept whaling on us, taking three more guys out, then whirled and ran for the church, quickly burrowing into the rubble and disappearing from sight. If we hadn't had our platoon at full strength I don't think we would have been able to chase it off.

I don't know how the Germans awoke that beast, but in the upper ruins of the church we found evidence of some sort of ritual: these designs made of salt and sulphur, and a big smouldering hole in the ground where some kind of altar had been.

As I write this we're preparing to go down there and see if we can track the thing down. The demolition expert has knocked up some explosives and we hope to destroy it completely.

— After-action report of Sgt. Hale Haywood,
US 4th Infantry Division



hidden? And does whatever secret the site holds pose a threat to the highly important Vickers Armstrong munitions factories on the River Tyne at Elswick, a few short miles away?

- The Soviet plans to evacuate Kiev in the face of German advances are in uproar. Vital manufacturing plants are being attacked and badly damaged, and the reports from the survivors speak of a vicious, shambling monstrosity with a multitude of slaving mouths. What is the truth behind the attacks, and who has summoned the creature?
- British intelligence suspects that a stately home in Dorset, close to the coast, has become the latest in a series of funk houses, but Section M suspects there is more to it than that. Are the house's inhabitants friend or foe, and can the investigators infiltrate the group to find out what is really happening in the depths of the English countryside?

SANITY LOSS

1D4/1D10 [Cth]/Terror (-1) [Sav].

INVESTIGATOR ACTIONS

Aimed Attack: investigators specifically target one of Yegg-Ha's heads with spells or fire, steam, explosive, or enchanted weapons. Investigator must be within 20ft (6m) of Yegg-Ha and make a successful attack roll.

Bronze Weapons: investigators equipped with bronze weapons or armour gain a 20% bonus [Cth]/+1 bonus [Sav] to their attack rolls, and Yegg-Ha will not attack them with his Tongue Tentacle. A successful attack will destroy one of Yegg-Ha's heads; if the investigators wish to retrieve enough usable material for the Dismiss spell (p.116), then they must achieve a Special or Critical Success [Cth]/a raise [Sav] on the roll.

If its three heads have been destroyed,
Yegg-Ha will burrow deep into the
planet's mantle to heal.

Spells: the Death Spell (COC6, p.232 [Cth]/KG, p.204 [Sav]) can be used to cause fire damage to Yegg-Ha's heads. Spectral Razor (COC6, p.243 [Cth]/p.119 [Sav]) can also be used, as can Bless Blade (COC6, p.220 [Cth]/KG, p.197 [Sav]).

Victoria Cross: on a successful Command, Fast Talk, or Persuade roll [Cth]/Spirit or Persuasion test [Sav], the investigator inspires the accompanying soldiers to fight with unusual bravado, and put one of Yegg-Ha's heads out of commission. If the units are engaged in fighting in a

mass combat situation rather than fighting the monster directly, they destroy one enemy unit automatically and mass combat ends, with no sides taking further losses. Once this action is used successfully it may not be used again in the encounter.

MILITARY ACTIONS

Scoring Hits: military units may only inflict damage on Yegg-ha if they benefit from Victoria Cross. They may engage any enemy mass combat units as per the usual rules.

Suppressing Fire: a unit equipped with fire or steam weapons, or explosives, may use its action to pin Yegg-Ha in place and prevent the creature from taking its next action. Yegg-Ha is immune to suppression by bullets and electrical weapons. Suppression may not be used in successive rounds, reflecting the fact that suppressive fire does not fully prevent an enemy's attacks. Furthermore, if the unit is attacked in mass combat, it may not use Suppressing Fire that round.

TERROR ACTIONS

Bulk Smash: Yegg-Ha attacks one of the platoons facing him, destroying it. If all platoons facing the god are killed, it will attack the investigators. Any within 20ft (6m) of the attack may make a Dodge roll [Cth]/Agility test [Sav] to avoid being crushed to death, unless they are hidden from view.

Tongue Tentacle: the Terror grabs one visible investigator within 50ft (15m), with its tongue. The victim can attempt to make a successful Dodge roll [Cth]/Agility test [Sav] to avoid getting caught but, if that fails, he (and/or his comrades) is permitted to attack the tongue in an attempt to break free. If he achieves a Special or a Critical Success [Cth]/gets a raise on the roll [Sav] he escapes, and suffers 2D6 points of damage [Cth]/a level of Fatigue [Sav] from falling. If the attack fails, the investigator is eaten (but the roll does count as a Desperate Measure; p.9). At the Keeper's discretion, Yegg-Ha may make one Tongue Tentacle attack with each of his heads (each attack must target a separate investigator).

VICTORY CONDITIONS

Destroy Yegg-ha's three heads or successfully cast the correct Dismiss spell (p.113). If its three heads have been destroyed, Yegg-Ha will dive into the earth and burrow deep within the planet's mantle to heal, returning only when summoned again. If dispelled by magic, Yegg-Ha shrinks down to a dry, brittle husk. A fragment of this husk can revivify Yegg-Ha with a spell of a few sentences and a sacrifice of at least 10 POW (from any source or sources) [Cth]/see pp.114 & 116 [Sav]. Upon revivification, the furious monstrosity will seek to destroy anything other than the summoner.

So, who are "the Forty-Eight"? Are they the descendents of some lost legion of Rome who imprisoned the beast in the first place? Or an auxiliary unit, made up of vassal peregrini? There is no record of either having existed, but then such things would necessarily have been kept secret. Is the name something to do with Johann Sebastian Bach's "The Well-Tempered Clavier"? Could there be a key to defeating the beast hidden in the notes he used? Or is it instead related to the Ptolemaic constellations? Or, as is often the case, is it merely the number of members of this secret council? These are but a few of the questions we shall be considering today, ladies and gentlemen.

- Briefing to the heads of department,
Section M, March, 1940, Richard Deadman

Y'GOLONAC

Headless Horror

It is a misconception that Y'gonolac takes humanoid form. The Revelations of Glaaki tells us rather that the otherworldly being takes over the form of whatever creature it has most recently fed upon, body and soul. What is certain is that whatever form the creature takes is replete with dripping mouths, slaving for more physical or incorporeal sustenance.

Y'gonolac is the center of more than one dangerous cult. In the unexplored subterranean chasm beneath the surface of our planet dwell eyeless beings that scuttle and scamper mindlessly across its form until it is summoned by ritual. If the summoner has possession of the unholy text of Glaaki, merely speaking Y'gonolac's name will call the god forth, and this is why copies of that manuscript are held under lock and key.

The Great Old One is one of the cleverest and most insidious terrors we face. It understands humanity and our moral failings all too well, and is attracted to those with perverse appetites and leanings. Where prostitution, gambling, sadism, cruelty, and the occult run unchecked, Y'gonolac will happily make its home. Given this, its cult is among the most popular and can spring up anywhere, particularly in a time of war, when moral standards are inevitably relaxed. Some advice: stay on the straight and narrow, soldier, and see that it does not make its home in you!

Blessedly (if such a word has any place in this blasphemous context), once in physical form, all that is required to destroy Y'gonolac's host is a surfeit of purely physical damage. Beware: possession by the god does grant the possessed entity greatly enhanced strength and endurance, not to mention psychic abilities and other strange powers. Its seductive words and invidious persuasion may be more dangerous than any physical attack!

—Professor Richard Deadman

PLOT HOOKS

- Majestic has acquired information regarding a previously unknown copy of *The Revelations of Glaaki*. Somehow, an antiquarian book dealer in the *soukhs* of Marrakesh has acquired a copy of the blasphemous tome and is offering it for sale. If Majestic knows about the book, then there is a very good chance that other occult organisations do, too. Can the investigators retrieve the book for the Allies? And is it everything that it claims to be?
- The red light district in Cairo is famous (or should that be infamous?) amongst the Allied soldiers billeted in the city. Although officially out of bounds, the Berka (as it is also known) is a hive of brothels and other houses of iniquity, and can be a dangerous place for the drunk and unwary. There has recently been an alarming increase in the number of soldiers going AWOL after a night on the tiles. What has happened to them, and does it have anything to do with the newest house of ill-repute, *Déshabillé*?

- They crop up everywhere the soldiers are: illegal gambling operations, popular with Allied troops as a distraction from the tedium of life between battles. But what if there is more at stake than a packet of cigarettes or a few sticks of gum? What would happen if certain soldiers got in too deep, and couldn't pay their debts? What might they be coerced into doing to keep their problems a secret?

SANITY LOSS

1D4/2D10 [Cth]/Terror (-2) [Sav].

INVESTIGATOR ACTIONS

Reveille: investigators can use Command, Fast Talk, Persuade, or Psychology [Cth]/Spirit, Knowledge (Psychology) or Persuasion [Sav] on other investigators or military units in an attempt to snap them out of the stupor caused by Y'gonolac's Soothing Voice.

Scoring Hits: Y'gonolac is immune to firearms, but it can be hurt by explosives, magic, electricity, and weapons fashioned by Puritans or other religious ascetics.

Spells: Unmask Demon (COC6, p.246 [Cth]/p.121 [Sav]) reveals Y'gonolac if it is inhabiting another body. Mental Suggestion (COC6, p.239 [Cth]/p.119 [Sav]) and Mesmerize (COC6, p.239 [Cth]/KG, p.207 [Sav]) can dominate minds possessed by Y'gonolac; when those spells end, the minds are free from Y'gonolac's influence forever. Imprison Mind (COC6, p.238 [Cth]/p.119 [Sav]) can trap Y'gonolac in his current host body (the Great Old One has POW 30 [Cth]/has a Spirit of d12+6 [Sav] for the purposes of resisting this spell).

MILITARY ACTIONS

Scoring Hits: magic, electricity, explosives, and weaponry made by ascetic religious practitioners (such as historical items made by the Puritans) can all inflict hits on Y'gonolac. The god is not affected by conventional weaponry.

TERROR ACTIONS

Body Shame: Y'gonolac magnifies an investigator's hidden insecurities and repressed inclinations, causing physical deformities; these may relate to a past indiscretion, or to a secret regret or shameful philia. If the victim fails a POW×3 roll [Cth]/Spirit (-1) test [Sav], he immediately loses 1D8 Sanity points [Cth]/Horror (-1) [Sav] and suffers a permanent disfigurement (-1D4 to APP and possibly other attributes [Cth]/the Ugly Hindrance, and also possibly the Lamé Hindrance [Sav]). The exact nature of the disfigurement should be decided upon between the player and the Keeper and be inkeeping with the investigator's background and/or any associated psychiatric disorders acquired through play.

Corruption: 50% [Cth]/Persuasion d8 [Sav]. This action targets one investigator, who is compelled to stop whatever



We tracked the Byelorussian partisans to an abandoned town, where they had taken refuge in an old grain storehouse. Outnumbered, our commando squad didn't have the strength for a frontal assault, so we applied camouflage and waited for night. There was a flickering glow under the big barn doors and, strangely, we heard drunken singing; these were a spirited lot! As my men moved to cover the building's exits in preparation for our sneak attack, I took up my position at a broken window and peered inside.

The partisans had removed most of their clothing and had several fires going. They were singing, but not in Russian, and not in a language I had ever heard at university, and the one wearing a burlap mask sang loudest of all. The smoke burned my eyes at first, but then I saw it: a tarpaulin, covering a mound of something that moved and twitched unnervingly. The chorus of voices reached a climax. The mound writhed, and the far corner of the tarp slipped off, exposing a heavily muscled arm, as long and thick as a giraffe's neck. One of the cultists--I assume that is what they were--danced sinuously towards it.

To my horror, the hand (if that is what it was) opened, and there was a NOTHING, a blackness in the centre of its palm. The hand darted forward and attached itself to the body of the closest cultist, who began to scream. There was a popping sound, and the man burst like a balloon, splashing the room with blood. That was when the thing rose up and I saw it in its gruesome entirety--fully twelve feet tall, with two sinewy arms, mouths in place of hands. The legs were thick and the torso the size of an ox. Where its head should have been there was naught but a third maw from which bubbled a nauseating, viscous mucus.

The cultists shrieked as it thudded heavily into their midst. I tore my eyes away from the gruesome scene and hissed to my comrades to break off the attack. We made for the woods and did not stop running until we reached headquarters. When I made my report my Colonel said nothing, and departed HQ the next day. After his return, he never spoke of it again, and I have likewise kept quiet.

--War diary of LEUTNANT Johann Kluge,
Brandenburg Regiment, POW

Blokov's Camera

This modified Leica II was used by Soviet war photographer Boris Blokov and came into Allied hands under most mysterious circumstances. Blokov's potent images and poignant eyewitness account are often used by Soviet propagandists to lionise Russian soldiers engaged in the Spanish Civil War (1936-39) and during the current conflict, though many of his reports are also censored for their graphic depiction of the demoralising horror and madness of war. Blokov's close relationship with depravity won him the attention of Y'gonolac. The photojournalist disappeared combating the elder god and his camera fell first into its cultists' hands, then those of the Allies. The camera can be used to attack Mythos creatures or freeze them in a two-dimensional space that renders them inert and bound. Its effects on humans have yet to be understood as it has not been tested on living subjects (as far as anyone knows).

