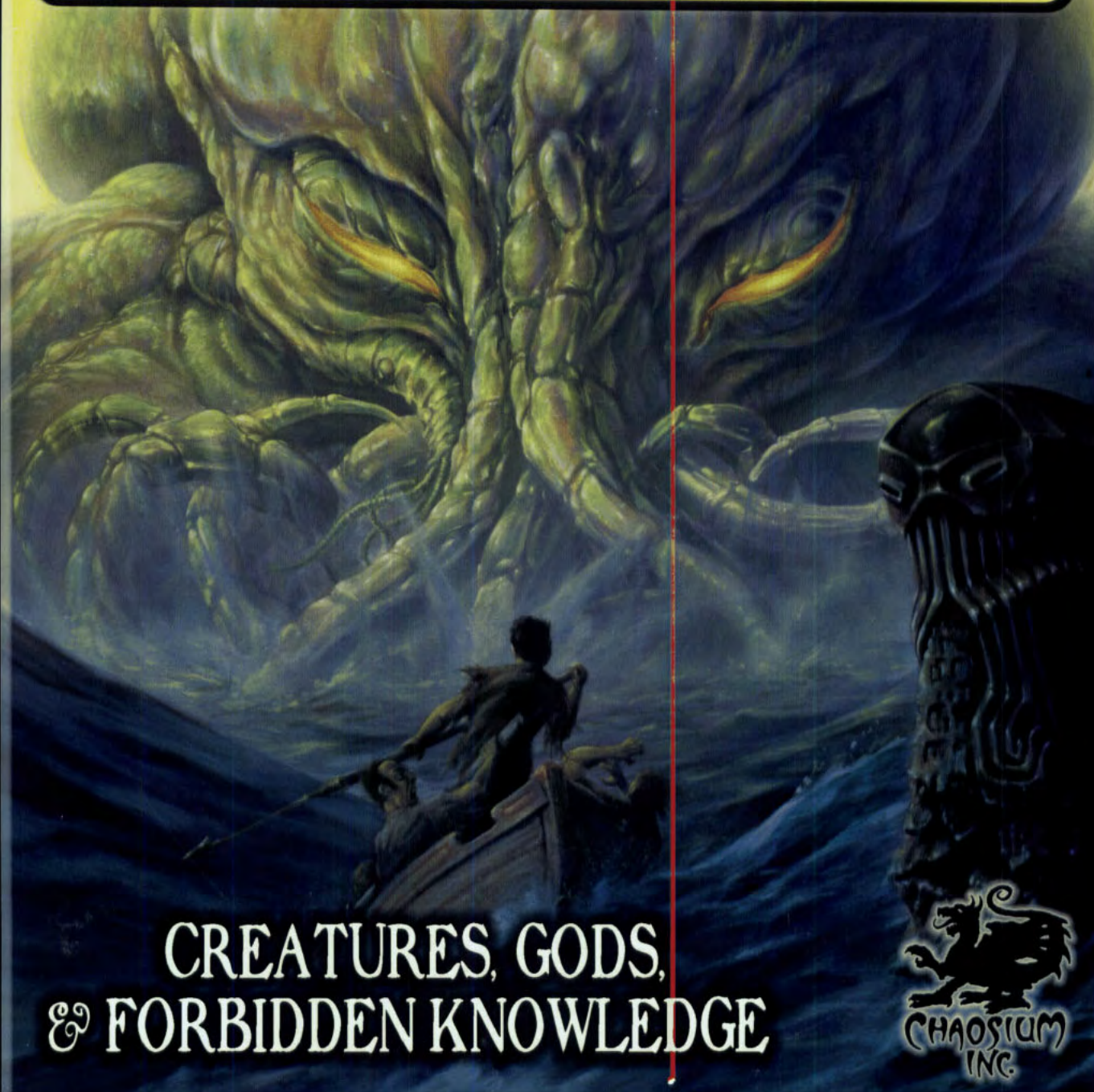


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CREATURES, GODS,
& FORBIDDEN KNOWLEDGE

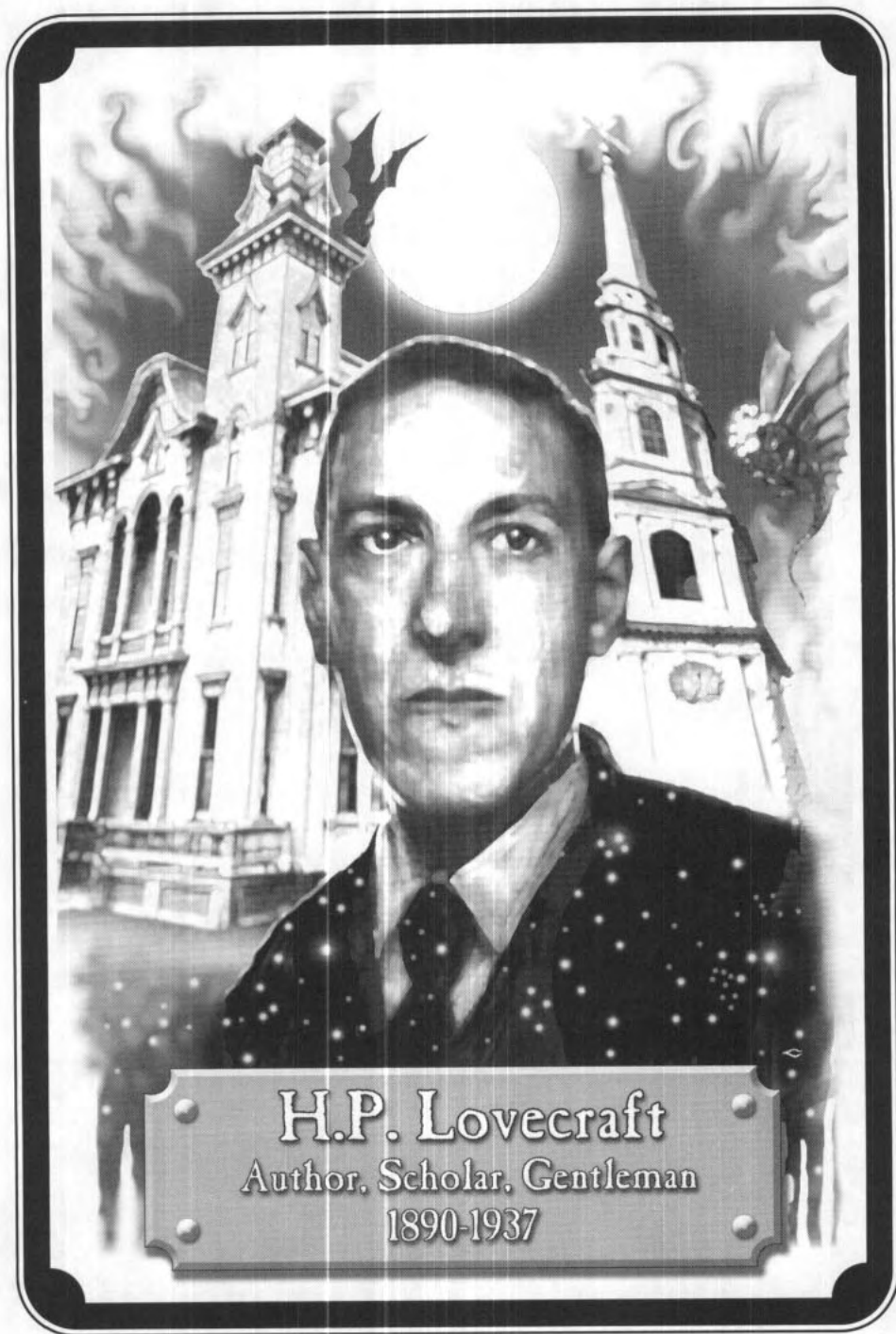


MALLEUS

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*Creatures, Gods
& Forbidden Knowledge*



H.P. Lovecraft

Author, Scholar, Gentleman

1890-1937

MALLEUS MONSTRORUM

Creatures, Gods & Forbidden Knowledge

—EXPANDED ENGLISH EDITION IN 380 ENTRIES—

by

Scott David Aniolowski

with

Sandy Petersen & Lynn Willis

Additional Material by:

David Conyers, Keith Herber, Kevin Ross, Chad J. Bowser, Shannon Appel, Christian von Aster, Joachim A. Hagen, Florian Hardt, Frank Heller, Peter Schott, Steffen Schuütte, Michael Siefner, Jan Cristof Steines, Holger Göttmann, Wolfgang Schiemichen, Ingo Ahrens, *and friends.*

For fuller Author credits see pages 4 and 288.

Project & Layout: Charlie Krank

Cover Painting: Lee Gibbons *Illustrated by:* Pascal D. Bohr, Konstantyn Debus, Nils Eckhardt, Thomas Ertmer, Kostja Kleye, Jan Kluczewitz, Christian Küttler, Klaas Neumann, Patrick Strietzel, Jens Weber, Maria Luisa Witte, Lydia Ortiz, Paul Carrick. *Art direction and visual concept:* Konstantyn Debus (www.yllustration.com) *Participants in the German Edition:* Frank Heller, Konstantyn Debus, Peter Schott, Thomas M. Webhofer, Ingo Ahrens, Jens Kaufmann, Holger Göttmann, Christina Wessel, Maik Krüger, Holger Rinke, Andreas Finkernagel, 15brötchenmann

Find more information at www.pegasus.de

German to English Translation: Bill Walsh

Layout Assistance: Alan Peña, Lydia Ortiz

Chaosium is: Lynn Willis, Charlie Krank, Dustin Wright, Fergie, and a few odd critters.