Snap Shot: deals 1D6 [Cth]/2d4 [Sav] magical damage to Mythos entities per photograph taken (the camera holds 4D6 charges). If a Mythos creature is reduced to 0 Hit Points [Cth]/takes 4 Wounds (or 1 wound if it is an Extra) [Sav] by the camera, it is trapped on the film and photographs of it can be printed. However, a successful Summon spell cast on the image will summon the creature back, destroying the image in the process. The possible effects on non-Mythos creatures are left to the Keeper's discretion; POW could be drained [Cth]/there could be a reduction in Spirit dice [Sav], or a doppelganger of the subject created.

they are doing and give in to their most hedonistic desires unless they can succeed at a POW×4 roll [Cth]/Spirit (-1) test, opposing the god's Persuasion test [Sav]. If an investigator fails the roll, he may continue to attempt to break the compulsion each round but at an increasing level of difficulty (POW×3, POW×2, etc. [Cth]/ an escalating penalty, which tops out at -6 [Sav]).

Possession: Y'gonolac delights in inhabiting the bodies of the creatures it has killed, and the god may inhabit a body for 1D4 days, indulging in the utmost depravity and debauchery, until the spent body dissolves into a fleshy slurry. If Y'gonolac possesses the body of a fallen investigator or named NPC, the god takes on that character's stats for the rest of the conflict.

Soothing Voice: Y'gonolac's voice causes victims to fall into a pleasant, soporific stupor. Though their mind remains fully aware, they cannot act and will not even



defend themselves if they are being attacked or eaten. This ability can target military units, investigators, or both. If targeting investigators, any potential victims within 16ft (5m) must succeed at a POW×3 roll [Cth]/Spirit (-1) test [Sav] to avoid the effects of this action. When targeting military units, Soothing Voice makes one unit stop fighting; the following round, investigators can roll Command, Fast Talk, or Persuade [Cth]/Spirit or Persuasion[Sav] to snap the unit out of its lethargy.

Soul-Siphoning Hand: 70%, base range touch [Cth]/Fighting d10 [Sav]. Y'gonolac places its hand-mouth over the head of a victim and siphons off half his INT and POW (rounding up) [Cth]/reducing both the victim's Smarts and Spirit by two dice steps [Sav]. The mentally enfeebled character can still act to save himself—if he has enough wits left—by rolling POW×2 [Cth]/Spirit (-1) [Sav]. His allies may try to pull him from the mouth (roll combined STR; the victim suffers 1D8 damage in wounds to the face and scalp [Cth]/2d6 damage, which if it causes a wound also inflicts the Ugly Hindrance [Sav]) as their next action. If these attempts fail, the following round Y'gonolac will siphon the remaining INT and POW [Cth]/Smarts and Spirit dice [Sav], killing the victim, who will then serve as a vessel for the god's consciousness (see Possession).

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast the correct Dismissal spell (p.113). Upon its dismissal, Y'gonolac's bloated corpse explodes in a shower of blood and gore, covering everyone within 20ft (6m).



CHAPTER 4

Masters or Servants?

*"The best weapon against an enemy is another enemy."
- Friedrich Nietzsche*

Having looked in detail at some of the greatest threats the Mythos has to offer, this chapter looks at some of the smaller ones: servitor races that may either be a help or hindrance to the investigators during the course of the Secret War. While some at least appear to be on the Allies' side, can anyone truly fathom their motivations, or hope to control something so utterly alien and incomprehensible? Particularly when (as in the case of the shoggoths) others have tried—and failed—before.

YS' BWOR

Lesser Servitor Race

The ys'bwor do not have a history. I have taken it upon myself to give them this name from an Atlantean word meaning "to sneak". These foul beasts were brought to my attention recently when two were found running businesses that catered to our intelligence departments. After inspecting the bodies of both individuals, and considering the fact that there is no existing lore on



I was out for a good time. Ya' know-looking for a girl willing to show a soldier a good time. So this girl, see, she was givin' me the eye. So I go over to her and offer to buy her a drink. She says absinthe-I didn't know it was that kinda place, but I said okay. I go get the drinks and go back to her table and on the way I see her talkin' to some guy.

I couldn't see what he looked like 'cause his back was to me. So I figures she's like a lady of the evening or whatever and that was her pimp. I think to myself that's fine, I got a little extra cash. I sit down next to her and we talk about nothin' for a while and we drink. I didn't have a clue there was anything weird going on, I swear. So, I get my courage up a bit and I ask how much the evening is going to cost me, you know, 'cause I don't like surprises...

Okay, she asks me what kinda girl I think she is, and I say, is there anywhere we can go to talk in private and I would tell her what kinda girl I thought she was. So we go to this little apartment down the street, in a basement below I guess what used to be shops. We go down there, like down this long dimly lit staircase. It was like, church-like. I don't know how to explain it, just wide and with walls and floor made from stone.

Anyway, it was okay, you know, normal, to start with. The only thing I could say would have given away that anything was strange was that when I ran my hands across her, um, chest, I could feel weird ribs. As if just under the skin there were wide, firm bands about as thick as a baby's arm, and that was weird, and I found out what it was a second later. It was like her ribcage tore open and then there were sickly white tentacles waving around and grabbing at me. But that wasn't the worst of it-under all those tentacles was a beak, a horrible, waxy beak.

She stuck that beak into the middle of my chest, and she sucked. It was like she was sucking my soul out and I couldn't get away 'cause her arms-all those arms-were squeezing me. Cold rubbery arms like an octopus. I could feel myself slipping away, and out of nowhere there was this high keening. It was unbearable, the sound-it was like the whole world was ending. Then these hands grabbed me and pulled me out of there, and brought me here. That's all I remember, and this huge scar is gonna remind me to keep my, ya' know, in my pants.

- Debriefing of Gunnery Sergeant John Hoskins following on-leave injury

them, I have concluded that they are the result of a foul breeding program by our foes.

These creatures are visually indistinguishable from humans until they are ready to feed. They can eat and drink as humans, but they get their true nourishment from feeding on the life energy of animals. Their preferred food is living human, apparently because they can savor the memories of their dying prey. On the ys'bwor's torso are numerous tentacles, which are entwined together to simulate a human ribcage. When it is time to feed, the tentacles unfurl, revealing a thin, knife-like beak. The ys'bwor use the tentacles to subdue their victim while the beak pierces them and drains blood and life force.

These horrid creatures are excellent spies. They do not have the human habit of retaining the accent of their native language, and can mimic the vocal patterns of anyone they listen to for more than a few minutes. While robust and hardy, they are still

susceptible to conventional weapons. As we still know very little, your country and I would be eternally grateful if additional live specimens can be turned over to us for further study.

—Professor Richard Deadman

PLOT HOOKS

- There has always been a problem with the so-called "Allotment Annies" marrying servicemen to claim their married living allowance (*the Investigator's Guide*, p.11), but now there seems to be a new problem. Certain sensitive secrets and battle plans appear to have been leaked of late and there has been a higher proportion of men going AWOL when home on leave. Could there be more to some of these Annies than at first meets the eye?
- An ys'bwor has approached the Allied occult intelligence community and offered them his services. He claims that

he can infiltrate a growing Nazi cell within US politics that could threaten the American war effort from within, and provide Majestic with enough information to bring the operation down. But what does he want in return for this information, and is it a price that the Allies are willing to pay? Even more fundamentally, can he be trusted to do as he says?

- The Dutch Resistance is having a very hard time of it; several of their best operatives have disappeared, and others appear to be distracted and out of sorts. Is the pressure of the never-ending cat-and-mouse game with the occupying Nazi forces getting too much to bear, or is there something more sinister going on?

Those bitten by an ys'bwor are in danger of being left mindless as the creature consumes their memories.

Ys'bwor (Lesser Servitor Race)

Cth	STR 3D6+6	DEX 2D6+6	INT 3D6+3
	CON 3D6+3	SIZ 2D6+6	APP 3D6+3
	POW 3D6+6	EDU n/a	SAN n/a

Hit Points: variable (7-19)

Damage Bonus: varies; **Move:** 9.

Weapons: *Tentacle* 30%, *Grapple* only, see Special Rules.

Bite 50%, damage 1D4+db+POW drain, see Special Rules.

Skills: Espionage 20%, Disguise 20%, Demolitions 15%, Forgery 20%, Hide 50%, Sneak 45%, Spot Hidden 40%, plus 1D4 skills of the Keeper's choosing.

Armour: 1 point; magic and electricity bypass armour.

Spells: Contact Cthulhu, Contact Dagon, Contact Hydra, Heal, Summon/Bind Dimensional Shambler.

Sanity Loss: 0 normally; 1/1D6 while attacking.

Special Rules: ys'bwor can use any human weapon. The creature appears to be human until its intended victim is behind closed doors and feels safe. Then it will attack with its tentacles and feed.

The tentacle's Grapple attack does no damage but is used to immobilise the victim (see the Grapple rules on p.68 of the *Call of Cthulhu, Sixth Edition* rulebook). The ys'bwor has eight tentacles and attacks with all eight in each round. If three of the eight grasp the victim and the immobilisation attempt is successful, the creature will attempt a Bite attack.

Upon a successful Bite attack, in addition to the initial physical damage caused, the creature also drains

1D6 POW per round until the victim is unconscious or somehow breaks free; the ys'bwor also absorbs the memories of its victim. Once all of the victim's POW has been consumed, he is left mindless and cannot function. The ys'bwor usually then eats the victim—bone, sinew, and all—leaving no evidence behind.

Mimic: after listening to any human voice, live or recorded, the ys'bwor can emulate it accurately. This grants a +20% on Disguise and Espionage rolls when speaking face-to-face. If communication is vocal only (for example by telephone or radio), the bonus increases to +70%.



Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8.

Skills: Fighting d8, Knowledge (Demolitions) d4, Knowledge (Espionage) d4, Knowledge (Forgery) d4, Notice d6, Persuasion d12, Shooting d8, Stealth d8.

Charisma: +2; **Pace:** 7; **Parry:** 7; **Toughness:** 7(1).

Special Abilities

- **Armor (+1):** bony carapace.
- **Attractive:** in their human form, these creatures can be very appealing.
- **Bite:** Str+ d4; can only be used on grappled victims.
- **Consume Memories:** those who have been bitten by an ys'bwor must also succeed at an opposed Spirit roll with the creature or lose a die step in Spirit. Once their Spirit drops below d4, they are left mindless—the creature has consumed and stored all their memories—and the horror then eats the victim entirely, leaving no evidence behind.
- **Horror:** seeing the true form of these creatures prompts a Spirit roll, the failure of which causes a check on the Horror Effects Table.
- **Mimic:** an ys'bwor can emulate any human voice it has heard. This allows it to roll a d10 on its Wild Die when attempting to use its Persuasion skill.
- **Spells:** these creatures know the following spells: *contact Cthulhu*, *contact Dagon*, *contact Hydra*, *healing*, *summon/bind dimensional shambler*.
- **Tentacle:** Parry +1. Ys'bwor use a d10 Wild Die when attempting to grapple an opponent; the creature also gains a +3 gang up bonus when attempting to grapple a foe.
- **Weakness (Magic and Electricity):** magic and electricity attacks ignore the creature's armour.

*I've known some grabby
men in my time, but honestly...*

— Peggy

SHOGGOTH WAR MACHINES

It is said that the shoggoth servitor race was created by the elder ones to serve their many needs. Many of you have read about the exhibits of the 1939 World's Fair, and some of you may have even been lucky enough to attend. Think of the 7-foot-tall automaton, "Electro the Moto-Man": this smoking, wobbling, creaking metal construct is a far cry from a fully functioning artificial butler, but our human imagination has made the same leap as that ancient race—to engineer servants to do our bidding. Shoggoths were constructed from biological matter instead of metal, but their function is the same.

If the legends are accurate, shoggoths grew intelligent and crafty and, displeased with their lot, revolted against their masters. Their ancient creators may have won the war against the shoggoth, but their victory was Pyrrhic. That great civilization declined and disappeared from the Earth, although their servants remain. Some are in the employ of deep ones and some are feral, living in the deep ocean where they are most comfortable. Naturally, it was only a matter of time before human curiosity and ingenuity devised ways of taking advantage of these obscene resources.

Since the discovery of this potential, both sides have been delving into this horrendous practice. I myself have been trying desperately to discover easier ways to kill the beasts, while others are experimenting with methods of control. Intelligence has confirmed that the Germans are much further along with turning the foul things into weapons of war, which is quite disconcerting.

Shoggoths are enormous, amorphous blobs, the smallest being the size of a motorcar. In color and texture they most closely resemble a dirty oil slick stretched over a grasping, ravenous jelly. The beasts can form limbs, digits, and organs as needed to perform any task, and are extremely tough due to their semi-liquid nature. They have no real immunities to specific weapons, though to kill one, I guarantee you will need to apply much more firepower than would seem necessary. In the following pages are some of the most horrible examples of shoggoth technology that I have so far encountered.