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Scott David Aniolowski: the children of Abthoth, Aforgomon, aihais, alligators, the Ancient Ones, Aphoom Zhah, bears (grizzly & polar), Baoht Z'uqqa-Mogg (*Grimrock Isle* from Triad Entertainments), Black Man, broodlings of Eihort, (and Lynn Willis) the greater brothers of Chaugnar Faugn, cold ones, the guardians of the crystallizers of dreams, Cthylla, Cxaxukluth, Cynothoglys, the Dark Demon, Death-Walker, Dweller in Darkness, the dwellers in the depths, the Faceless God, Fthagghua, the Feaster from Afar, fishers from outside, the fosterlings of the Old Ones, Ghizguth, the ghost-beings of Ib, Ghroth, Gnophkehs, Goatswood gnomes, Gog-Hoor, golems, (and Stéphane Gesbert in *Cthulhu Dark Ages*) gof'nn hupadgh, the Great God Pan, the Green God, the children of the Green God, Groth-golka, Han, the spawn of Hastur, Horned Man, the horses of the invisible are inspired by and based upon the description and statistics created by A.J. Bradbury ("The Horse of the Invisible," in *White Dwarf*), Hydra, hyenas, the Hyperboreans, Hziulquoigmnzah, Iod, Jack O'Lantern, Juk-Shabb (*Sacraments of Evil*), Kassogtha, the Keeper of the Moon-Lens, killer whales, K'n-yan people, Kopopelli, Kr'nk, Kruschtya Equation, Kthanid, lake monsters, Lesser Elder Gods, the inhabitants of L'gy'hx, (and Stéphane Gesbert in *Cthulhu Dark Ages*) Lilith, Lloigor, Lrogg, Madam Yi, man-eating plants, MANA-YOOD-SUSHAI & Skarl, Martense Kin,

M'bwa, megalodon, the Million Favoured Ones, the mind parasites, the miri nigri, M'nagalah, Mordiggian, moose, M'Tlblys, the nieth-korghai, Nug & Yeb, octopus, Ossadagowah, Othuum, the minions of Othuum, Othuyeg, Othuyeg spawn, (and Kevin A. Ross) Our Ladies of Sorrow, Pharol, piranha, Q'yth-az, the God of the Red Flux, Rhan-Tegoth (*At Your Door*), Rlim Shaikorth, Saaitii, sasquatch, scorpions, Set, the denizens of S'glhuo, shaggai, sharks, the shoggoth lords (based on Lynn Willis' Mr. Shiny), Shugoran, snapping turtles, Snow-Thing, spawn of the winds, swine folk, Tawil at'Umr, Thoth, the Tick Tock Man, the tree-men of M'bwa, Tru'nembra, typhonian beasts, Ubb, Ubbo-Sathla, the brood of Ubbo-Sathla, Ut'ulls-Hr'ehr, the voormis, the voors, Vorvadoss, Vulthoom, the Wailing Writher (*Escape from Innsmouth*), the wendigo, Wicker Man, X-2634, Xada-Hgla, the denizens of Yaddith, Yad-Thaddag, Ycnágnnisssz, Yegg-ha, the inhabitants of Yekub (*Sacraments of Evil*), the children of Y'golonac, Yig children, zarr, Zathog, Zoth Syra, Zstyl-zhemgni, and the zy'tl q'ae.

Sandy Petersen: Azathoth, Bast, byakhee, chthonians, Cthugha, Cthulhu, Dagon & Hydra, dark young of Shub-Niggurath, Daoloth, deep ones, dholes, dimensional shamblers, elder things, fire vampires, flying polyps, the formless spawn of Tsathoggua, ghasts, ghouls, Glaaki, the servants of Glaaki, gnoph-keh, Great Race of Yith, gugs, Hagarg Ryonis, Hastur,

... continued on page 288

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Address questions and comments about this book to:

Chaosium Inc., 22568 Mission Boulevard #423, Hayward CA 94541-5117.

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Take Care. You Can Not Unlearn
Such Knowledge.



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Dedication

I'd like to dedicate this tome to the people who were a part of my fifteen-year Call of Cthulhu group/campaign. Over the years players came and went, and we had many strange adventures together (some of which ended up in print). My scenarios weren't always as successful as I'd wanted, but a few did genuinely scare some people, and those are moments I shall treasure forever! The major players in my Call of Cthulhu gaming group to whom I owe so much to are: Amy Adkins, Steve Aniolowski, Karen Beningo, Tim Bush, Will Ehgoetz, Clif Ganyard, Paula Ganyard, Paula Garlock, Greg Gerstung, Brian Hutchens, Nathan Hutchings, Bill Koonz, Mike Lesner, Lisa Leverock, Dan Long, Scott Mawhiney, Mike Szymanski, Rob Watkins, and Greg Zuba. It was many years and many people, and I'm sure I've forgotten some names: to those fine folks I sincerely apologize.

Foreword



In assembling this book, I scoured every professionally-published *Call of Cthulhu* book and scenario looking for new monsters and deities. I also read through many obscure Mythos stories and books in search of the same. Presented herein, then, is the most comprehensive collection of gods & monsters assembled for *Call of Cthulhu* to date. Included are all of the creatures from the rulebook, most from *The Creature Companion* (previously published as *Ye Booke of Monstres I* & *Ye Booke of Monstres II*), many newly collected from scenarios, a sampling from the *Complete Dreamlands* and *Secrets of Japan*, and many brand new to this volume.

The entries for many of the creatures and deities have been tweaked, edited, updated, or corrected ever so slightly. Most of these changes or additions are so subtle that they will not be noticed, and none affect or contradict the being's appearance or use in earlier scenarios. A few of the creatures have been significantly expanded. The mi-go, sand-dwellers, nieth-korghai, wendigo, and Tcho-Tcho people are among those that received the most attention.

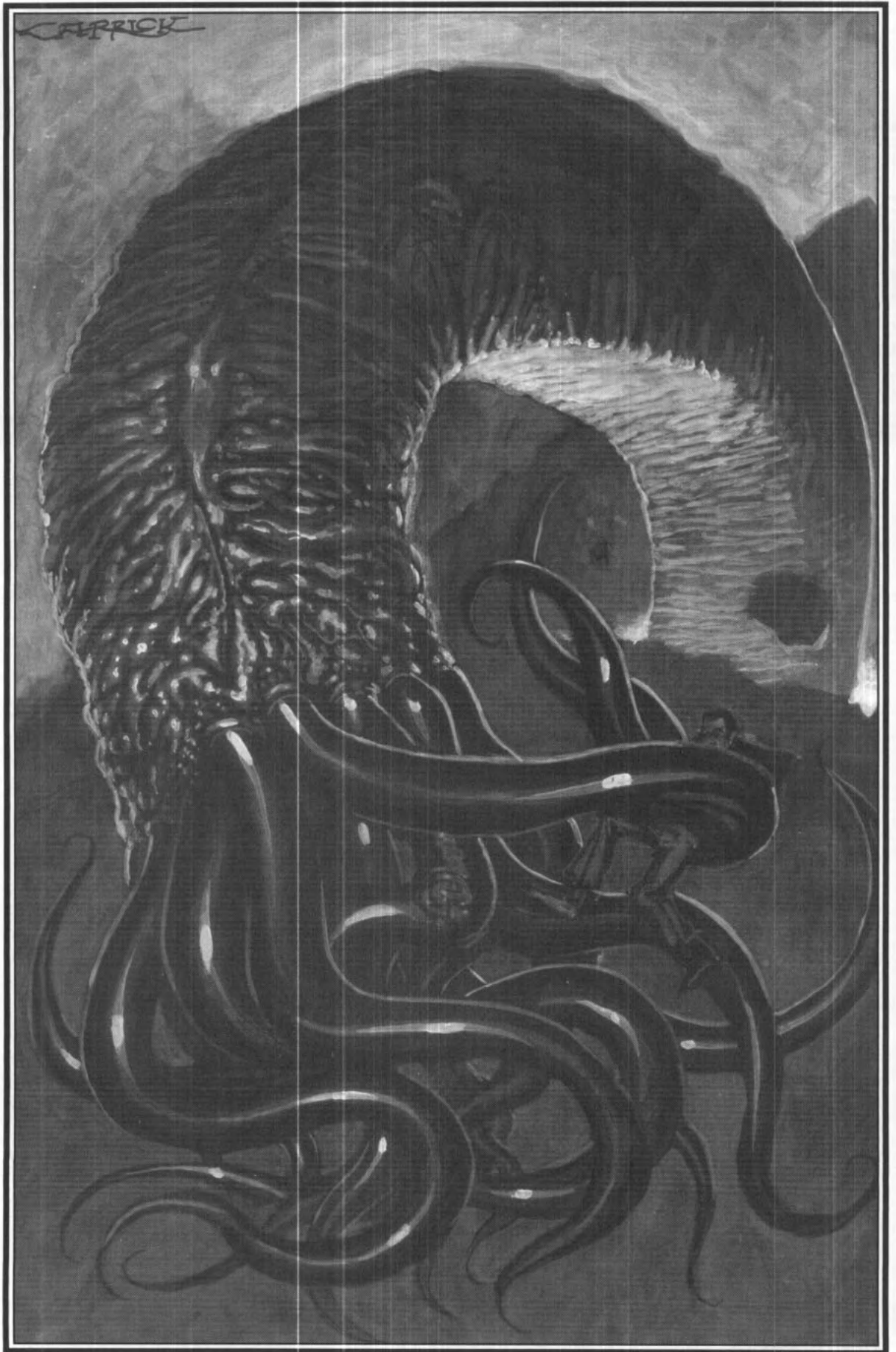
Novice keepers and those new to Lovecraft or the Cthulhu Mythos may be overwhelmed by the sheer volume of entities. Even hardened and experienced keepers and Mythos fans may find a surprise or two. A few creatures not specifically Cthulhu Mythos have been embraced and included for fun and because of their "Lovecraftian" nature. After all, the Mythos is very subjective, and each reader/keeper will have his or her own idea of what is or what isn't a part of the ever-expanding artificial mythology we collectively refer to as the Cthulhu Mythos. Use, ignore, or change entries as fits your own campaigns and ideas.