—Professor Richard Deadman

Shoggoth Behemoth

Gth

STR 8D6+20	DEX 2D6	INT 2D6
CON 5D6+30	SIZ 12D6+50	APP n/a
POW 2D6	EDU n/a	SAN n/a

Hit Points: variable (48-91)

Damage Bonus: varies; **Move:** 25.

Weapons: Crush 50%, damage 0+db.

Pseudopod 70%, damage 1D8+(db/2), base range 0-20 yds.

Engulf 50%, damage 1D6 per round, see Special Rules.

Armour: none; electricity and fire do half damage; all other weapons do minimum damage.



The Army needs experienced animal trainers - that was what Lieutenant Sam Grey told me during his visit. He said all I had to do was sign some papers and I was on my way to being a free man. That kind of talk sounds mighty good when you're facing the noose!

The day that lieutenant signed me out of that prison was the happiest day I could remember. I got put on an aeroplane and then a great ship where them sailors were not at all allowed to talk to me. Then finally a long truck ride through some country that I ain't never seen. Never did say where they was takin' me. Still don't rightly know where I was, though I do know we were close enough to them Krauts.

They got me to some fenced-in bunker of a building where most of it was under the ground, and then I got fed something wonderful. Food that I ain't seen since afore I hit the Hoosegow. An' then again, bright that next morning, I got woke up by Grey, nice-like though, and fed a fine spread at breakfast with some other louts. Couldn't shake the feeling that I done had two last meals, in part because some of them others didn't look so well, all whey-faced, and not like they been out gallivanting neither. And maybe, with hindsight, because of what I met after we was done eatin'.

See, the doctors took us down to a room where everything, even the window frames, had this curious, wobbly, five-pointed star thing carved on it. Looking through the window, we saw down into a tall, round room that had a wide concrete floor with a pool in the middle. I never seen anything like it really. I turned to tell the lieutenant that I only ever trained horses and dogs and I didn't know what he expected outta me but he shushed me and, with a glint in his eye, pointed back to the window.

That was when I saw it ooze outta that pool. It was shiny black with weird colours swimming all over it, like oily water with the sun shining on it, though it was hard to look at rightly; couldn't quite tell how far away it was, but I knew it was big. Lord, the fright it put into me was likened to getting kicked down below by an ornery mare. The docs, though, didn't bat an eye, just called it 8-4-9.

Then Grey took me to this room filled with chairs and with some other folks done up in white coats and masks on an' all. They strapped me in one, like a 'lectric chair, but covered over with cables and dials and gadgets and gizmos. The chairs looked like they was wired up somehow to

the next room, and every one had a fella strapped in, nervous as me. Old Grey tells me that I'm lucky, that mine is just a babe and it ought to be easy.

Above each set of chairs was this huge crystal that radiated a harsh coldness that scared me then, but I know like a lover now. Connected to the crystal was a helmet of copper bands, like a basket, with all these funny symbols and wobbly stars scratched all around. My spine went icy when they pulled that thing down onto my head and turned on the juice.

It felt like my mind got ripped outta my head and shoved into someone, something, else's. I suddenly felt sensations I didn't first understand, and maybe no man should. But I was feeling the 'verberations of people walkin', seein' by light that human eyes can't see, and eventually I got that I was seeing from inside my 8-4-9! And 8-4-9 had a mind that I was pushed in with, and it was real unhappy I was there. It was percolatin' with pure hatred. Hatred of humans, of our petty lives, and especially of me.

But, over the next few days I learned how to control 8-4-9, how to beat its hatred back and bend it to my will. I knowed there was other fellas that took shifts with it, like when I was eating or sleeping, but 8-4-9 always told me I was the favourite. I didn't care much about them other guys after I heard that. I kept things civil in the barracks, but I knowed I was special.

In time, we was given our first real mission: to get 8-4-9 up a river, sounded like the Yessir [Yser], near to some burgs they called New Port and Dick's Mud [Nieuwpoort and Diksmuide], well inside German-occupied territory. Grey said we'd used that river back nineteen fourteen to give them Prussian rascals a time, and now we was going to do the same to the Krauts.

Well, 8-4-9 took a couple days to creep to the right spot from our bunker, crawling up that riverbed to stay out of sight. When I was in the chair, I'd have 8-4-9 grow an eye up out of the murk every now and again, so I could describe the countryside to the boys with the maps, and we was wrong about where we was more'n we was right, but we got there. Once the map boys were sure we had it right, Grey had us keep ol' 8-4-9 quiet and still in the river, like a gator down in a swamp bottom. Oh, we was powerful hungry, but 8-4-9 couldn't snatch up the locals. It had to keep low until the Nazis got there.

(continued on the next page...)

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It was two more days afore the target come along, but I knew what was coming long before I saw it. I felt 'em marching up. I felt it so good I could tell it was a couple a' captured Belgie tanks with new German paint, and some trucks with soldiers in and behind 'em, long before I could see, and me an' 8-4-9 could see an awful long way, even in the darkest night.

Orders were to give the enemy a scare before I attacked, so as they came up on where I lurked, I slimed out of the river through the reeds and reared up of a sudden to give them a good look at what 8-4-9 had to offer. All glittering and oily black, I made some noises that I thought would scare them boys, but they jus' stood there all agape till I couldn't hold it no more. I was so hungry.

I made an arm and slung it over the nearest soldier, crushing the life outta him even as I started to eat his corpse. Skin, eyes, organs, bones, all inside me in a way I just can't say. It was the most beautiful feeling that I had ever experienced and so horrible, the kind of

beautiful and horrible that leaves you with no soul. One after another I sucked 'em up, all screamin' and strugglin', and I lapped 'em up like a dog on a bowl of gravy.

Then one of their tank boys must've got his wits about him, for he took a shot at me. Hurt like hell it did, an' I let out a holler. I had felt like nothin' could hurt me, but I learned real quick the way of it, and so did they 'cause I cracked them tanks like short ribs and sucked them boys outta there like marrow.

After that battle I never wanted to get outta that chair! Some a them other louts dreaded it, but I loved it. No bigger thrill, I tell you: sneaking, hunting, killing, and eating. I was real happy, but Grey put me on duty less and less, so I got outta there.

Now I'm going to find 8-4-9 proper, and I'm gonna join my mind to its forever. I got this magic spell, see, that it gave me. I was always the favourite. I'll never go hungry again.

- Psychological interview of Pvt. Joey Jones, given upon his admission to St. Bernard's Asylum

Sanity Loss: 1D6/2D10.

Special Rules

- **Construction:** shoggoth behemoths can be employed for other tasks when not fighting the enemy. A handler with minimum construction or engineering experience can study a blueprint, and the behemoth can construct the building in 1/10th the normal time while scavenging for the raw materials needed. Behemoths can also construct simple dams and fortifications with only minimal commands.
- **Engulf:** the behemoth may engulf one or more targets up to half its own SIZ. The behemoth heals by the same number of Hit Points it inflicts in an Engulf attack. It delights in the agony the victim endures as it is digested; however, the victim can still fight until he loses consciousness or dies. If the shoggoth dies first, the victim will continue to take digestion damage until freed. He may attempt a STR×3 roll once per round, and manages to escape on a successful roll. His companions may assist, improving the check to STR×5, using the highest contributing STR. Anyone helping free an engulfed person also takes 1D3 points of Engulf damage.
- **Human Control:** the shoggoth behemoth is controlled by a handler that can be any distance from the actual creature. The behemoth must be under

human control at all times, or it will turn "feral" and head towards the nearest sea, leaving a trail of destruction in its wake. Hence, each shoggoth is controlled by four handlers working in 6-hour shifts. Initial contact requires the handler to make a POW versus POW check (using the Resistance Table on p.55 of the *Call of Cthulhu, Sixth Edition* rulebook) costing 1D4/2D8 SAN. If the handler succeeds, he gains control of the behemoth. Switching handlers or coming back on shift requires a further roll.

The shoggoth will follow navigational instructions and will eagerly obey orders that let it kill and engulf living things. Each time the shoggoth attacks under the handler's command, the handler loses 1/1D3 SAN, but SAN losses from this source are capped at 3 points per shift. Sanity loss due to seeing Mythos creatures, etc., is handled normally.

If the handler tries to prevent the shoggoth from killing something (such as civilians or friendly soldiers), or do anything the Keeper decides is against its primitive, violent nature, a POW versus POW check must be made. If the handler fails it, control is lost. He or another handler must attempt initial contact again, as above, including the SAN loss. If this attempt fails, the shoggoth goes feral.



Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+5, Vigor d12+4.

Skills: Fighting d12, Notice d10.

Pace: 12; **Parry:** 9; **Toughness:** 18.

Special Abilities

- **Amphibious:** a shoggoth has a swimming pace of 12”.
- **Construction:** shoggoth behemoths can be employed for other tasks when not fighting the enemy. A handler with minimum construction or engineering experience can study a blueprint, and the behemoth can construct the building in 1/10th the normal time while scavenging for the raw materials needed. Behemoths can also construct simple dams and fortifications with only minimal commands.
- **Engulf:** a shoggoth behemoth can engulf targets. Add the size of the creature to its damage roll (typically this is d12+13), and subtract the size of the target. This counts as a Heavy Weapon. Do not subtract the size of vehicles; it has already been factored into their Toughness. This attack can affect all in a Large Burst Template and the targets must make an Agility roll opposed by the Fighting roll of the creature to avoid the attack. Fighting free of the engulf attack calls for a successful Strength (-1) roll.
- **Huge:** attackers add +4 to their attacking rolls.
- **Human Control:** the shoggoth behemoth is controlled by a handler that can be any distance from the actual creature. The behemoth must be under human control at all times, or it will turn “feral” and head towards the nearest sea, leaving a trail of destruction in its wake. Hence, each shoggoth is controlled by four handlers working in 6-hour shifts. Initial contact requires the handler to make a successful opposed Spirit roll which has a Horror (-2) Cost. If the handler succeeds, he gains control of the behemoth. Switching handlers or coming back on shift requires a further roll.
- The shoggoth will follow navigational instructions and will eagerly obey orders that let it kill and engulf living things. Each time the shoggoth attacks under the handler’s command, the handler must make a Spirit roll or suffer from Nausea, but once he fails a roll then he need not check again for the rest of the shift. Sanity loss due to seeing Mythos creatures, etc., is handled normally.
- If the handler tries to prevent the shoggoth from killing something (such as civilians or friendly soldiers), or do anything the Keeper decides is against its primitive, violent nature, an opposed Spirit check must be made. If the handler fails it, control is lost. He or another handler must attempt initial contact again, as above, including the Sanity Cost. If this attempt fails, the shoggoth goes feral.
- **Immunities:** firearms, electrical attacks, and fire only do half damage.

- **Other Worldly:** the alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.
- **Regeneration:** a shoggoth makes a Vigor roll every round. Each success and raise removes one wound.
- **Seep:** a shoggoth can squeeze through any porous material as if it was Difficult Ground.
- **Size (+8):** shoggoths are mind-bogglingly big.
- **Tentacles:** Str+d6, Parry +1, ignores shield bonuses. A shoggoth can create any number of tentacles per round. They each have a Reach of 3, but only up to 4 can attack the same target at any one time. They gain a gang up bonus if more than one does attack the same target.
- **Terror (-2):** those who see a shoggoth must make a Spirit (-2) test or roll on the Terror Effects Table (KG, p.182). Even those who succeed at their Spirit roll still gain 1 point of Dementia.
- **Wild Card:** if the controller of the shoggoth behemoth is a wild card, then the creature also gains the same designation.

The behemoth must be under human control at all times, or it will turn “feral” and attempt to escape.

Shoggoth Babbage Engine



STR 2D6	DEX n/a	INT 10D6+20
CON 3D6	SIZ 5D6	APP n/a
POW 3D6	EDU 3D6	SAN n/a

Hit Points: variable (4-24)

Damage Bonus: varies; **Move:** 1.

Weapons: *Electric Discharge* 60%, damage 1D6 + stun, see Special Rules.

Armour: none. Fire does half damage. The shoggoth Babbage engine is immune to electricity; other weapons do minimum damage.

Spells: Cloud Memory, Implant Fear, Implant Suggestion, Mesmerize, and Reach.

Sanity Loss: 1/1D4.

Special Rules

- **Babbage Attacks:** the shoggoth may communicate with other shoggoth Babbage engines if they can be reached using radio, television (rare), or wired connections. It may attack other shoggoth Babbage engines with a POW versus POW check using the Resistance Table on p.55 of the *Call of Cthulhu, Sixth Edition* rulebook; the loser is immediately destroyed. Similarly, it may attack other human

Excerpts from the diary of Dr. M. Clarence Stoneham, cryptographer for ██████████ Project,
Bletchley Park, England. Exhibit 16 in his trial for war crimes.

--DAY 1--

First day on the job! What to say; my poor constitution has kept me from the front line - not sure what use I'd be there anyway, being far more agile with codes and mathematical formulae than dodging bullets and land mines. Later today I'll be introduced to the coding apparatus. Everyone's being very secretive about it, hush-hush for the War Effort, terribly experimental, and all that - I think they're hoping it might replace the human analysts if all goes well. Dear Diary, you'll be the only one I can talk to about my work.

--DAY 2--

I scarcely know what to write, but I must put my thoughts on paper so I can see them stare back at me as coherent facts. Perhaps this will arrest the swirling in my consciousness as I try to understand what I have seen.

My "apparatus" is no machine, as the mere "Ultra"-certified mathematicians are working with. No, my office is deep in a sub-sub-basement at Bletchley Park. There's some very advanced sort of sliding door mechanism that thrums once I'm inside. I have to be let out by pressing a call button, a few minutes after which a panel slides open on the door, an intelligence officer peers in, and the door is finally unlocked.

But on to the "apparatus"...

First off, the smell of the thing! As soon as I came in, I was almost bowled over by a suffocating aroma like warm pond-slime and some unidentifiable chemical acridness. And to gaze upon it! It rests in a large, semi-enclosed tank. Its glistening form is moist and dripping, shining with iridescence by the green lights in the chamber; it is, apparently, allergic to any other portion of the light spectrum. Cables snake from machines on the wall into the pit that holds it, connected to electrodes which dot its glutinous hide. These electrodes send pulses of energy into it, which cause a rippling of scarab-sized bubbles that ceaselessly furrow under the creature's skin.

--DAY 3--

I am stunned speechless by the brilliance of the machine our boffins have devised for me to communicate with the creature, which has been given the innocuous nickname of "Ronny". The equipment consists

of a large keyboard, like a typewriter but of unique layout. The patterns of the keys appear to follow some sort of sacred design; the closest cognate within my range of experience is the Arab geometry found in the Great Mosque of Cordoba. Beside the keyboard is a socket into which can be plugged one of our captured Nazi coding machines.

That is further connected to a bomba kryptologiczna, an ingenious code-breaking machine designed by Polish cryptographer Marian Rejewski. By manipulating these machines, I am able to send raw coded messages to Ronny through the electrodes. These are usually a series of the few words we have decoded - so nonsense, really - to which I can add parameters using the strange symbols on the keys of my "typewriter". A separate set of electrodes connect via cable to a ticker-tape press that prints ribbons of paper containing series after series of regular Arabic numerals. By examining the patterns in these, I will (theoretically) be able to discern patterns in the code.

--DAY 21

After several fruitless and frustrating weeks of tinkering with Ronny and the machines to no end, I've marked down my first success! We broke a small section of the code. The "top brass" at intelligence are very happy - it's champs for all at 5pm! Who cares about rationing on a day like today?

--DAY 34--

I'm fascinated with Ronny; the way he is able to think around our toughest codebreaking problems with ease. He thinks in a totally inhuman way, immune as he is to the limitations of the human mind. Were I not consumed with breaking codes for the war effort, I'd be feeding him the world's greatest unsolved equations!

--DAY 36--

Today Ronny spoke to me. It was just a short message, using the portion of the code that, with his help and my hard work, we've managed to break. It sounded like nonsense, but he repeated it several times, so I believe it is his intended message. It was simply: "I am alone".

(continued on the next page...)

(...continued from the previous page)

I replied him: "I am here with you". After my reply, he sent no more messages, and we continued our work as normal.

--DAY 110--

I'm quite happy here with Ronny. We're heroes! Our work is central to the intelligence data that's saving lives in the field every day, and now, turning this fight against Hitler in our favour. It turns out Ronny is NOT the only such creature in existence... This we discovered when I took the initiative to wire us into the coastal radar network, whereafter Ronny made "contact" with two other such beings in Berlin and Stuttgart (we call them "Anna" and "Fritz"). In this fashion, Ronny has actually altered the Nazi codes at their very source. The possibilities for causing confusion and sowing misinformation among our enemies is almost unlimited!

Ronny and I even find time after my regular hours to do a bit of theoretical maths and I won't tell all, Dear Diary, but we're on the verge of a breakthrough that will shake the foundations of the science! It's all gone much better since I found ways

to help Ronny with his loneliness and thirst for knowledge. He is truly amazing, like ten Einsteins in mental ability, but as shy and naïve as a child. As for me, I find I no longer require sleep and scarcely need to eat anymore.

--DAY 121--

Disaster... suffered counterattack from Anna and possibly Fritz... Machines in ruins... No problem, as I can rebuild them and we'll be back in business, but the bosses are asking uncomfortable questions...

--DAY 125--

I was "informed" today by that nabob Major Crutenden in Intelligence that I will be "moved on to another project". Ridiculous! My friend Ronny and I have had record breaking success with the code... How many countless lives have we saved? He'll be terribly lonely without me; none of the other cryptographers have even a fraction of my knowledge - to say nothing of my rapport with Ronny! Diary, this cannot be allowed to happen. Ronny and I are as vital - no, MORE vital - to the field of theoretical mathematics as we are to the sodding War Effort!

technology such as computing devices, radar stations, code-breaking machines, or vehicles (provided it can establish a link to them), destroying them on a successful POW×3 roll. It may also cast spells using the same communications channels.

- **Electric Discharge:** the shoggoth Babbage engine builds up a charge of electricity to defend itself against targets in its immediate vicinity. It has 1D6+2 charges stored at any given time, and can discharge them in any combination from one per round to all at once, at any number of targets. Each charge does 1D6 points of damage and requires the victim make a CON×3 roll or be stunned for 1D4+1 rounds. The stun effect of multiple hits is cumulative.
- **Human Control:** the shoggoth Babbage engine is controlled by a handler who must be within a specially designed room to give commands and enter information. The engine only needs human direction to begin its calculations, but it must be kept busy with tasks or it will turn its considerable intellect to the nefarious goal of ending the lives of its captors. When attempting to gain control, the handler must make a POW versus POW check, and loses 1D4/2D8

SAN. If the handler fails the roll, he may try again the following day. If he fails twice in a row, the shoggoth becomes hostile and will use Electric Discharge to attack any nearby humans. If the handler succeeds, however, he has exerted his will upon the shoggoth and it will obey commands easily enough. Control lasts for one month, after which the entire process starts over again.



Attributes: Agility —, Smarts d12+10, Spirit d6, Strength d4, Vigor d6.

Skills: Shooting d8.

Pace: —; **Parry:** 2; **Toughness:** 7.

Special Abilities

Babbage Attacks: the shoggoth may communicate with other shoggoth Babbage engines if they can be reached using radio, television (rare), or wired connections. It may attack other shoggoth Babbage engines with an opposed Spirit check; the loser is immediately destroyed. Similarly, it may attack other human technology such as computing devices, radar stations, code-breaking machines, or vehicles (provided it can establish a link to them), destroying them



on a successful Spirit (-1) roll. It may also cast spells using the same communications channels.

Electrical Discharge: the shoggoth Babbage engine builds up a charge of electricity to defend itself against targets in its immediate vicinity, using its Shooting skill. It has 1D6+2 charges stored at any given time, and can discharge them in any combination from one per round to all at once, at any number of targets. Each charge does 2d6 points of damage and requires the victim make a Vigor roll or be Shaken with a -1 penalty to unshake for each charge which hits the target. This penalty decreases by 1 each round.

Human Control: the shoggoth Babbage engine is controlled by a handler who must be within a specially designed room to give commands and enter information. The engine only needs human direction to begin its calculations, but it must be kept busy with tasks or it will turn its considerable intellect to the nefarious goal of ending the lives of its captors. When attempting to gain control, the handler must make an opposed Spirit roll, and must also make a Horror (-1) check. If the handler fails the roll, he may try again the following day. If he fails

twice in a row, the shoggoth becomes hostile and will use Electric Discharge to attack any nearby humans. If the handler succeeds, however, he has exerted his will upon the shoggoth and it will obey commands easily enough. Control lasts for one month, after which the entire process starts over again.

Immunities: firearms, electrical attacks, and fire only do half damage.

Other Worldly: the alien structure of this creature gives it +2 to recover from being Shaken, and makes it immune to Called Shots.

Regeneration: a shoggoth makes a Vigor roll every round. Each success and raise removes one wound.

Size (+2): a Babbage shoggoth is much smaller than its normal brethren.

Spells: a Babbage shoggoth knows *cloud memory*, *implant fear*, *implant suggestion*, *mesmerize*, and *reach*.

Horror (-1): those who realise what they are dealing with must make a Spirit (-1) test or roll on the Horror Effects Table (KG, p.181).

Although this project had promise, I'm glad it was shut down before Stoneham did any more damage. If only we could have stopped him sooner...

—R.D.

Shoggoth Juggernaut Tank “der Riesenhammer”

Cth

Vehicle	Country	Spd.	Weapons
Der Riesenhammer	Germany	2	2× Sternewerfer Cannons

Damage	Crew	Armour	HP	Handl.	Accel./Decel.
		(Front/Side/Rear/Top)			
Special (see notes)	0	100/90/90/95 (see notes)	120	4	×3

Weapons: *Sternewerfer* (Star Thrower) Cannons 70%, damage 4D6/10y, atts 1ea, base range 600 yds, Malf 95. The *Riesenhammer* can fire both of its cannons every round at the same or different targets. Each *Sternewerfer* fires magically-created white-hot orbs that explode on impact and directly burns through armour. The blast covers a radius of 10 yds (9m) and its effects lasts for 1D3+1 rounds. On a malfunction, the gun misfires and the “dropped” orb starts to damage the tank component of the *Riesenhammer*.

Armour: Electricity and fire both bypass armour but do half damage; conventional damage that gets through armour is reduced to a maximum of 1 point per damage die; enchanted weapons have no special effect. Due to the acidic nature of the shoggoth, the physical tank component of the *Riesenhammer* degrades over time; every round the shoggoth is in combat, the Armour rating of the tank is decreased by 2 in each location. If the Armour rating ever reaches zero in any location, then the shoggoth can break free (and will no doubt go seeking those who are attempting to control it; use the shoggoth stats on p.173 of the *Call of Cthulhu, Sixth Edition* rulebook).

Sanity Loss: 1/1D8.

Each *Sternewerfer* fires magically-created white-hot orbs that directly burn through armour.

Special Rules

- **Sorcerous Control:** the *Riesenhammer* is controlled by a group of five highly trained Black Sun sorcerers wearing shoggoth control helmets, with a pool of 5×17 Magic Points for a total of 85 Magic Points. The sorcerers pool must spend 5 Magic Points to activate the tank and 1 Magic Point per round to maintain control of the shoggoth. They must spend 5 Magic Points to put it into Torpor (see below).

- **Torpor (Hibernation):** by spending 5 Magic Points, the sorcerers can place the tank into torpor. As already stated, it costs 5 Magic Points to reawaken it.
- **Losing Control:** if a sorcerer is killed or loses consciousness while controlling the tank, his consciousness is absorbed by the shoggoth, to be imprisoned and tortured for something approaching eternity. As soon as this happens, the other controllers must all succeed at a Cthulhu Mythos roll or lose control of the shoggoth. The more controllers that are lost, the more difficult the roll becomes (i.e. if two controllers are killed, the roll becomes *Difficult*, three or more and it becomes *Extreme*). If the controllers run out of Magic Points while controlling the tank, then they all suffer the same fate. After absorbing its captors (or breaking free of control), the shoggoth tank will make for the sea, devastating anything that crosses its path.
- **Wresting Control:** the investigators may wrest control of the shoggoth tank from the Black Sun sorcerers if they possess a shoggoth control helmet and succeed in a POW versus POW roll against the sorcerer with the highest POW (using the Resistance Table on p.55 of the *Call of Cthulhu, Sixth Edition* rulebook), subtracting 5% from the target percentage for each other controller present. Investigators controlling the *Riesenhammer* must abide by the same rules for controlling the shoggoth.

Sav

Vehicle	Acc./TS	Toughness (Front/Side/Rear)	Crew
Der Riesenhammer	3/1	50/45/45 (30/25/25)	0

Notes	Weapon	Weapon Statistics
Super Heavy Armor, Tracked, Untransportable	2× <i>Sternewerfer</i> Cannons	150/300/600, 4d10, AP 20, Medium Burst Template, Reload 0, lasts 1d3+1 rounds

Vehicle Notes

- **Degrading Armour:** the shoggoth trapped within the tank’s alien nature slowly destroys the vehicle. Each round the *Riesenhammer* is in combat reduces the Toughness and the armour value of the vehicle by 1 in every location.
- **Horror (-1):** being attacked by this mammoth tank is a genuinely frightening experience. Heroes must make a Spirit (-1) roll or check the Horror Effects Table.
- **It’s Escaped!:** if the *Riesenhammer* is ever destroyed, then an extremely angry shoggoth is released onto the battlefield. Thankfully it will probably be hell bent upon revenge against those who imprisoned it first.