This project has been a labor of love, and I hope every reader—even experienced keepers and long-

time Mythos fans—finds something new and exciting within these pages. I could never have hoped to have written and assembled all of these entries myself, and a full and detailed list of credits and copyrights appears elsewhere within this book. Thanks to Lynn Willis, who was of infinite help in supplying me needed manuscript pages and who suggested the project in the first place. Frank Heller and Pegasus Spiel are to thank for the neat title, and their beautiful German edition of my *Creature Companion* that was the inspiration for this volume (and the great title we shamelessly stole!), and Bill Walsh is to thank for translating original German text into English (I'm just sorry there wasn't room for more of it). Thanks to David Conyers for supplying many of the new entries. Thank you to everyone who participated in Chaosium's Halloween Malleus Monstrorum Contest and especially our three winners: second runner-up Robert Horowitz for his dust-men, first runner-up Bruce L. Priddy for his Father-Of-All-Sharks, and grand prize winner Chad J. Bowser for his pallid dancers. I must mention Daniel Harms' *Encyclopedia Cthulhiana* as it was of indispensable help, as was Brian Sammons' "The Keeper's List of Lists" from the *Keeper's Companion* 2. Finally, I heartily thank all of those fine authors—game and fiction alike—for their monstrous creations and additions to the Cthulhu Mythos.

I hope everyone enjoys my horde of horrors. Perhaps the stars are finally right!

Unpleasant Dreams,
Scott David Aniolowski
Lockport, NY
Halloween, 2004



Introduction

Entries are made alphabetically, usually by key word or phrase: thus you'll find the hounds of Tindalos entered under T, as *Tindalos, Hounds of*. The exact forms for entities occur in the deities and monsters boxes, at the start of each section. There the entries are also classified according to one possible Mythos hierarchy.

The listing of a servitor species for a single deity does not preclude independent use or the choice of another entity.

** For the sake of convenience, the term "deity" is used throughout this introduction to refer to Outer Gods, Great Old Ones, Elder Gods, Great Ones, and Avatars.*

Creature Classifications

Creatures of the Mythos are classified in one of four categories: Fabulous Creatures, Independent Races, Servitor Races, and Unique Entities. Not all of these classifications are used in this book.

Fabulous Creatures

Fabulous creatures are enchanted or mystical beings drawn from legends and lore. Although they can be dangerous, as often fabulous creatures inspire awe and wonder in those who see them. Fabulous creatures are generally connected to the Cthulhu Mythos in no other way than through their existence in the Dreamlands, where they are almost exclusively found. Fabulous Creatures may be manipulated by the various races, beings, and gods of the Cthulhu Mythos, but they seldom worship them. Goblins and basilisks are Fabulous Creatures. No Fabulous Creatures are described in this book; see *H.P. Lovecraft's Dreamlands* for many Fabulous Creatures.

Independent Races

Certain species are servitors to no particular deity, although individuals may certainly worship, cooperate, or co-conspire with such beings. Certain species neither desire nor instigate any interaction with other races of the Mythos, while others may actively associate with or war against other species or even deities. The mi-go and ghouls are examples of independent races.

Servitor Races

Specific species are often associated with particular Great Old Ones, Great Ones, Outer Gods, Avatars, or Elder Gods. These are servitor species. Frequently a deity manifests accompanied by several such servitors. In scenarios and stories these representatives have acted as guards, abductors, assassins, messengers, spies, and delivery boys, frightening investigators and bulking out confrontations. The dark young of Shub-Niggurath and spectral hunters are among the servitor races.



CELTIC ORNAMENT
in the Codex Aureus, Episcopal Library of Litchfield.

Unique Entities

Certain individuals defy classification. Some are distinctive members of a certain race—either particularly interesting or powerful. These creatures are often the leaders of their race and, although not actually deities, receive worship. Zoth Syra and Father Dagon and

Mother Hydra fall into this category, and are listed in the Deities of the Cthulhu Mythos section. Others are members of no race (or are powerful members but not leaders of any race), nor are they deities. Mr. Shiny and M'bwa are among these beings, and they are listed in the Creatures of the Cthulhu Mythos section. All these beings, for lack of any better classification, are designated as Unique Entities.

Unique Entities run the entire gamut of possibility, but are often powerful, unusual beings that have the god-like ability of being dispelled upon reduction to zero hit points or less, rather than death. Often mere damage cannot destroy a Unique Entity. Certain Unique Entities may, over time, evolve into Great Old Ones. Ubb and Fthagguia might be among those beings destined for godhood.

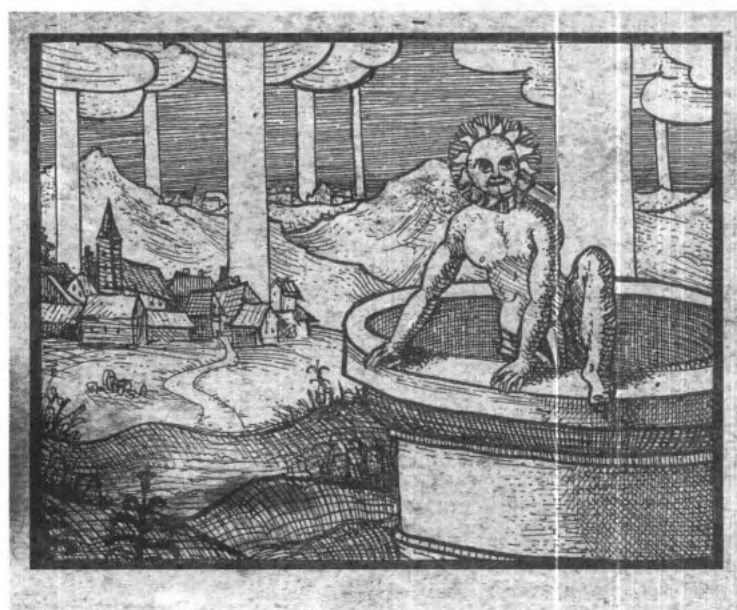
a following. Bast and Vorvadoss are both Elder Gods, while Nodens is the most famous.

Great Old One

The Great Old Ones are not omnipotent, but nonetheless are godlike and terrible in human eyes. Humans are likely to worship Great Old Ones, who are comparatively near at hand. Great Old Ones occasionally participate in human affairs or contact individual humans. The Great Old Ones appear to be immensely powerful alien beings with supernatural-seeming abilities, but not to be gods of the potency reported for the Outer Gods. Each Great Old One is independent. Many seem imprisoned in some way. Rhan-Tegoth and Shudde M'ell are Great Old Ones. Of course, mighty Cthulhu is the most famous Great Old One of all.

Great Ones

The Great Ones are the gods of Earth's Dreamlands. Do not confuse them with the Great Old Ones. The Great Ones are the weakest of all the deity types, and a wise mortal can surpass them in might. However, they are protected by the dread Outer Gods, so mortals properly revere and worship them. The Great Ones are fairly benevolent toward mankind and are so similar to humans that they can actually breed with them. All Great Ones resemble human beings and all share the same general racial aspect: a stern and terrible visage, with long narrow eyes, long-lobed ears, thin noses, and pointed chins. Great Ones walk through the air as easily as on the ground and they can travel between the dimensions at need, arriving swiftly at their chosen destinations. They may step into the waking world, as well, but their power and influence is much weaker there. A Great One slain (reduced to 0 hit points) in the waking world is banished back to the Dreamlands until specifically summoned to the waking world, or allowed to return there by Nyarlathotep. Nyarlathotep looks upon the Great Ones meddling in the waking world with much disdain, however, and those that are caught doing so often suffer the Crawling Chaos' wrath. The Outer God has even been known to actually destroy Great Ones who angered him with their curiosity of the world of waking men. Karakal and Lobon are two Great Ones.



PLATE

From *Les Prophéties* de M. Michel Nostradamus, *Macé Bonhomme*, Lyon, 1555

Deity Classifications

Deities of the Mythos are classified in one of five categories: Elder Gods, Great Old Ones, Great Ones, Outer Gods, and Avatars.

Elder Gods

The Elder Gods are a race of gods neutral to or possibly rivals of the Outer Gods. Though of vast and awesome power, the Elder Gods do not seem to be as dangerous to humanity as the Outer Gods. Like them, the Elder Gods have little contact with humanity. Few Elder Gods are mentioned by name, and there is a host of lesser, unnamed Elder Gods known as Lesser Elder Gods. With time and worship, these unnamed Lesser Elder Gods may one day become named and procure

Outer Gods

The Outer Gods rule the universe. All races and lesser deities of the Mythos acknowledge the Outer Gods, and many worship them. Except for Nyarlathotep, these gods have little to do with humanity. Humans who meddle with these entities suffer for it—usually by going mad or dying. The Outer Gods are portrayed as true gods, and some seem to personify some cosmic principle. Of those known, only a few Outer Gods affect human affairs. When they do, they often seek to

break through cosmic walls or dimensions in order to wreak new destruction. There are many lesser powerful or known Outer Gods known collectively as Lesser Other Gods. These are the things that dance mindlessly around Azathoth, and make up the Daemon Sultan's "court". Azathoth and Ubbo-Sathla are among the Outer Gods.

Avatars

Avatars are variant manifestations of an Outer God, Great Old One, Elder God, or Great One that possess the capacity for independent action. Avatars are usually less powerful than the gods they represent, although many are more horrible to witness. Avatars are usually limited to a specific size and form. Nyarlathotep is most well known for its avatars, of which 999 are claimed; at least one (the Black Man) is human-like in appearance. In this book, avatars are classified under the heading of the god they represent. The King in Yellow and the Queen in Red are avatars (of Hastur and Nyarlathotep, respectively).

Gods & Monsters of the Dreamlands

H.P. Lovecraft wrote about an entire world of fantasy and horror that could be visited only in dreams. This world—the Dreamlands—he populated with scores of fabulous beings and creatures, exotic peoples, and strange gods. Some of these creatures and many of the deities may also be encountered in the waking world, although they live in and are most likely found in the Dreamlands.

A few Great Old Ones dwell in the fantastic realms of the Dreamlands. Some of them may also be worshiped in the waking world. An entire class of Mythos deities—the Great Ones—dwell exclusively in the Dreamlands. They are the gods of Earth, and quite often the inspiration for figures from Earthly mythologies.

A small sampling of the most important or common inhabitants of the Dreamlands is included to get keepers started. Dozens more can be found

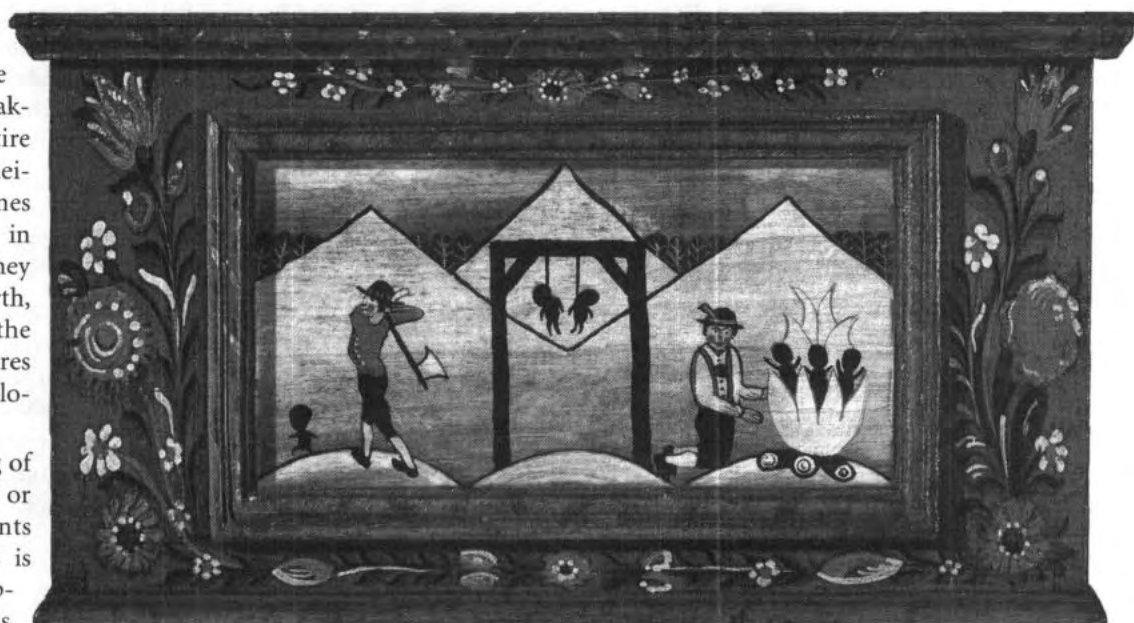
in *H.P. Lovecraft's Dreamlands*, and that book is recommended to keepers wishing to run extended campaigns in the Dreamlands.

Other Creatures & Animals

There are also a number of animals and non-Mythos monsters presented for the keeper's use. Those included are among the ones most likely to be encountered or the most common or popular. The listings for animals and non-Mythos horrors are identical to the other listings with a few exceptions: animals have no INT listed, nor do they cause Sanity losses. Their likely habitat is also indicated. The creatures from folklore and legend cause Sanity losses to see, although not usually as great a Sanity loss as the truly alien horrors of the Cthulhu Mythos. These monsters also have habitat listed.

Entry Format

Where possible, each entry starts with a descriptive quote from the story, poem, or scenario where the creature first appeared, or where it was best described. Some entries have atmospheric quotes instead of actual descriptive quotes of the creature. If much is known about the entity, there may be additional description. If discussing a deity (or a few unique entities), notice of any notable cult comes next. The rest of the notes consider peculiarities of habit or habitat. A deity may be discussed as it is only after it has been summoned or otherwise encountered. Subheads may break up lengthy



PEASANT ART
from the Allgäu region of southern Germany

and complex material. Entries end with information on specific attacks, when appropriate.

The relative length of entries has nothing to do with the importance of the entity or species within the Mythos, nor with the likelihood of encounter. Certain species may have remarkable properties which demand considerable space to summarize. Ghouls, for example, are among the most likely denizen of the Cthulhu Mythos to be encountered, yet their entry is much shorter than the one for the rare flying polyps—but, as described by Lovecraft, the flying polyps have remarkable properties demanding more space to summarize.

The Statistics

Mythos statistics include STR, CON, SIZ, INT, POW, and DEX. Only a few human-like races or entities have APP, EDU, or SAN, since those qualities in more alien creatures are not meaningful. The Tcho-Tcho are one of the few races with APP, EDU or SAN listings. Human avatars of beings like Nyarlathotep or Yidhra have APP listed, but not EDU or SAN, as these things do not apply to the deities of the Mythos. Unintelligent beings lack INT. Creatures composed of sound, color, fire, gas, snow, or other transient elements may lack STR and CON, their hit points determined by their POW or some other statistic. SIZ varies on some creatures, as they may expand and contract, or otherwise show no constant size. Finally, some creatures or entities are so alien or so enormous that certain statistics are listed as N/A or not applicable.

Single beings such as deities and unique entities are given precise statistics, but species are given a dice-roll range: when a specific monster is called for, the keeper should use those rolls as guides. Average scores for species are also given, and these can be transcribed when speed is necessary.

The keeper should not feel locked in to using the provided statistics for the gods and monsters, and should feel free to change them as needed. Perhaps a band of tougher ghouls is needed—increase the SIZ and CON of the standard ghouls. Perhaps a small or “baby” shoggoth is needed for some reason—use the minimum stats for shoggoths or reduce them. Or the keeper thinks Quachil Utaus’ INT and POW are too low—increase them (most statistics for Outer Gods and Great Old Ones are moot, anyway, as the best most investigators can hope for is escape if confronted by one of these mind-destroying horrors!).

Hit Points

Usually a monster must lose all hit points before death follows. This is figured by averaging SIZ and CON (in the case of unusual or special races, hit points may be figured differently, such as by POW). Bigger or healthier monsters have more hit points.

Though they have hit points, deities cannot be truly slain. When a deity is reduced to zero hit points or less, the thing is dispelled—forced back to whence it came. Mere physical damage will not destroy any Great Old One, Outer God, Elder God, Great One, or Avatar. They can return—sometimes of their own volition after regeneration, and sometimes only at special times, places, or through the use of specific rituals to summon them. Humans may be able to defeat or dispelled them, but the awesomely-powerful gods and god-like beings of the Mythos can return, so their defeat is temporary at best.

Move

If two or more numbers are separated by slashes, the trailing number is the monster’s Move in another medium (water, air, etc.), as listed next to the statistic. Some beings have no Move. These creatures are generally stationary, although they may lash out with tentacles or other limbs. Other entities move so fast or in such an alien manner that they have incalculable speeds.

Damage Bonus

For individuals, the damage bonus notations show the actual rolls to be added to damage results. Those for species are given as average rolls: for an individual of the species, calculate the damage bonus from its SIZ+STR. The notation +db indicates that the damage bonus should be included in the attack.

Weapons

The weapons listed are usually natural weapons, as opposed to artifacts. Here the entity’s characteristic attacks and chances to hit are shown, plus damage done. Deities often get to attack at 100%—a 100% attack never misses. Again, those values given for species represent averages, while those for individuals are the actual chances to hit. The entry +db stands for plus damage bonus.

Special Effects & Damage

Many deities and creatures of the Mythos inflict special damage with their attacks. This may be in the form of some statistic drain, suffocation, drowning, burns or electrocution, freezing, hypnosis, paralyzation or petrification, poisoning or infection, some sort of transformation, engulf or swallow, aging, devolution, or even automatic death. The text of the individual monster’s entry describes any special damage or effects inflicted with a successful attack.

Loss of Characteristics

If an entity drains points of characteristics from a target, those points are lost permanently, unless the entry clearly states that the loss is temporary.

Armor

The creature may have a hard shell, thick hide, gelatinous flesh, be able to regenerate flesh, or be immune to certain sorts of attacks. If so, this will be explained in accompanying notes. Many deities regenerate hit points. Most can be dispelled if attacks lower their hit points to zero or less. Subtract the amount for armor from the hit points cost by a successful attack.

Spells

This entry notes the likelihood that an individual monster or an average species member can cast spells or knows particular spells. Listed spells are intended to be those most appropriate to the entity: a thrall of Cthulhu is more likely to cast Contact Cthulhu than Summon/Bind Fire Vampires, for instance. Additional spells are always possible, and always left to the keeper's discretion. Some creatures have special spell-like abilities.

The use of magic is never required. These powerful entities may notice humans no more than humans notice mice. To speak of the Mythos deities as knowing specific spells is handy but reductionist—aspects of their wills are expressible as spells, but these entities are mostly seamless and indefinable; they know what they want to know when they want to know it. The idea of a god sitting down to learn some spell or other is a laughable one.

Skills

Most monsters have only a few skills shown, if any, though most or all could have physical skills such as Listen, Sneak, Spot Hidden, or Track. As with spells, add or delete skills as desired. It is assumed that most creatures may Dodge attacks (DEX x2%), even though most have no Dodge listed.

Sanity Loss

This entry shows how many Sanity points an investigator loses when encountering a member of a Mythos species or a deity. The actual amount lost might increase if more than one monster were seen, at the keeper's discretion, but the Sanity loss charged at one time should never exceed the maximum possible loss that a single creature could cause.

"To see" is appended as a way of saying "to witness", or "to experience", or "to encounter". The investigators are affected whether or not they close their eyes. Sometimes the sound or odor of the monster contributes to the Sanity loss.

Illustrations

It is notoriously difficult to illustrate indescribable horror. Accompanying many of the entries are exam-

ples of the existence of the Mythos influencing the art of myriad cultures. Some of these examples are obviously portraying one entity or another; others provide only oblique references to particular creatures or gods.

The Journals of Sir Hansen Poplan

Scattered throughout this book are excerpts from the journals of Sir Hansen Poplan. These records are by a notable scholar, knighted for acts of bravery during the Great War and now a professor at Miskatonic University.

In his own words: "My studies of the Mythos began with certain investigations into the nature of the deity Cthulhu, the result of a spectacular shipping accident in the Pacific in early 1925 related to the freighter *Vigilant*. My surprise was great when I learned that Cthulhu was at the center of a complex mythology which I find still growing before my eyes.

"I have spent the eight years since scouring the globe for other tomes relating to this elder cycle of mythology, leading to my appointment here at Miskatonic.

"Most of my learning is book based, but I have seen sufficient hints at the truth—the actions of half-mad cultists and the artifacts of long-dead worlds—to come and believe in the veracity of the entire Mythos cycle of mythology.

"I offer my journals here as a compilation of what I have learned and as a gloss and testament to the secrets that most scholars refuse to learn. They are also a warning, though I fear that I am the modern-day Cassandra, cursed by the deities of the Mythos to know the truth but to never be believed by my peers."