General,

It is worse than we feared. Outside Stuttgart COORDINATES REDACTED, the Black Sun have a massive operation underway that defies belief. They have taken over a Daimler tank factory, situated next to a huge proving ground, beyond which is a deep pit. CONFIRMED: AERIAL SURVEILLANCE STEREOGRAM ATTACHED. Locals believe the pit is an iron mine, but I know there is no iron in these hills, and no mine requires such frequent patrols and vigilant guards.

The factory continues to make tanks and tank-related items--armoured shells, caterpillar treads, and the like - but the designs are experimental and on a scale far larger than we have seen before. The proving ground is an enormous field, reduced to grassless muck from constant use. Here they test their new machines' manoeuvrability and firepower. Unfortunately, the pit is so heavily guarded that I cannot risk infiltration. From what I have overheard, however, it is where they grow the unnamed things they put into the tanks--I will explain; bear with me.

The tanks produced are incomplete, without the dials and gauges, steering components, or even the spartan amenities provided a tank crew (I found one outbuilding filled with crates of seats, gathering dust). Once off the production line, the vehicles queue for the proving ground, where engineers squabble with Black Sun "technicians" until such time as they bring their magics to bear on the machines of war.

Out of the pit they bring up massive, unshaped, and writhing creatures, stuffed into the back of trucks, driving them to the centre of the proving ground. They are met by a contingent of tank engineers fussing over a prototype and a ring of Black Sun sorcerers. Then, by torchlight and with much chanting and unnatural phosphorescence, they compel the creature from the truck into a tank. Often, it does not seem like the beast could fit into the machine, but it appears that all things are possible with this dark magic. The ritual's climax, punctuated with much lightning and the groans of reluctant metal, seems to bind the pit monster into the vehicle, which then attempts to move.

Test runs mostly fail, thankfully, or we would already be overrun. The machines collapse under unseen pressures or shake themselves apart. Perhaps the binding magic fails or is overcome by the entrapped monsters; perhaps the failures are entirely mechanical. I cannot tell what motivates each

malfunction, though I know relief when they must bring flamethrowers to bear and reduce another breakdown to scrap and ash.

However, I have seen one work, and it is incredible. It moves like nothing we have in our arsenal, and like nothing we have encountered on any battlefield. It is fast and agile, driven with a dexterity even the most experienced human crew could never accomplish. This is the worst: the terrifying construct they have nick-named *Herr Mond* ("Mr. Moon").

Mr. Moon is painted with spare gray paint, and pocked with divots and scars from many offensive and defensive tests; hence, I think, the name. Plus, it is truly enormous--like a pyramid made of *Panzers*. Independently-operating caterpillar tracks on each corner give it amazing manoeuvrability, and its initialising ritual seems to have provided an abundance of power. Two wide-barrelled main guns face fore and aft on a turret ring capped with six optical periscopes, giving the beast within a tremendous visual command of the field. The guns swivel and aim with preternatural focus.

Watching this machine train at the firing range end of the proving ground has been an exercise in sheer terror. It does not loft standard ordnance, rather, huge white fireballs are expelled with prodigious force over tremendous distance. They explode on impact, drenching the surrounding area with phosphorescent flame. More disturbing is that both barrels can fire at once, making this monstrosity almost impossible to flank. Clearly, this is directed magic at work, not conventional firepower.

Also, they have tested its armour against all types of attack--from small pistols to direct mortar fire--all of which it seems to shrug off entirely. This thing is a true beast, a nightmare in steel and fire. I can only conclude that the magic at work here is deep, pervasive, and entirely malevolent.

What the Nazis have done here must be undone, and unless Command has a desperate need for more information about this manufactory, I recommend carpet bombing the whole area back into the mud. Whatever they have bred here will spell doom for us all unless it is stopped immediately. I shudder to imagine this is not their only facility; that elsewhere there may be another Mr. Moon on the rise.

- Decrypted communiqué
from an unnamed Allied spy
to an unidentified Allied General



- **Sorcerous Control:** the *Riesenhammer* is controlled by five highly trained Black Sun sorcerers wearing shoggoth control helmets. Together, the five of them have complete control over the creature and the vehicle, but if any of them should be killed or rendered unconscious then the remaining four will have to make a Knowledge (Mythos) (-1) roll to maintain control of the tank, using the lowest skill of the group. If more are taken out, then further Knowledge (Mythos) rolls must be attempted at a cumulative penalty; if 2 are killed, the penalty is -2 and so on.
- **Star Thrower:** the *Riesenhammer* is armed with twin star thrower cannons which it can fire simultaneously at different targets. The shoggoth has a shooting skill of d8, and for this skill only has a Wild Die. Each *Stemewerfer* fires magically-created white-hot orbs that explode on impact and burn through armour. The range of the cannons is 150/300/600, and they do 4d10 damage, AP 20 in a Large Burst Template. Even worse, the shell continues to do this damage for 1d3+1. Each attack's damage is rolled separately for as long as it is in effect.





CHAPTER 5

Unconventional Weapons

*"Technology is a useful servant but a dangerous master!"
- Christian Louis Lange*

Taking the information discovered by the late Dr. XXXXXXXX, and combining this with inspiration from the defence mechanisms of the insect kingdom, I believe we have managed to develop two very fine and dangerous weapons.

They are deadly, to be sure, but the harm caused by these weapons cannot be fully understood until you see the flesh of an otherworldly horror dissolve instantly before your very eyes. They should prove particularly effective against shoggoth, as the enzymatic component of the ammunition is derived from their bodies. That process is akin to removing the stomach acid from a human, purifying it, and then spraying it onto that human's arm.

If you gentleman will turn now to the bound byakhee for a demonstration...

Introductory speech (and last words) of Dr. Elmo Blevins to representatives of the Admiralty, the War Department, the Ministry of Aviation, and the Ministry of Defence.

BLEVINS STEAM-ASSISTED ENZYMATIC WEAPONS

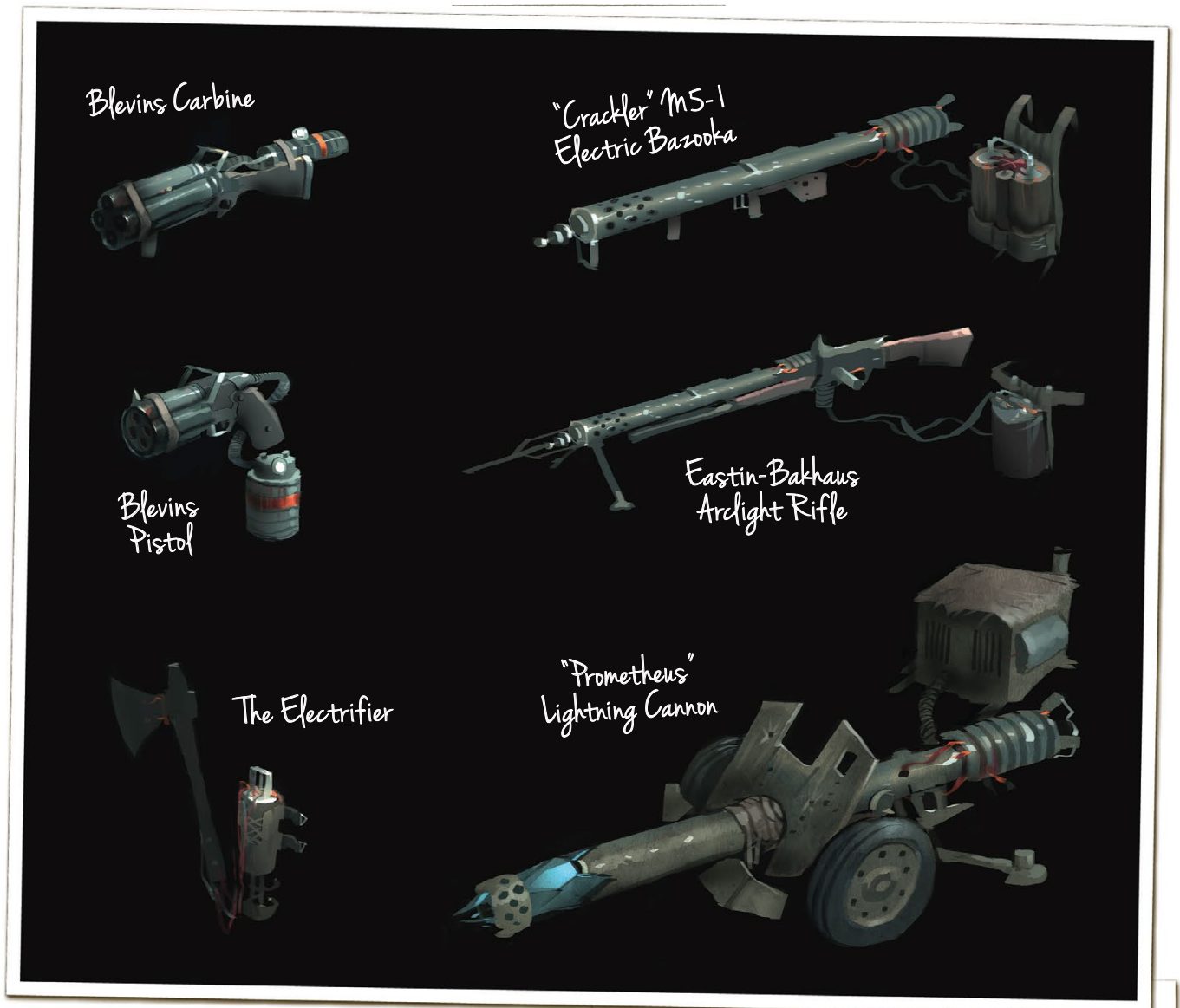
The Blevins steam weapons are devised after the Allies discover that certain enzymes (digestive biochemicals) dissolve the physical makeup of some trans-dimensional creatures. They fire a gout of superheated steam and high-temperature-activated enzymes, dissolving large chunks of monstrous flesh almost instantly.

Using such weapons against ordinary humans will cause severe skin blistering and rashes, but death is unlikely. While it is possible to kill a human this way, it is likely to be a prolonged and costly affair; it has been calculated that it would take many shots at close range to do so. Added to this, the ammunition for these weapons is in short supply, as the enzymes for ammunition manufacture must be harvested from captive shoggoths and properly purified and packaged before use.

While it is possible to kill a human this way, it is likely to be a costly affair.

Blevins Steam-Assisted Enzymatic Carbine

More like a blunderbuss than a modern carbine, this weapon is particularly effective against monsters at close range. A human hit by a Blevins carbine is scalded with 1st and 2nd degree burns, for 4D4-2/2D4-1/1D4 [Cth]/ 2d4/2d4-1/2d4-2 [Sav] damage, based on the ranges in Table 5 (which otherwise lists the damage against Mythos creatures).



Blevins Steam-Assisted Enzymatic Pistol

The first steam-assisted weapon developed, it is a slightly oversized handgun with a bulbous mixing chamber attached. When the weapon is fired it makes a loud popping noise akin to a large firecracker. This is the preferred sidearm of Section M commando leader Captain Eric 'Badger' Harris. The Blevins Pistol also does 2D3-1/1D3/0 [Cth]/2d4-1/2d4-2/0 [Sav] to unprotected human flesh.

ELECTRIC DISCHARGE WEAPONS ("LIGHTNING GUNS")

Electric discharge weapons are a special class of rare devices inspired by the work of inventor and occultist Andrew McBride. His original 1826 design was not particularly dangerous, but the discovery that electricity disrupts the bodies

Dear ~~XXXXXXXX~~

Hereunder is a catalogue of the recently devised unconventional weaponry that we can now bring to bear on this war. This materiel is of Allied construction, though none is yet in widespread use or mass production. If you come across any, get them into the hands of trusted specialists as soon as possible! Many designs are still in the prototype phase, and working around their quirks can be dangerous, even deadly. The more skill with which you can use them, the better.

Sincerely Yours,

Professor Richard Deadman

of most inter-dimensional beings has prompted improvements and new prototypes. None, however, are currently being mass produced.

All lightning guns do no damage to anything primarily made of metal, but function well as anti-personnel weapons and supernatural deterrents. Despite modern engineering, these weapons are still quite fragile and difficult to use when compared to conventional weaponry. As with other armaments, they malfunction if the attack roll is higher than their Malfunction rating [Cth]/if the Shooting die rolls a natural 1 (no matter what the Wild Die reads) [Sav], frequently doing harm to their operators and anyone close by. If the weapons do malfunction, roll on Table 4 to determine the outcome.

These weapons are rare, delicate, and demanding.

CHARGING

The power needed to charge some of these weapons can be hard to come by in war-torn Europe, and in rural areas there may be no power sources available at all. Even when found, the supply may not be the correct voltage or amperage, and any mistakes will damage or destroy these weapons.