Poplan's essays are speculative, and thus must be taken with the proverbial grain of salt, but still their insights are intriguing.

The essays in this book are excerpts, and not in their order of composition. They are portions thought appropriate to the main text and arranged accordingly.

May you be protected from Mythos monstrosities!



WOOD CARVING
discovered c. 1900 in the Mulu Caves, Borneo, East Malaysia.
(Sarawak Museum, Borneo, Malaysia)

Creatures of the Mythos

Here Are Alien & Supernatural Races of the Cthulhu Mythos.
Some Serve Horrible Deities. Others Act on Their Own Desires.
A Few Dwell on Earth. The Liveliest Hail from
Different & Unfathomable Places.



ABHOTH, SPAWN OF Lesser Servitor Race.
There were things like bodiless legs or arms that flailed in the slime, or heads that rolled, or floundering bellies with fishes' fins; and all manner of things malformed and monstrous, that grew in size as they departed from the neighborhood of Abhoth. And those that swam not swiftly ashore when they fell into the pool from Abhoth, were devoured by mouths that gaped in the parent bulk.

— Clark Ashton Smith, "The Seven Geases."

The spawn of Abhoth are the various creatures which the Outer God sloughs off from its great fertile bulk. Unlike Shub-Niggurath's offspring, no two children of Abhoth are alike, yet unlike the brood of Ubbo-Sathla, the Abhoth-spawn are generally complex life forms.

Some appear as unfinished bodies or singular body parts, while others look like prehistoric creatures, monstrous mutant things, queer humanoids, amorphous blobs, etc. Some spawn of Abhoth fly, some swim, some crawl, some don't move at all. Abhoth scoops up and reabsorbs some of its children. Those that escape their sire's grasp wander about in dank and lightless subterranean lairs or even venture up into the world of men or into the Dreamlands.

Abhoth's spawn are mostly simple-minded

creatures which act and react on impulse. A few of these creatures tend to the alien needs of their sire, but most simply wander away. Because every child of Abhoth is different, each has a different mode of attack. The keeper should determine the specific form of attack for each child he or she creates. Characteristics for the Abhoth-spawn vary greatly. For most statistics, the keeper must first make a random dice roll to see how many dice the statistic has. For example, STR is listed as 1-4D10. So the keeper should first roll a 1D4 and then roll that many 1D10.

SPAWN OF ABHOTH, Spoor of an Outer God

char.	rolls	averages
STR	1-4D10	10-18
CON	1-6D6	9-16
SIZ	1-3D10	10-12
INT	1D10	5-6
POW	1-6D6	9-16
DEX	1-3D6	6-8
Move	1-3D6-2	4-6
HP	10-14	

Av. Damage Bonus: +1D6.

Weapons: Various 1D100%, as per mode of attack

Armor: none; regenerates 1D20 hit points per round.

Spells: none.

Skills: Sneak 50%.

Sanity Loss: varies from 0/1D2 Sanity points to 1/1D10 Sanity points to see very horrible spawn of Abhoth.

ADUMBRALI, Lesser Independent Race.
There were things in the abyss, he said in hoarse tones, great shapes that were like blobs of utter blackness, yet which he knew to be alive. From the central masses of their beings he could see them shoot forth incredibly long, filamentine tentacles. They moved themselves forward and backward horizontally, but they could



UNCLASSIFIED SPECIMEN
courtesy of the Anthropological Institute, Edinburgh

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not move vertically, it seemed. They were, he thought, nothing but living shadows.

— Robert A.W. Lowndes, "The Abyss".

The adumbrali are a race of two-dimensional, shadow-like entities that dwell in an abyssal dimension. They are only capable of moving in the horizontal plane (forward, backward, right, and left) and cannot move vertically, even in their own dimension. Some of them, however, are capable of teleportation and may use this to reorient themselves to a new plane. A cruel and mischievous race, the adumbrali delight in toying with and hunting down their prey before killing them.

The eyes of an adumbrali victim are forever frozen open in a stare which seems to see into another plane.

The adumbrali and their minions are described in an obscure mythos tome known as the *Song of Yste*.

SEEKERS: while the adumbrali are usually confined to their own dimension, they have means of hunting and acquiring victims from other worlds. Adumbrali can combine individual efforts to create a "seeker", an entity able to enter other dimensions and from there project the minds of chosen victims back to the realms of the adumbrali.



DR. HAHL EXAMINES AN UNUSUAL CORPSE
from a medical circular c. 1894, Heidelberg

ATTACKS: when they feed, the adumbrali extend tentacles of blackness to engulf their victims, draining them of all body fluids. Such an entity drains 1D6 STR and 1D6 CON each time it successfully attaches filaments to a victim. Once a victim's STR reaches zero, he or she is permanently bed-ridden; once a victim's CON reaches 0, he or she is dead. STR and CON drained by an adumbrali regenerates at a rate of 1 point per week of bed rest. A person

killed by this vampiric alien is left totally dehydrated. Although there are no visible wounds on the corpse, it is marked with disturbing geometric patterns which have an eerie luminescence, and which shift and move across its skin.

ADUMBRALI, Other-Dimensional Shadow Vampires

char.	rolls	averages
STR	N/A	N/A
CON	4D6	14
SIZ	8D6	28
INT	3D6+3	13-14
POW	4D6	14
DEX	2D6+3	10
Move 8		HP 21

Av. Damage Bonus: N/A.

Weapon: Filament 30%, damage 1D6 STR & 1D6 CON drain

Armor: none, but due to their shadowy nature the adumbrali are immune to all mundane weapons. Only enchanted weapons and spells which affect POW or INT can harm the adumbrate.

Spells: all know 1D3 spells, typically those which affect the mind.

Sanity Loss: 0/1D6 Sanity points to see the adumbrali.

A IHAIS, Lesser Servitor Race. The figure, nearly ten feet in height, was taller by a full yard than the average Aihai, but presented the familiar conformation of massively bulging chest and bony, many-angled limbs. The head was featured with high flaring ears and pit-like nostrils that narrowed and

THE JOURNAL OF SIR HANSEN POPLAN

MARS

I have written elsewhere of how unknowable even our own solar system is, explaining some of the truths concerning Saturn and Uranus. Now I come to Mars, our sister in the sky, our brother at arms, and will show that it too is alien to us.

Scientists tell us that Mars is the fourth planet from the sun and appears to be the most like our own. It has a less dense atmosphere, perhaps only as high as a quarter of the density of our own. It is also colder, with its mean temperature estimated at 48 degrees; temperature fluctuations are likely much more extreme. Mars has two moons, Phobos and Deimos.

There are no bodies of water upon Mars, but the planet does possess polar caps which most scientists believe contain water ice. Schiaparelli, Lowell, and others have catalogued a system of straight and precise surface features on Mars which they call canals. Many believe that these canals offer irrigation, bringing water from the ice caps to the rest of the planet, and this suggests life upon the planet.

The tomes of the Mythos agree that there is life on Mars--two different species of aliens--and so we see that as we learn more about the universe we begin to stumble upon the secrets of the Mythos.

The first of the Martian peoples are the Aihais. According to the Mythos tomes they are generally a peaceful and peaceable race, and, one day, when we reach out to the stars as so many races have before us, they may be the best of neighbors.

The Aihais appear to be descended from the Yorhis, an older Martian species now largely or totally extinct. What may have caused the downfall of the original Yorhis civilization is unknown.

(cont. on next page)

expanded visibly in the twilight. The eyes were sunken in profound orbits, and were wholly invisible, save for tiny reddish sparks that appeared to burn suspended in the sockets of a skull. According to native customs, this bizarre personage was altogether nude; but a kind of circlet around the neck—a flat wire of curiously beaten silver-indicated that he was the servant of some noble lord.

— Clark Ashton Smith, "Vulthoom".

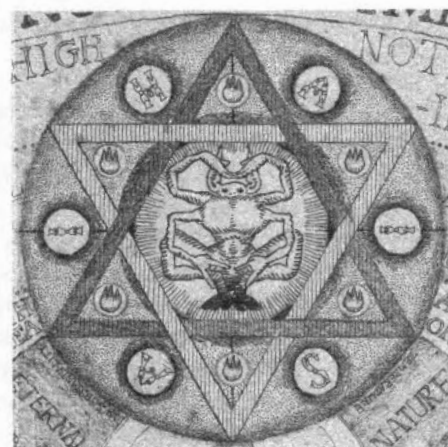
The aihais are one of two intelligent, dominant races indigenous to Mars. The aihais are generally a peaceful race content with culture and trade, while their neighbors—the Martians—are a warlike species bent on the invasion and conquest of other worlds. The two races coexist by in uneasy truce and have very little to do with each other.

The aihais presently dwell in hidden cities, but in the future, when Earth has finally made contact with the inhabitants of Mars, they will move to the surface and construct great and beautiful cities.

Many, although certainly not all, aihais are followers of the Great Old One Vulthoom. Vulthoom and its cult members dwell in an expansive complex far below the surface of Mars where they live out an eternal cycle of sleep and activity. The complex—Ravormos—is a cav-

ernous place of alien technology and Eden-like gardens populated by strange and beautiful plants and animals unknown even on Mars. A potent drug is released into the cult complex during the long sleep phases. This gas puts Vulthoom's followers into states of deep sleep, almost like suspended animation. Vulthoom and its minions sleep for one thousand years at a time.

Vulthoom fled to Mars from its home world aeons ago. On Mars, the Great Old One gathered loyal followers and armed them with advanced weapons so that they could wage a great civil war against the ruling aihais. Eventually, Vulthoom and its followers were defeated and fled to their underground complex where, after centuries of inactivity, they were remembered only in legends.



THE MARS PENTACLE
from *The Visions of J. Behmen*, 1763

A sub-species of the Aihais also seems to have developed, grown larger and stronger than their peaceful brethren. They live beneath Mars in a realm named Ravormos and there they worship the Great Old One Vulthoom, following him through thousand-year cycles of sleep and waking.

Considerably less is known about the second of Mars' two intelligent races, called simply the Martians. Scant references to them portray them as warlike, and it also seems that they have a vampiric nature. An uneasy truth exists between the Aihais and the Martians.

A number of other species are said to dwell upon Mars. Most are simple animals, no more beautiful or horrific than the species found upon Earth, only different. There are those, however, that make me shudder, such as the black vampiric leeches said to dwell beneath the dead city of Yoh-Vombis. They eat away at a victim's brain, then ride atop his corpse like a jockey atop a horse. And these leeches are not the most strange species of Mars, for there are also millipedes half-a-mile long, chameleons invisible in the light, and many more.

As for Yoh-Vombis, that is but one of the many places of mystery upon Mars. It is said to be a city abandoned long ago by the dead Yorhis. Mars is a planet full of mysteries.

I have already noted Ravormos, the home of Vulthoom. Another place of particular note is The Gulf, a complex of dark and winding caverns in which the blind and stunted survivors of the Yorhis race are said to dwell, in which they are said to worship a dark and blasphemous god.

Someday we will travel to Mars, and then the whole world will be forced to acknowledge the dark secrets that we few now know. ♦♦♦

Vulthoom's arrival on Mars and attempted coup became part of the aihai mythology, until the Great Old One's very existence became mere myth. In aihai lore, Vulthoom has become the devil and Ravormos the name of the Martian hell.

But Vulthoom and its loyal subjects dwell still beneath the surface of Mars, building their ether-ships one day to carry the Great Old One and its followers through the cosmos in search of new worlds to conquer. The Earth is the Great Old One's first target for conquest.

ATTACKS: aihais are generally peaceful, although the Vulthoom sect is unquestionably loyal to their alien god. The Great Old One has provided its followers with an array of alien technology and weapons. Among the weapons is a disintegrator gun. This odd, funnel-shaped device emits a beam of concentrated atomic energy which is capable of melting metal and rock and instantly dissolving living matter. Wounds inflicted by this alien device do not heal—hit points, CON, and APP lost are gone forever.

AIHAIS, Martian Servants of Vulthoom

char.	rolls	averages
STR	5D6	17-18
CON	3D6+10	20-21
SIZ	3D6+12	22-23
INT	2D6+8	15
POW	3D6	10-11
DEX	3D6	10-11
Move 9		HP 21-22

Av. Damage Bonus: +1D6.

Weapons: Fist 50%, damage 1D3 + db
Disintegrator Gun 20%, damage 5D6 hit points,
1D3 CON & 1D6 APP

Armor: none naturally, however some aihai clothes may afford 4-point armor.

Spells: typically only a priest of Vulthoom will know spells. Those spells always include Contact Vulthoom, Create Gate, plus 1D3 others of the keeper's choice.

Skills: Listen 25%, Sneak 25%, Spot Hidden 30%.

Sanity Loss: 0/1D8 Sanity points to see an aihai.

ASKALI, Lesser Independent Race. They are about ten feet tall with squat, heavily-muscled bodies. They are hairless, with dead-gray skin and huge hands and feet. Each has a single black glossy eye in the center of their otherwise humanoid faces. The single eyes always look like multiple eyes because of their hypnotic effect.

— E. S. Erkes, "The All-Seeing Eye of the Alkali".

The alkali are a race of intelligent beings who evolved entirely apart from the human race. These beings are gigantic, with a single glossy black eye in the middle of their faces. In form they are generally anthropomorphic with skin of a greyish-white color. Their eyes have mild hypnotic powers, as explained below.

These giants have entered into human folklore as the Cyclops, and as other traditional giants. They built huge dwellings out of the sides of mountains in ages past, and from these citadels communicated and became affiliated with the wholly extraterrestrial Outer Gods. Eventually, the alkali were driven out of their great cities and into new dwellings deep in the earth. This migration had the effect of producing evolutionary change in the giants, making them smaller in size (although still huge in comparison to humans). The surviving alkali worship mainly Nyarlathotep today, although in the past they were followers of many of the horrible Outer Gods and Great Old Ones. A secret Turkish sect known as Erkek KardeÖ Göz—The Brothers of the Eye—worship these one-eyed giants as gods, and work to keep their existence hidden from the rest of mankind.

HYPNOTIC GAZE: staring into the eye of an alkali for more than a few seconds costs 1D6 Sanity points. All under the hypnotic sway of the alkali perform all physical skills at 1/2 normal (Drive Auto, Fist, Handgun, Jump, Rifle, etc.). Once within the hypnotic grasp of an alkali, an investigator must match his POW against the alkali's POW on the Resistance Table to break free.

ATTACK: the alkali have no weapons, but kill by grabbing and crushing.

ALKALI, Cyclopean Minions of the Nyarlathotep

char.	rolls	averages
STR	2D6+25	32
CON	4D6+6	20
SIZ	2D6+13	20
INT	2D6+1	8
POW	4D6+6	20
DEX	2D6+3	10
Move 8		HP 20

Av. Damage Bonus: +2D6.

Weapon: Grab & Crush 60%, damage 2D6

Armor: none.

Spells: an alkali with an INT of 10 or higher knows 1D2 spells. Spells known are generally those dealing with Nyarlathotep and his servants.

Skills: Hide 25%, Listen 30%, Sneak 20%, Spot Hidden 30%.

Sanity Loss: 0/1D6 Sanity points to see an alkali.

ANIMICULI, Lesser Servitor Race. It is black, opaque and formless, about the size of an apple but with no fixed outline. Now and then it moves sluggishly, extruding thick stubby fingers upward . . .

— Charles and Janyce Engan, *Beyond the Mountains of Madness*.

Animiculi are not actually a separate race of creatures, but bits of an unknown, unnamed Outer God or Great Old One trapped by the elder things in frozen Antarctica in something known as The God Trap (for

full details see the epic campaign *Beyond the Mountains of Madness*). Over 120 million years or more, the imprisoned god has managed to move a little, seeping out of the Trap a bit. The parts that do get out are abraded away as tiny cysts, or Seeds. These appear much like small matte-black opals that feel abnormally cold to the touch; they are, however, still in contact with the being, and they transmit heat back into its main mass. The more of them that break free, the larger the Seeds become, the more heat the Prisoner receives; and the sooner it wins its eventual freedom.

Once a Seed reaches the temperature roughly of the human body, it dissolves into a kind of molecular solvent that seeps slowly into glass or stone but that can be contained by metal. Solid or fluid, the material cannot be destroyed by physical means. Acids and caustics are absorbed; heat, POW, or electricity are actually preferred, as the excess is channeled back into the Prisoner. Only cold can stop it. Temperatures near or below freezing cause the fluid to solidify; the resultant substance looks a lot like frozen tar. Organic material that comes into contact with the fluid Seed dissolves into more of the same, though it is safe to handle the stiffened form.

When the mass of the solvent is great enough (that is, larger than a grapefruit), the nature of the mass changes; it pulls itself into an animiculus, capable of action. The pattern for the animiculus is pulled from the physical structures of whatever creature comprises most of the mass. The initial process takes about an hour, though later absorptions are much quicker. The animiculus is "cold-blooded" and always has a body temperature at least 10°C colder than its environment.

An animiculus is unintelligent, capable only of fleeing pain or seeking warmth and hosts. Animiculi which are dog-sized or larger can display a certain level of cunning—for example, ambushing a potential host. An animiculus is susceptible to damage just like the models upon which it is patterned; when destroyed, it dissolves into the solvent form, and immediately begins the change to animiculus again. Pieces separated from the main body dissolve into the solvent form.

The danger presented by the Seeds is that if any of them should ever be planted in fertile soil in a tropical environment, they will literally grow into the ground, getting larger, stronger, and deeper by the hour. Such an animiculus would be near impossible to remove. In the space of a few years, it would grow to the point that the heat to the Prisoner would become a torrent energy—perhaps so that more of the Prisoner would be outside the Trap than in it. Through the medium of the Seeds, the being would release itself.

Seeds or animiculi never become truly intelligent, regardless of size. They have no magical spells of their

own, but resist magic attacks as would the Parent, with impossibly high POW.

ATTACKS & SPECIAL EFFECTS: the larger an animiculus gets, the more the conduit between it and the Imprisoned God opens. This allows more energy reach the god; it also allows more of the god's malign radiance to make itself felt through the animiculus. This alien aura inspires an instant and thorough revulsion in most earthly beings. It also inspires horrible dreams (if within a few feet match the sleeper's POW against the animiculus's SIZ on the Resistance Table), and Sanity loss (see below).

In extreme cases it may induce a helpless fascination in victims that may even make it easier for the animiculus to catch more living things and grow. Persons whose POW is at least 10 points lower than the animiculus's SIZ must roll POW x5 or less for each round they are within the creature's SIZ in feet. Failure means that the individual becomes stupefied by the animiculus, and will not move away or otherwise do anything watch it with fascination and loathing.

The animiculus's only attack is to consume. The base of consumption damage is the same regardless of SIZ, 1D2 hit points per round. As an animiculus grows larger and more mobile, however, it becomes more capable of attaching itself to a victim and burrowing in, thus greatly increasing the efficiency of the conversion.

In game terms, the animiculus's important stats are determined by its SIZ (see the table below). An animiculus's SIZ increases by +1 for every 2 points of SIZ of living creatures or inanimate matter consumed. These creatures have only the statistics listed (they have no appreciable CON, INT, POW, armor, or spells).

ANIMICULI, Seeds of an Unknown God

SIZ	1	2-3	4-6	7-15	16-30	ea +10
STR	2	6	12	16	20	+4
DEX	4	8	12	16	20	20
Move	2	4	8	10	10	10
Hit Points (all SIZes) $8 + 2 \times \text{SIZ}$						
Consume Attack:						
Attach Skill	20%	40%	60%	80%	90%	90%
Damage	1D2	2D3	2D4	4D4	6D4	+2D4
San. Loss	0/1D3	1/1D4	1/1D6	1D3/1D8	1D4/2D6	+1/+2 SAN

ATLACH-NACHA, DAUGHTERS OF, Lesser Servitor Race. As the priest chants, her body sways in rhythm to the Tcho-Tcho's song. She then slowly bends forward and any witness can see that the woman's back has swelled up incredibly. Suddenly, the skin along her spine splits wide open, revealing a shiny black surface that pulses horribly. From this opening, a wet, slimy form begins to emerge. . . . As the wrinkling, empty skin [of a metamorphosing daughter] is pushed

forward, multiple legs spill out from the discarded molt, waving feebly, as the huge spider-thing pushes its way clear.