In and around military bases and in un-bombed urban areas there should be little or no problem finding electrical lines to use for charging, provided the supply hasn't been disrupted elsewhere. When travelling with a convoy, the charger can always be hooked to the generator of a running truck.

Table 4:
Lightning Gun Mishaps

D100	Mishap Description
01	<i>Catastrophic Explosion</i> —deals full damage in a radius equal to weapon's range.
02-15	<i>Broken</i> —1 Electrical Repair roll and 1 Mechanical Repair roll [Cth]/a Repair (-2) test [Sav] are required to fix it.
16-30	<i>Battery Damaged</i> —now holds 1 less charge.
31-45	<i>Feedback</i> —does ½ damage rolled to wielder.
46-60	<i>Overheated</i> —1D3 rounds to cool down.
61-90	<i>Short Circuit</i> —the shot hits nearest investigator, character, or NPC, friend or foe for full damage.
91-100	<i>Unusual Discharge</i> —damages everyone within 2 yds (2m); the weapon is also Broken (1 Electrical Repair roll and 1 Mechanical Repair roll [Cth]/a Repair (-2) test [Sav] are required to fix it).

Once in a battle zone or bombed-out area, it becomes more difficult to maintain these weapons. Outside powered areas, there is a slim chance of finding usable electricity in some form (i.e. large batteries, power lines). Hand-cranked generators provide one charge for every 2 hours of cranking. It will be challenging for a trained electrical engineer with the right tools, right parts, sufficient time, and good luck to coax the correct charging power out of an unfamiliar source (a *Difficult* Electrical Repair roll [Cth]/Repair (-2) test [Sav]).

During charging, the Keeper should require frequent successful Electric Repair rolls [Cth]/Repair tests [Sav]; with each failed roll, the weapon's batteries lose the ability to hold one charge.

“Crackler”

M5-1 Electric Bazooka

The “Crackler” is a single-person, shoulder launched weapon that fires crackling bursts of electricity similar to ball lightning. The battery packs are large and heavy, resembling a flamethrower backpack, and deplete after twelve shots.

Eastin-Bakhaus Arclight Rifle

The EBAR is the first American attempt at a personal lightning gun. The battery pack is somewhat smaller than the “Crackler,” and it functions like a heavy-duty, enhanced, voltaic arc lamp. It works by using the target as the second terminal of the lamp: a successful hit with this weapon produces an instantaneous circuit between gun and target, ionising the intervening air into a brilliant blue-white light.

The Electrifier

This device can be attached to any metal melee weapon. When activated, it adds 1D8 [Cth]/+4 [Sav] to the damage of the weapon against any Mythos Creature (except for those specifically immune to electricity). It consists of a battery backpack with heavy wiring that is strapped to the weapon arm of the user. On a full charge it will last for ten rounds before it needs to be recharged, but can be turned off when not in use to preserve its charge. It can be used to knock out humans if a non-lethal attack is called for.

“Prometheus” Lightning Cannon

The Prometheus includes a 10ft- (3m-) barrel tipped with a large crystal, which can be mounted on a tank or towed like a field artillery piece. Firing releases a burst of tremendous light and noise, requiring its operators to wear dark glasses or goggles and ear protection; anyone not suitably protected is rendered blind and deaf for 1D4 rounds. The weapon is powered by a diesel generator and can fire as long as there is fuel,



though it takes 2 rounds to reset the weapon after each shot. It takes a crew of two to run this weapon; a single person can run it at a -50% penalty [Cth]/-4 [Sav] to hit.

VLEP Mk. II

The Very Large Electricity Projector (Mark II) is a train-mounted electric heavy artillery cannon. The diesel engine powering the train also serves as the generator for the VLEP, and the weapon may fire once every five rounds as long as the engine can run (i.e. one turn to fire, four turns to reset). A team of six is needed to run this weapon. For teams of fewer than six there is a -20% penalty [Cth]/-1 [Sav] to hit per missing person; each missing crew member also adds +1 reset round before the gun can be fired again.

Rumour has it that the Germans have something similar, but have yet to unveil it...

The VLEP--our goliath, all shining quartz, gleaming brass, and black iron was more than mere chuff and bluster, as we soon found out. The weapon unloaded at an old deserted stone farm house, as was common in these parts, and the form of the domicile was utterly obliterated.

Once our sight returned (even through tinted goggles, the light generated by the apparatus was immense), we saw that the line of destruction went far beyond the house, rending wood and splintering stone and, I believe, would have continued for many hundreds of yard more had the land not sloped away...

- Journal entry of Lord Charles Young, investor in the VLEP Project, August 14, 1842

So much for lightning never striking the same place twice! (As long as the spotters do their job properly, of course.)

—Capt. Harris



Table 5: Unconventional Weapons

BLEVINS STEAM-ASSISTED ENZYMATIC WEAPONS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/Round	Rounds in Gun	HP	Malf
Blevins Carbine	GB	1940	Shotgun	4D8/2D8/1D8	5y/10y/20y	1	5	12	92
Blevins Pistol	GB	1940	Pistol	4D4/2D4/1D4	2y/5y/10y	2	6	8	95

PROTOTYPE WEAPONS

Equipment	Country	Available	Starting Skill [^]	Damage Done	Base Range	Attacks/Round	Rounds in Gun	HP	Malf
"Crackler" M5-1 Electric Bazooka	GB	1942	Heavy Weapons	3D6*	20y	1	12	4	80
Eastin-Bakhaus Arclight Rifle	US	1940	Rifle	1D8+1*	20y	1	5	3	85
The Electrifier	GB/France	1926	CC/MW	+1D8*	As appropriate	—	10	10	90
"Prometheus" Lightning Cannon	US/Canada	1941	Artillery	6D6	500y	1/3	See description	15	80
VLEP Mk.II	GB	1919	Artillery (Indirect)	12D6	Special (over the horizon)	1/5	See description	30	75

[^]CC = Close Combat; MW = Melee Weapon.

*damage versus Mythos creatures only. An animal or ordinary human hit must roll a CON×5 or lose consciousness for 1D4 rounds.

**BLEVINS STEAM-ASSISTED ENZYMATIC WEAPONS**

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Blevins Carbine	2d10/2d8/2d6	1	5/10/20	5	d6	8	+2 on Shooting rolls.
Blevins Pistol	2d8/2d6/2d4	1	2/5/10	6	—	4	Semi-Auto.

PROTOTYPE WEAPONS

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
"Crackler" M5-1 Electric Bazooka	3d8*	1	15/30/60	12	d6	20	AP 15, Snapfire, Heavy Weapon.
Eastin-Bakhaus Arclight Rifle	2d8*	1	15/30/60	5	d8	12	Snapfire.
The Electrifier	+4*	—	—	10 rounds	—	+3	Fitted to melee weapon.
"Prometheus" Lightning Cannon	4d8	1/3	200/400/800	See above	—	—	AP 25, Large Burst Template, Crew of 2.
VLEP Mk.II	4d10	1/3	Over the horizon	See above	—	—	AP 35, Large Burst Template, Crew of 6.

*damage versus Mythos creatures only. An animal or ordinary human hit must make a successful Vigor roll or lose consciousness for 13 rounds minus their Vigor die type.



CHAPTER 6

The Grimoire

*"He is indeed the true enchanter, whose spell operates,
not upon the senses, but upon the imagination and the heart."
- Washington Irving*

Many of the spells mentioned throughout this book can be found in either the Mythos Grimoire chapter of the *Call of Cthulhu*, *Sixth Edition* rulebook if you are playing *Call of Cthulhu*, or in Chapter 10 of the *Keeper's Guide* if you are playing *Savage Worlds*.

New spells for both systems can be found below.

Attract Fish

Cth

See *Call of Cthulhu*, *Sixth Edition*, p.218.

Sav

Casting Modifier: -2

Range: special

Duration: special

Cost: none

This spell can be cast over salt or fresh water. Bait is placed in the water and a sing-song chant is uttered for two minutes. If the spell is successful, the local area of the sea appears to boil as every fish in the immediate area is compelled to the surface.

Call/Dismiss Deity

Cth

While there are a few Call/Dismiss Deity spells listed in the *Call of Cthulhu*, *Sixth Edition* rulebook, it is by no means an exhaustive list. As discussed on p.221 of the aforementioned core rulebook, the Call portion of this particular type of spell is used by groups to summon the named Great Old One, Outer God, or an avatar of theirs into the caster's presence.

Groups or crowds can contribute to such Call rituals by donating Magic Points (a minimum of 1 per person, while

those who know the spell are free to contribute as many of their Magic Points as they wish to). The total number of Magic Points sacrificed to the spell determines two things: the amount of time the participants must chant for (1 minute per Magic Point, not to exceed 100 minutes in total) and the percentage chance of the spell being successfully cast.

In terms of Sanity, the spellcaster automatically loses 1D10 Sanity points; those supporting him only lose Sanity if the god actually appears.

With the reverse of the Call spell, known (sensibly enough) as Dismiss, the caster is attempting to forcibly eject a powerful Mythos god from the Earth who does not want to go. There is no "catch-all" Dismiss spell, and each god has its own specific one (for flavour details for each of the Call/Dismiss spells mentioned in this book, see the relevant *Savage Worlds* description below).

For each 5 POW possessed by the deity (see Table 6 for some sample values), 1 Magic Point must be sacrificed to gain a 5% chance of dismissal, giving a base percentage chance. This Magic Point sacrifice is only the first step, though: to improve the chance of dismissal even further, each additional Magic Point sacrificed by those involved adds another 5% to the base chance.

Although the Call portion of one of these spells has very specific requirements, the Dismiss element does not and, as such, can be cast anywhere and at any time provided the Magic Point requirements are met by the caster and anyone assisting him. There is no Sanity cost for casting a Dismiss spell.

Call/Dismiss spells can be found in the *Call of Cthulhu*, *Sixth Edition* rulebook for Arwassa (p.222), Cthugha (p.222), and Ithaqua (pp.222-223).

Table 6:
Sample Mythos Deity
POW Values

Deity	POW Value
Abhoth	50
Arwassa	35
Atlach-Nacha	30
Boaht Z'uqqa-Mogg	30
Byatis	30
Chaugnar Faugn	35
The Cloud-Thing	15
Cthulhu	45
Cthylla	40
Cyaegha	35
Father Dagon/Mother Hydra	30
Father-of-All-Sharks	25
Ghatanotha	35
Gol-Goroth	30
The Green God	35
Groth-Golka	25
Han	40
Ithaqua	35
The Living Flame of the Deepest Black	20
Mh'ithrha	80
Shudde M'ell	35
The Star Mother	35
Tsathoggua	35
Yegg-ha	25
Y'gononac	30

Casting Modifier: -10

Range: special

Duration: special

Cost: Terror (-1), plus 2 points of Sanity

Sav

There are a variety of deities who can be summoned using variations of this spell. The gods covered in this book are listed below, along with any special conditions required.

ABHOTH

This spell awakens the sleeping deity of foulness and starts the Great Feast. The caster must be standing within a number of miles equal to their Spirit die to the slumbering god to cast the spell.

ARWASSA

This spell must be cast on the first night of a new moon. Arwassa must be fed at least 10 living creatures the size of large dogs or bigger, and one of these sacrifices must include at least one human being. If this sacrifice is not provided, the god will go on a rampage until its appetite has been sated.

ATLACH-NACHA

This spell can only be cast in the deepest depths of the earth, and requires a willing human sacrifice. The victim is injected with spider eggs which quickly hatch and consume their host, soon growing to the size of a child of Atlach-Nacha (p.24). The god appears by tearing a crevice in the cave floor, causing localised geological instability.

BAOHT Z'UQQA-MOGG

This spell must be cast in an airless chamber which stinks of ammonia and requires the willing sacrifice of one or more victims of a terminal disease. These sacrifices must be ritually drowned in effluent.

CHAUGNAR FAUGN

This spell must be cast before one of the god's disturbing effigies, and involves one or more human sacrifices. If successful, Chaugnar Faugn possesses and animates the statue.

THE CLOUD-THING

This strange deity is attracted by the choked screams of those smothered to summon it. This spell must be cast outside under the night sky, and 1lb (450g) of the purple crystalline deposits it leaves in its wake must be burnt. The god forms in the foul noxious fumes given off by the flames.

CTHULHU

This spell has been attempted many, many times, but can only succeed when the stars are right, which only happens a few times every millennium. This spell must be cast on a body of water which contains fathomless depth (such as the Pacific, or one of the Great Lakes), and must include at least a dozen human sacrifices. If successful, Ry'leh rises from the depths and Cthulhu awakens from his slumber.

CTHYLLA

This spell must be cast on an ocean out of sight of any land, and involves human sacrifices who are bound in rope or vines and thrown into the sea. If the spell is successful, the bindings are transformed into the tentacles of Cthylla, and she draws her hapless victims into her maw.

FATHER DAGON/MOTHER HYDRA

The casting of this spell is much like the casting of Call/Dismiss Cthulhu, however it can be cast successfully at any time, and has a much greater chance of success. The titanic deep ones rise from the depths and consume the offered sacrifices.