— Keith Herber, "The Andaman Islands".

The daughters of Atlach-Nacha are enormous venomous spiders. They are almost completely black except for the swollen, pulsing abdomen that is streaked with green and gold.

The daughters of Atlach-Nacha begin as normal humans who have been chosen by the Great Old One to become one of his giant spider companions. These are all women who have survived the deadly bite of some venomous spider. Such women are left with a

scar known as "the mark of the spider" by priests and followers of Atlach-Nacha. The Great Old One's servants kidnap or otherwise coerce a chosen woman into service of the Spider God. Eventually, the chosen undergoes a horrific transformation, shedding her human skin and changing into an enormous spider. Once transformed, a daughter of Atlach-Nacha joins her sire in his underground lair where she helps him weave his great web.



ATHAPASCAN RITUAL VESSEL

coiled basket made from the roots of indigenous trees, exterior is painted, and the interior sealed with an unknown resin (Private Collection)

ATTACKS: a daughter of Atlach-Nacha attacks with a single venomous bite each round. Her venom is a paralyzing toxin with a POT of 20. If the venom overcomes the victim's CON, he is immediately numbed and remains so for 1D6 hours.

They feed upon their paralyzed prey, devouring the flesh of the victim's head and eventually, through the now-empty eye sockets, sucking out the person's brain. This gruesome feast takes 1 minute per INT of the victim. Once reduced to 0 INT, the victim's brain has been completely devoured, and he or she dies. Victims may be rescued by friends if they can stop the spider's feast before their friend's INT reaches 0. Survivors, however, are forever blind, suffer the permanent loss of 2D4 APP, and the permanent loss of whatever INT was devoured.

DAUGHTERS OF ATLACH-NACHA, Weavers of the Great Web

char.	rolls	averages
STR	3D6+12	22-23
CON	3D6+8	18-19
SIZ	3D6+8	18-19
INT	3D6	10-11
POW	2D6+6	13
DEX	2D6+6	13
Move	5	HP 18-19

Av. Damage Bonus: +2D6.

Weapons: Bite 75%, damage 1D10 + venom (see above)

Feast automatic when paralyzed, damage 1 INT devoured each round

Armor: 5-points hard shell.

Spells: all daughters of Atlach-Nacha know both Contact and Call Atlach-Nacha. Daughters with INT scores of 15 or higher know 1D3 additional spells.

Skills: Sneak 35%.

Sanity Loss: 1/1D8 Sanity points to see a daughter of Atlach-Nacha. Seeing a human molt into a daughter costs an additional 1/1D8 points of Sanity.

BYAKHEE, Lesser Servitor Race. There flapped rhythmically a horde of tame, trained, hybrid winged things . . . not altogether crows, nor moles, nor buzzards, nor ants, nor decomposed human beings, but something I cannot and must not recall.

— H. P. Lovecraft, "The Festival".

This interstellar race often serves Hastur the Unnamable. Composed of conventional matter, they are vulnerable to ordinary weapons such as pistols. Byakhee can fly through space and carry a rider each, though such riders need protection from the vacuum and cold by suitable spells or potions. Byakhee do not have bases on Earth, but may be summoned to perform deeds or to serve as steeds.

ATTACKS: in combat, a byakhee may either strike with both claws simultaneously (getting two attacks in the round), or attempt to bite the target. If the bite strikes home the byakhee remains attached to the victim and begins to drain his or her blood. Each round the byakhee remains attached, including the first, the blood drain subtracts 1D6 points of STR from the victim, until death. The byakhee characteristically remains attached with the Bite attack until it is slain or until the victim is drained of blood. Escaping death, let the victim rest and regain blood by transfusion as well, at up to 1D3 STR per day.

BYAKHEE, the Star-Steeds

char.	rolls	averages
STR	5D6	17-18
CON	3D6	10-11
SIZ	5D6	17-18
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6+3	13-14
Move 5 / 20 flying		HP 14-15

Av. Damage Bonus: +1D6.

Weapons: Claw 35%, damage 1D6 + db
Bite 35%, damage 1D6 + 1D6 STR drain

Armor: 2-point fur and tough hide.

Spells: byakhees of POW 14 or more know at least 1D4 spells, normally spells relating to Hastur and associated beings.

Skills: Listen 50%, Spot Hidden 50%.

Sanity Loss: 1/1D6 Sanity points to see a byakhee.

CHAKOTA, Lesser Servitor Race. *The chakota is composed of dozens of human faces set into a thickly cylindrical, worm-like mass of sickly, purple-veined muscle. The faces weep, shout, and cry out with great woeful feeling. The chakota is somewhat mobile, but cannot escape its pit. It is about six feet high and three feet in diameter.*

—Larry DiTillio and Lynn Willis, *The Masks of Nyarlathotep*.

A chakota is created by a magical ritual involving a willing person who is consumed in the process, and whose face becomes the first face of the creature. At first the thing must be fed, but soon it takes care of itself.

The faces of a chakota are those of its victims. Each new victim's face appears about two hours after ingestion. The chakota kills by biting and devouring with its myriad faces. There is no significant limit to the number of victims the thing can claim, for its bulk can constantly grow. An investigator seeing on it the face of a person known to him or her may experience double or even triple Sanity loss.

A chakota's characteristics are a function of the number of faces. Each face yields 1 STR and 1 SIZ point. The CON and POW of the thing equals its STR. The DEX is always 3 and its Move is always 4.

BITE ATTACKS: they may bite with up to 1D8 faces per target: roll to bite for each face. A successful bite clamps down on a victim, holding them beside the chakota. The victim may make a STR against STR roll on the Resistance Table, but at an automatic cost of one point more of damage per set of clamped teeth. Assume that each bite has a STR of 1: total the bites and use that sum to roll against the Resistance Table — do not use the chakota's bodily strength. For each successful attack, remove one hit point from the target. Anyone bitten by a chakota automatically loses 1D10 Sanity. No Sanity roll is possible. As the keeper decides, allow only one target at a time or up to three targets as



COAT OF ARMS

for a now-extinct noble Slavic house (State Heraldic Museum, National Library of Ireland, Dublin)

the situation demands. The chakota seeks to devour the first target before turning to the second, but each victim takes only half a dozen or fewer rounds to ingest.

WAIL ATTACK: hearing the woeful wail of a chakota for the first time costs 1/1D8 Sanity points. Hearing the wail thereafter costs no Sanity.

CHAKOTA, Spirit of Many Faces

char.	rolls	averages
STR	10D6	35
CON	10D6	35
SIZ	10D6	35
INT	1D3	2
POW	10D6	35
DEX	3	3
Move 4		HP 35

Av. Damage Bonus: N/A.

Weapons: Bite 30%, damage 1D3 per face

Wail of the Chakota automatic, damage 1/1D8 Sanity points (see above)

Armor: the chakota is immune to physical weapons, but fire, magic, and electricity can harm it. If the mouths are covered it can suffocate in earth or water.

Spells: none.

Sanity Loss: 1D3/1D20 Sanity points to see a chakota.

CHAUGNAR FAUGN, BROTHERS OF, Greater/Lesser Servitor Races. *Its Brothers who will come down from the mountains ravaging for*

ecstasy when it calls to them. Chaugnar and its Brothers converse by means of thought-transference.

— Frank Belknap Long, "The Horror from the Hills".

There are two forms of this creature: greater and lesser brothers of Chaugnar Faugn. Each appears as lesser forms of the Great Old One: bloated elephantine horrors with skeletal heads

endowed with webbed ears and trunks that end in great, flaring disks. Long intertwined crystalline tusks sprout from the mouths of these creatures. The bodies of the brothers of Chaugnar Faugn are humanoid, although mottled and stained. Like their sire, these brothers of Chaugnar Faugn at first appear to be statues, totally motionless until attacked or driven to gorge upon blood. Their large ears are keenly sensitive to sound. They can detect the breathing of prey at considerable distances. Of the two, the

lesser brothers are smaller and weaker. These creatures dwell in caves within the Pyrenees mountains in Spain.

Chaugnar Faugn and his brothers are psychically linked: if the Great Old One is somehow harmed or affected, that loss or incapacity also affects all the brothers in a similar but lesser fashion. The reverse is not true.

Characteristics for greater brothers of Chaugnar Faugn are half those of their sire plus or minus 1D6. To determine plus or minus, roll 1D10: even is +1D6 and odd is -1D6 to the characteristic value. Those for the lesser brothers are listed below.

PSYCHIC POWERS: the greater brothers are much weaker than their Master, although they do possess some of Chaugnar Faugn's psychic attack capabilities. Greater brothers can cause a victim to experi-

ence horrible nightmares about the brothers and their sire. They can also entice a victim to come to them: of course the monstrosities brutally murder and feed upon the hapless human who does. This attack costs the psychic attacker three magic points and it must first overcome its victim with its own magic points on the Resistance Table. Lesser brothers do not possess the psychic attack.

BLOOD DRAIN: in combat these creatures attempt to grasp a target and then tightly hold him or her while the brother's weird trunk mauls the victim's face and drains him or her of blood. This blood drain costs the victim 1D6 CON each round. This CON is gone forever.

Brothers of Chaugnar Faugn may also hug and crush their victims to death. To escape the clutches of a brother of Chaugnar Faugn, the victim must Grapple free or die.

LESSER BROTHERS OF CHAUGNAR FAUGN, Vampiric Elephantine Horrors

char.	rolls	averages
STR	3D6+6	16-17
CON	3D6+6	16-17
SIZ	3D6+6	16-17
INT	2D6	7
POW	3D6	10-11
DEX	3D6	10-11
Move	10 (cannot fly)	
HP	17	
Av. DB	+1D6	

Weapons: Grapple 35%, damage special

Bite 40%, damage 1D3

Blood Sucker 100% after Grapple & Bite, damage 1 hit point per round

Crush 30%, damage 1D4 + db

Armor: 2-point wrinkly elephantine skin.

Spells: Lesser brothers know no spells.

Skills: Listen 25%, Spot Hidden 25%.

Sanity Loss: 1/1D4 Sanity points to see a lesser brother of Chaugnar Faugn.