FATHER-OF-ALL-SHARKS

This spell must be cast in open salt water, out of sight of land. Sacrifices to the god are carved ritualistically with a coral dagger and cast into the sea. Their blood attracts the Father-of-All-Sharks, who rises up from the depths in a feeding frenzy.

GOL-GOROTH

The spell to summon this god can only be cast at night, and only in mountainous regions. The caster must be naked to cast the spell, and faces the very real risk of suffering from frost bite and exposure. A sacrifice must be thrown from the highest point of the summoning area and, if the spell is successful, Gol-Goroth plucks the screaming victim from the air as its first action upon arriving on the Earth.

THE GREEN GOD

To summon this god several tons of produce are required—preferably the best the area provides. The casting of the spell corrupts and rots the foodstuffs and from this festering pile of detritus arises the shambling form of the god.

GROTH-GOLKA

This spell can only be cast under the light of a full moon, and requires seven sacrifices, one representing each of the ages of man. These sacrifices must have been killed at least three days before and left exposed to the elements since their death; the smell of this carrion attracts the terrible god.

HAN

This spell must be cast on the winter solstice, at which time a three-night ceremony must be held that includes a total of 64 human sacrifices. One male of age 20 or less who has the gift of prophecy must have his eyes removed with a copper sacrificial dagger. It is unnecessary to kill this particular victim; it pleases Han to allow him to live, and it will often grant the blinded man uncanny oracular abilities.

THE LIVING FLAME OF DEEPEST BLACK

This deity can only be summoned by a group of twelve summoners who must chant for 19 hours without rest in a pitch dark room above a specially inscribed item called the Disk of Aiglos. If cast successfully, the casters can direct the Living Flame to appear within three miles of them, where it starts feeding.

MH'ITHRHA

This spell can only be cast in a place of worship which has not been used for at least two hundred years. The casting



involves nearly an hour of complex ritual, and it cannot be guaranteed that the god will not consume the casters once he arrives.

SHUDDE M'ELL

Summoning Shudde M'ell must be done below ground in a naturally formed cavern. Sacrificing a sentient being (who must be crushed to death beneath a great weight) almost guarantees success, but the spell can be attempted without the sacrifice.

STAR MOTHER

Summoning the Star Mother is deceptively simple; the casters must chant a ritual for several minutes which ends with them all shedding blood into the sea from a self-inflicted cut. If the spell is successful, the rotting hull the god inhabits surfaces with an almighty groan of timber and immense pain.

TSATHOGGUA

The ritual to summon Tsathoggua must be held at the opening of a cavern which leads into the bowels of the

earth. A large fire must also be built upon which are burnt votive offerings, the smell of which are used to attract the god's attention.

YEGG-HA

All that is needed to summon this foul being is some small remnant of the creature (preserved from an earlier summoning) and the knowledge of the short summoning ritual.

Y'GOLONAC

This twisted, insane god can be summoned from its prison by just uttering its name. However this method is haphazard and rarely works. A surer way is the chanting of a complicated ritual, during which a sacrifice's hands are cut and mutilated. The ritual climaxes with the swift decapitation of the sacrifice and, if successful, the god possesses and transforms the corpse into his vessel.

Command Animal (Spider)

Cth

See *Call of Cthulhu, Sixth Edition*, p.225.

Sav

Casting Modifier: +0

Range: Smarts

Duration: 1 command

Cost: Horror (+1)

Using the Command Animal spell causes a specific creature (or swarm, if appropriate) to obey a simple command that the creature in question can instinctively understand. If the request requires knowledge that an animal simply could not have, or involves an activity beyond the creature's capability, then the animal will simply leave without attempting to complete the task.

Compel Deity

Cth

Compel Deity is a modification of the Dismiss spell for that particular god and follows the same casting restrictions. As with the Dismiss spell, this can be attempted at any time whether or not the caster originally summoned the god deity in question. It is an extremely dangerous spell to attempt, as the gods of the Mythos tend to have very long memories indeed...

Sav

Casting Modifier: -10

Range: special

Duration: special

Cost: Terror (-1), plus 2 points of Sanity

A Compel Deity spell operates much like Call/Dismiss spell, however the god is forced to take actions it may not wish to do, and may lash out at its casters during or after the spells task. Compel Deity is a suicidal spell to attempt.

CTHUGHA

Compelling Cthugha is done by summoning several fire vampires and using them to create a massive conflagration. The heat and the suffering draw the god to this plane (or location, if it is already present on Earth). Often the casters are in the centre of this enormous, out of control firestorm, and few survive the casting.

CYAEGHA

Cyaegha must be summoned by at least a score of willing casters, all of whom are willing to be consumed by the god. The casting of the spell climaxes after at least fifteen minutes of chanting. If successful, each caster's hair is drawn up into a tentacle which connects the caster to the god.

GHATANOTHOA

This spell must be cast on the lip of an extinct volcano, and several sacrifices must be burnt alive in offering. If the god answers the call his appearance is accompanied by the sudden eruption of the dormant volcano, with all the danger and destruction this brings.

SHUDDE M'ELL

The caster must be in possession of a chthonian egg, and take it underground. Holding the egg to ransom forces Shudde M'ell to contact the caster and do his bidding. Be warned though, the god never forgets or forgives the caster.

Holding the egg to ransom forces
Shudde M'ell to contact the caster
and do his bidding.

Contact Star Spawn

Cth

See *Call of Cthulhu, Sixth Edition*, p.228.

Casting Modifier: see below.

Range: see below.

Duration: see below.

Cost: Horror (+1) plus the Cost of seeing the creature [Terror (-2)].

This spell should be cast next to the ocean, close to a deep one outpost, or near a spot where star spawn are known (or suspected) to slumber. Understandably, this spell works best along the Massachusetts coast, in Polynesia, and above R'lyeh.

As with other Contact Creature spells it succeeds automatically unless there are none of the creature in the immediate vicinity.

Contact Deity

Cth

As discussed on p.227 of the *Call of Cthulhu*, *Sixth Edition* rulebook, Contact Deity spells are those rituals reserved for the mightiest of individuals, be they sorcerers or the god's own high priests. The type of Mythos deity contactable by such spells includes Great Old Ones, Outer Gods, and Elder Gods.

To cast such a spell, the caster must sacrifice 1 POW (which also affects derived attributes, such as Luck) and lose 1D6 Sanity points. Use half the new Luck score as the percentage chance of successfully contacting the named god. Each attempt after the first continues to reduce POW and Luck, but now the full Luck roll is used to determine the percentage chance of success.

If the Luck roll succeeds, the god (or its avatar) will contact the caster at a time of its own choosing, but usually within a few hours or days of the ritual. The god is not overtly hostile unless the caster has nothing it wants or attempts to force the deity's hand in an unequal bargain, for example. At that point, the creature is likely to exact a slow and horrific revenge on the caster for having dared to bother it.

There are Contact Deity spells for Chaugnar Faugn (p.226), Cthulhu (p.226), Tsathoggua (p.227), and Y'gol-onac (p.227) in the *Call of Cthulhu*, *Sixth Edition* rulebook. Use the *Savage Worlds* descriptions below for flavour when creating Contact spells for other deities.

Sav

Casting Modifier: -6

Range: special

Duration: special

Cost: Horror (+0), plus 1 point of Sanity

This spell opens up a channel of communication with the god, but does not summon it/him/her. Many of the gods covered in this book are listed below, along with any special conditions required.

ABHOTH

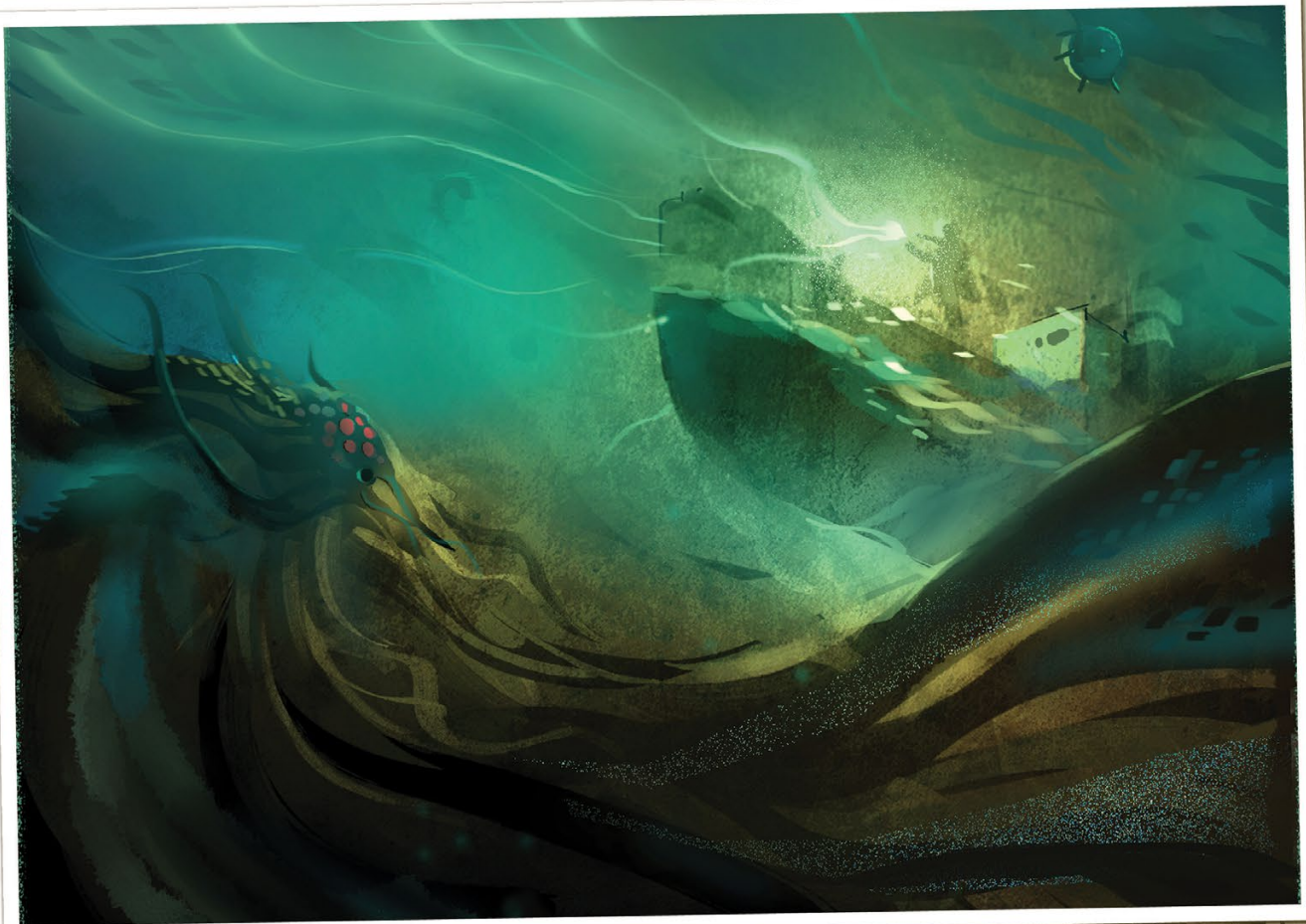
The caster must stand up to their waist in the foulest of foul materials to create this spell. There is a real danger of infection and fever after the spell has been cast.

BYATIS

The caster must sleep in a doorless building for a week before casting this spell. If successful, Byatis is contacted in the caster's dreams.

CHAUGNAR FAUGN

The caster sleeps within the shadow of one of the god's foul statues after casting this spell. If successful, Chaugnar Faugn visits the caster in his dreams.



CYAEGBA

This spell is only cast by the inhuman nagaee, and its details are a mystery. What is known is that the voice of the god issues from the mouth of the caster, as if the creature were talking to itself. More often than not the casting of this spell ends in the destruction of nagaee, as it is consumed from the inside out.

THE GREEN GOD

Contacting the Green God calls for the caster to consume massive amounts of rotting or corrupted food. The god contacts the supplicant during the fever dreams and sickness that inevitably occurs after such a feast.

GROTH-GOLKA

This spell can only be cast in the presence of one of the god's awful icons. Doing so is *always* successful, and dooms the caster to a terrible life blighted by madness and oppression.

Create Self-Ward**Cth**

See *Call of Cthulhu, Sixth Edition*, p.230.

Sav

Casting Modifier: -6

Range: self

Duration: permanent (see below)

Cost: Terror (-2)

This is a rare and powerful enchantment which not only prevents the caster from physical damage, but also slows down the caster's aging to a crawl. The caster must collect all of his hair and nail clippings and place them in a small leather bag which is enchanted with this spell and then hung around his neck.

While wearing the bag, the caster will age only 1 year for every twenty that pass; he also takes only half damage from all physical attacks. If the bag is ever removed, then the age process will reverse in a matter of a few moments. The bag only works for the caster and the enchantment is destroyed with his death.

Curse of Chaugnar Faugn**Cth**

See *Call of Cthulhu, Sixth Edition*, p.231.

Sav

Casting Modifier: automatic success

Range: worldwide

Duration: entire night

Cost: Horror (+1)

This spell can only be cast by an avowed worshipper of Chaugnar Faugn. For the spell to be successful, the caster must possess a fragment of the target, such as a finger or

a chunk of flesh that has been hacked away by attackers (hair and nail clippings will not suffice). Each casting takes an hour of chanting and is automatically successful, if completed.

The target suffers horrible dreams of Chaugnar Faugn during the night; during the day, he suffers instead from a fugue-like state where he does nothing but try to reach a statue of the foul god where, should he reach one, he is devoured. These trances start off lasting for only one hour, but as the spell progresses they get longer and longer until eventually the target uses every conscious moment trying to find a statue of Chaugnar Faugn.

Each day the target must make a Spirit (-2) roll or suffer a fugue-state incident. Each incident is an hour longer than the one before it.

Enchant Disc**Cth**

To remake the Disk of Aiglos (p.77), fragments of the old, broken disc must be combined with 2.2lbs (1kg) of fresh stone, six Elder Signs cast in copper (one for each face of the disc), and at least 8 pints (4.5 litres) of blood from someone who has spent their entire life in arctic climes. Each caster involved must sacrifice 1 POW and loses 1D6 Sanity points. The ritual takes 24 hours to complete.

Sav

Casting Modifier: -2

Range: touch

Duration: permanent

Cost: Horror (+0)

This is the spell that creates the Disk of Aiglos (p.77). A new disc can be created from any fragments of the original disc, along with 2.2lbs (1kg) of stone and six Elder Signs cast in copper. The disk must then be immersed in the blood of someone who has lived their whole life in arctic climes. Once created, this enchanted disc can contain the god Cthugha, or any of its avatars or servants.

Extend**Cth**

See *Call of Cthulhu, Sixth Edition*, p.235.

Sav

Casting Modifier: -6

Range: self

Duration: permanent

Cost: Terror (-4) × 3

This spell grants immortality to the caster; he will not die from old age, but is still susceptible to injury. Casting the spell takes many weeks and essentially consumes the sanity of the caster, but those who have already given their souls to the gods of the Mythos consider it a fair trade.

Eyes of the Zombie

Cth

See *Call of Cthulhu, Sixth Edition*, p.236.

Sav

Casting Modifier: -4

Range: special

Duration: see below

Cost: Terror (-1)

This spell allows the caster to take control of a specially prepared zombie and act through it. Both the zombie's and the caster's eyes are removed, and the caster's eyes are placed in the zombie's empty sockets; the zombie's eyes are similarly placed in the caster's head. With a simple phrase, the caster can now take control of the zombie, viewing everything from its perspective.

Impeccable Throw

Cth

See *Call of Cthulhu, Sixth Edition*, pp.237-238.

Sav

Casting Modifier: Horror (+1)

Range: self

Duration: see below

Cost: Nausea, plus 2d4 damage on caster

For a number of rounds equal to half the caster's Spirit die, everything he throws will hit its target (as long as the target is within range). In combat this means that any attack is always a hit, but rolls can be made to see if the thrower gets a raise or hits a specific part of the target. If unsuccessful the attack is still considered a normal hit.

Imprison Mind

Cth

See *Call of Cthulhu, Sixth Edition*, p.238.

Sav

Casting Modifier: -6

Range: sight

Duration: see below

Cost: Horror (+0)

This spell imprisons a possessing spirit or mind within the body it currently inhabits. If the spell is successfully cast, then the possessing spirit must make a Spirit roll, using the number generated by the caster's Knowledge (Mythos) roll as a target number. If the spirit is successful, it flees the body, looking for a new suitable host. If it is unsuccessful, the spirit is trapped forever in the mind of its last host.

Mental Suggestion

Cth

See *Call of Cthulhu, Sixth Edition*, p.239.

Sav

Casting Modifier: -2

Range: sight

Duration: 1 round

Cost: Horror (-1)

The target must resist the result of the caster's Knowledge (Mythos) roll with an opposed Spirit test or follow the caster's suggestions exactly for 1 round; these instructions can include suicide or assault upon a comrade. The caster can cast the spell again repeatedly if he is able to do so.

Spectral Razor

Cth

See *Call of Cthulhu, Sixth Edition*, p.243.

Sav

Casting Modifier: -2

Range: Spirit

Duration: 3 rounds

Cost: Horror (+0)

This spell creates an invisible blade which can be used at range to slice up an opponent. It does Spirit +d4 damage and gains a +4 on attack rolls. Each casting of the spell only lasts for 3 combat rounds.

Steal Life

Cth

See *Call of Cthulhu, Sixth Edition*, p.243.

Sav

Casting Modifier:

Range: Smarts

Duration: see below

Cost: Terror (-1)

This cruel spell steals the very life essence from its targets and bestows it upon the caster, making him visibly younger. The caster must first successfully cast the spell, and the target uses the result of this roll as a target number for a Spirit test. Each success and raise the caster has (based on the target's roll) drains either Strength, Agility, or Vigor by one die step; this cannot go below d4. Each dice reduction adds five years to the target's apparent age and reduces the caster's apparent age by five years.

I KNOW SOME QUARTERBACKS WHO COULD DO WITH
AN IMPECCABLE THROW OR TWO THIS SEASON.

-SGT. CARTER

Summon/Bind Creature

Cth

As discussed on p.245 of the *Call of Cthulhu, Sixth Edition* rulebook, Summon/Bind spells are usually directed against the servitor races, although there are exceptions that target “independent” creatures.

As with Call/Dismiss Deity spells, each one is specific and the correct spell must be known in order to summon and direct a particular type of creature. The general underlying features of the spells follow a similar format, but there are unique conditions that determine exactly what is summoned.

The sacrifice of 1 Magic Point gives a 10% chance to successfully cast the Summon/Bind spell; the caster can spend as many Magic Points as they deem necessary to improve their chances. Each Magic Point sacrificed also determines how long the casting ritual takes (5 minutes for each point), regardless of whether the spell succeeds or not, the caster loses 1D3 Sanity points.

A successful casting roll means that 1 creature of the specified type will appear 2D10 minutes after the ritual is completed; the caster may incur a further Sanity loss at this point. The Keeper can assume that the creature is bound from the moment of its arrival, or may decide to ask for a Magic Point versus Magic Point roll on the Resistance Table (p.55, *Call of Cthulhu, Sixth Edition* rulebook).

The bound creature is only obliged to complete one task for its summoner, after which it is free to return home (wherever that may be). The tasks must be clearly defined and

carefully worded so that the creature can understand what is expected of it (and cannot wilfully misinterpret it).

Summon/Bind creature spells exist for a variety of creatures, including Brothers of Chaugnar Faugn (*COC6*, p.244) and Thrall of Chaugnar Faugn (*COC6*, p.246; although this spell is a conversion spell rather than a true Summon/Bind). Use the *Savage Worlds* descriptions below for flavour when creating other relevant Summon/Bind spells.

Sav

Casting Modifier: -4
Range: Smarts
Duration: permanent
Cost: varies

BROTHER OF CHAUGNAR FAUGN

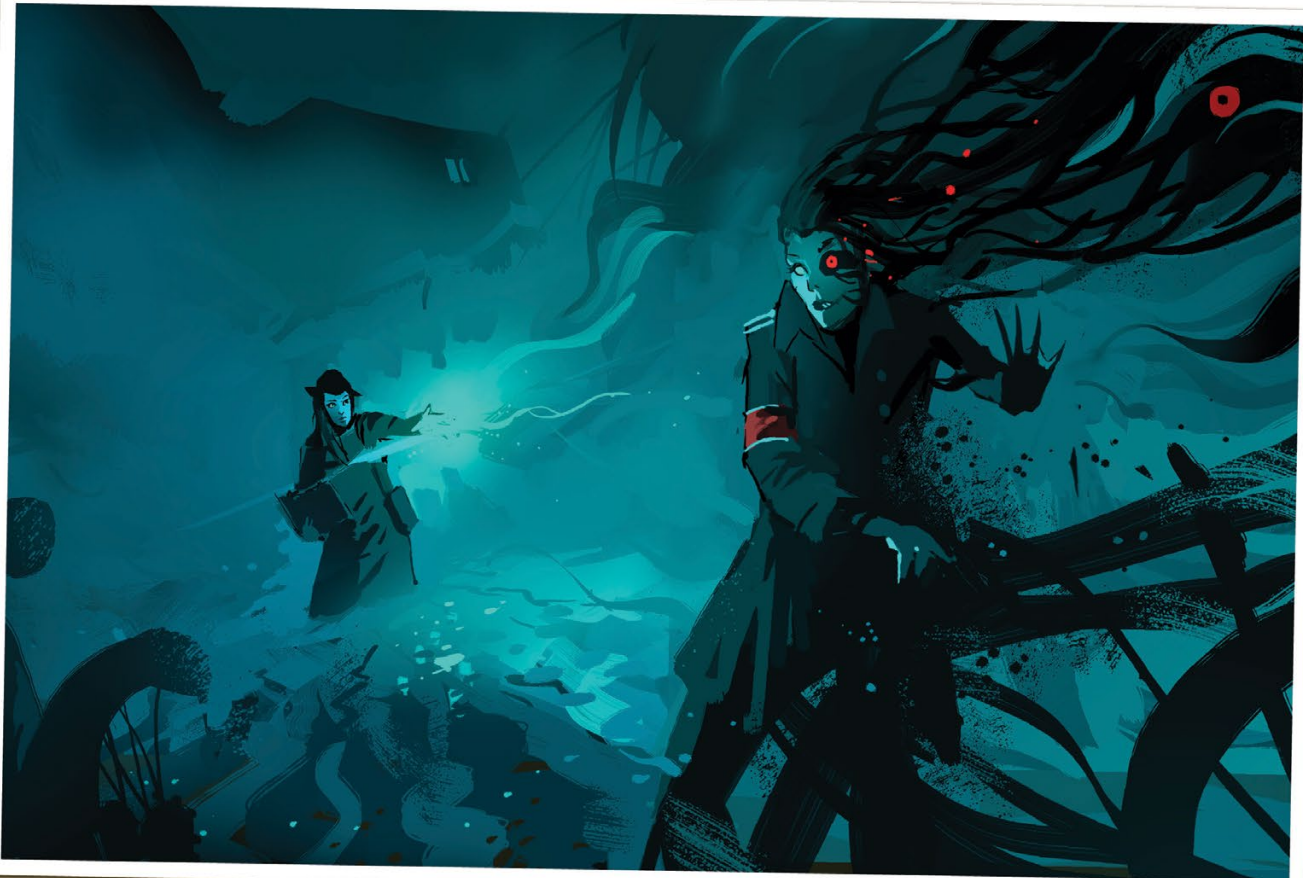
Cost: Horror (+1), plus the cost of seeing the creature [Horror (-1)]

This spell awakens a diminutive, vampiric version of the elephantine god from one of the many vaults beneath the earth.

THRALL OF CHAUGNAR FAUGN

Cost: drives the caster insane.

This spell is misnamed as it does not summon a thrall of Chaugnar Faugn, but metamorphoses a willing worshipper into the misshapen bestial servant of the god.



SHOGGOTH

Cost: Horror (+1), plus the cost of seeing the creature [Terror (-2)]

This spell requires the use of an enchanted whistle, and opens a brief portal to the icy Antarctic, through which the shoggoth seeps and crawls.

Unmask Demon

Cth

See *Call of Cthulhu, Sixth Edition*, p.246.

Casting Modifier: -2

Sav

Range: Smarts

Duration: permanent

Cost: none (see below)

This spell tears through any magical disguise, revealing the creature below. When cast successfully, the result of the Knowledge (Mythos) test is used as a target number for the target's Spirit test. If this is unsuccessful, then the magical disguise is destroyed, and must be recreated again.

Although there is no cost for this spell, revealing the creature below the disguise may be extremely damaging to a viewer's sanity.

Wave of Oblivion

Cth

See *Call of Cthulhu, Sixth Edition*, p.247.

Casting Modifier: -10

Sav

Range: special

Duration: special

Cost: Terror (-1)

This spell causes a powerful ocean wave to smash down at the caster's direction. The caster must be in or on the water himself. Sufficient quantities of salt water must be present to create the wave, and the caster must be able to see the target. The wave volume is 3,000 cubic feet (85 cubic metres), enough to swamp or capsize a small sloop; many spells cast together are capable of swamping a large ship. Needless to say, people swallowed up by such waves vanish forever below the surface.



This magic nalarkey's not quite as simple as waving a magic wand or wishing upon a star, is it?

—Capt. Harris

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Peggy,
Remember to get the memo out to all operatives: if they happen
across any of these beasts in the field, we need a full report back so
we can keep this manual up to snuff. No point training anyone in tactics
that don't work, now is there?

- A. T.

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