GREATER BROTHERS OF CHAUGNAR FAUGN, Vampiric Elephantine Horrors

char.	rolls	averages
STR	33+/-1D6	33
CON	70+/-1D6	70
SIZ	20+/-1D6	20
INT	13+/-1D6	13
POW	18+/-1D6	18
DEX	15+/-1D6	15
Move	8 / 12 flying	
HP	45	
Av. DB	+2D6	

Weapons: Grapple 40%, grapples first to hold immobile for blood drain

Blood Drain 100% when Grappled, damage 1D6 CON drain each round

Crush 35%, damage 1D6 + db

Armor: none; however only magic or enchanted weapons can harm them.



FROM A PRAYER BOOK
OF A EUROPEAN SECT
National Diet Library, Tokyo



SPANISH HANDWORK MAT
Victoria & Albert Museum, London

Spells: Contact Chaugnar Faugn, Summon/Bind Lesser Brothers of Chaugnar Faugn, plus at least 1D10 others.

Skills: Listen 60%, Spot Hidden 60%.

Sanity Loss: inert, a greater brother of Chaugnar Faugn costs 0/1D4 Sanity points to see; animated and active, it costs 1D3/1D8 Sanity points.

CHILDREN OF THE WIND, Lesser Independent Race. *They gibbered and gaped, rolling with the waves of wind, their dead-white eyes pressed close against the glass. I thought of corpses, long dead, lashed and flung in the troughs of an angry sea. Mouths ugly and grey as the belly of a moccasin mewed and moped. Slimy stumps which appeared to be some kind of appendages poked at the glass.*

— Joseph Payne Brennan, "City of the Seven Winds".

These foul entities are little known, and do not appear to be connected with any Mythos deity; they appear most frequently in regions susceptible to high winds. In one account, the creatures haunt a mysterious place in the desert near Syria, known only as the City of the Seven Winds: they may also be connected with Irem, the City of the Pillars.

The children of the wind appear as bloated, vaguely human abortions, and their manifestations are always accompanied by howling, gale-force winds. These malign entities always appear in groups of ten or more, and bear their victims away on the howling wind: occasionally blood-soaked bones, picked clean of flesh, are found scattered in some remote area.

CHILDREN OF THE WIND, Savage Apparitions

char.	rolls	average
STR	2D6+6	13
CON	1D6+6	9-10
SIZ	2D6+6	13
INT	1D6+6	9-10
POW	1D10+6	11-12
DEX	3D6+6	16-17
Move 8 flying	HP 11-12	

Av. Damage Bonus: +1D4.

Weapon: Appendages 30%, damage 1D6

Armor: their blubbery texture affords the children of the wind some protection against impaling weapons, which inflict only half damage upon the creatures. Magic and non-magic weapons inflict normal damage.

Spells: none, usually.

Sanity Loss: 0/1D6 Sanity points to see a child of the wind.

CHTHONIANS, Greater Independent Race. *Flowing tentacles and pulpy gray-black, elongated sack of a body . . . no distinguishing features at all other than the reaching, groping tentacles. Or was there yes—a lump in the upper body of the thing . . . a container of sorts for the brain, ganglia, or whichever diseased organ governed this horror's loathsome life!*

— Brian Lumley, "The Burrowers Beneath".

These creatures are like immense earth-bound squids, and their elongated worm-like bodies are coated with slime. A chanting sound accompanies them. These powerful burrowers live more than a thousand years, and are protective of their young. A jumble of remarkable properties, chthonians bear little resemblance to anything else on this planet, and are among the most horrifying and deadly of all Mythos creatures. The most important individual chthonian is the gigantic Shudde M'ell.

All stages of chthonians communicate via telepathy and can thus reach another of their race anywhere in the world, and can sense other minds. Only adults can telepathically control members of other species with this power.

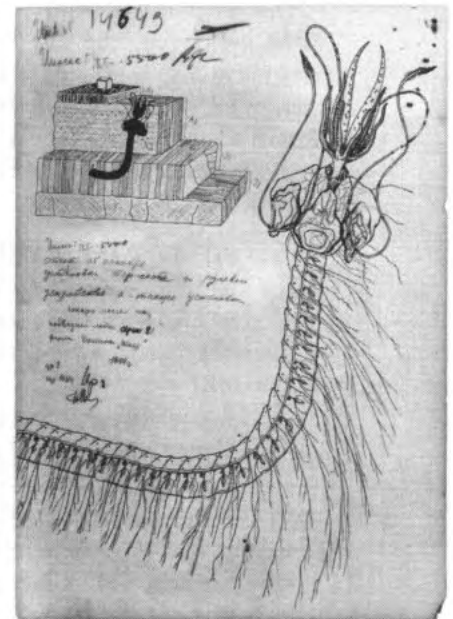
◆ They can tunnel through rock as though it were butter, and have no need to breathe.

● Adult chthonians can withstand enormous temperatures, up to 4000°C (7200°F). It may be that the majority of chthonians live toward the core of this planet, and that only outcasts, wanderers, and those accidentally caught up in plumbing magma explore the cold outer crust where man thrives. Perhaps they migrate here to give birth, since the younger stages cannot withstand extreme heat. We do not know their motives.

● Full adults can cause powerful earthquakes.

● Chthonians are extremely susceptible to water. While their slime coating protects them from small amounts of water, general immersion destroys a chthonian. Burrowing, these monsters avoid significant water by distinguishing the relatively low echo profiles of water and watery sediment, avoiding such areas. The keeper may apply water damage to chthonians at a rate of 1D10 points of damage per 100 gallons or 0/1 point of damage per 10 gallons.

◆ Chthonians are worldwide, even found in basalt under the oceans. In western Africa is a mystery city called G'harne, which they frequent. They may have been imprisoned there once, aeons ago.



SKETCH OF A GIGANTIC CREATURE
from the notes of the Austrian geologist Eduard Suess.
(Archive of the University of Vienna)

The general discussion and initial statistics concern the full adult, the last and largest stage (instar) between molts. This is the sort which investigators are most likely to meet. A closing section compares all six stages, since a nest of younger chthonians may be encountered, or a band of chthonians with varying age groups could be met with.

CHTHONIAN TELEPATHIC CONTROL: chthonians can use telepathy to control humans, though they do not often do so unless the target has something they want, such as odd spherical mineral formations.

Match the POW of a single chthonian against the target's POW on the Resistance Table. Overcome, the victim is bound to the area where physically attacked. At first the target has mobility of a mile or so, but this progressively lessens as the chthonian draws nearer, until the victim may not be able to leave a particular room, or even a particular chair. The target immobilized, the chthonian erupts through the floor and collects its due. If the victim becomes aware of the mental influence of a chthonian, the hold may be broken by successfully matching POW against the chthonian's POW. Once a victim has experience of chthonians, a successful Idea roll constitutes awareness.

A chthonian can telepathically contact a known human anywhere on the Earth, but it may take time before it can find his mind.

It costs a chthonian one magic point to communicate with a human or to bind a human to a site for a day. Each ten miles of distance from a binding also costs another magic point. Several chthonians may contribute magic points to compensate for distance, but only one of their POWs may match at a time on the Resistance Table.

It costs no magic points to contact another chthonian, no matter at what distance.

Anecdotal evidence suggests that adults may be able to drain away a percentage of a human's magic points, but nothing definite is truly known.

EARTHQUAKE ATTACKS: all adult chthonians can create earthquakes. Figure an earthquake's force by totaling the POW of participating chthonians and dividing by 20. The result is the earthquake's magnitude on the Richter scale, but only in the first diameter of 100 yards. In the next 100 yards, the Richter force is lessened by one, and so on each additional 100 yards until the strength of the quake can be ignored. Alternatively, the chthonians might limit the force in the center diameter, and instead extend the quake's diameter-of-effect or maximum effect by multiples of 100 yards.

At least half of the participants must be directly under the center of the earthquake. Each chthonian

must spend magic points equal to the highest Richter force number generated for the quake. Historically, the highest Richter numbers have been approximately 9's, but geological evidence exists of quakes that have been much stronger.

TENTACLE ATTACKS: each round, a chthonian can attack with 1D8 tentacles, each of which do damage equal to half the creature's damage bonus (round down). If a tentacle strikes home, it clings and worms its way into the victim's vitals, and begins to drain off blood and fluids, costing 1D6 CON each round. Reaching 0 CON, the victim dies. CON lost to a chthonian is gone for good. While a tentacle is draining a victim, only 1D8-1 other tentacles can attack each round, and so forth. Results of less than 1 indicate that no tentacles attack that round. However, tentacles draining their targets will continue to sap CON. Each tentacle could attack a different target, or they could all attack the same one.

CRUSH ATTACKS: a chthonian may use its immense bulk to crush a foe. If crushing, a chthonian cannot attack with tentacles, but it can continue to hold and drain victims that are already caught. The chthonian rears up and crashes down on a group: the crush area is circular, striking equally all within. The crush area equals a diameter in yards of the chthonian's SIZ divided by ten.

Within the crush area, an investigator must succeed with Dodge or Jump, or lose hit points equal to the creature's full damage bonus.

CHTHONIAN FULL ADULTS, Tentacled Burrowers

char.	rolls	averages
STR	3D6 x5	52-53
CON	3D6 + 30	40-41
SIZ	3D6 x5	52-53
INT	5D6	17-18
POW	5D6	17-18
DEX	2D6	7
Move	6 / 1 burrowing	HP 46-47

Av. Damage Bonus: +5D6 or 6D6.

Weapons: Tentacle 75%, damage 2D6 or 3D6 + 1D6 CON drain each round

Crush 80%, damage 5D6 or 6D6 + db

Armor: 5-point hide and muscle; regenerates 5 hit points per round after wounded, but dies immediately upon reaching zero hit points. Water is lethal to chthonians (see above).

Spells: a full adult possess spells if an INT x3 roll on 1D100 succeeds; it then has 1D6 spells connected with Shudde M'ell and Great Old Ones tied to this earth, such as Cthulhu, Y'gononac, Yig, etc.

Sanity Loss: 1D3/1D20 Sanity points for a full adult; 1/1D10 Sanity points for the lesser instars; no Sanity points to see a hatching.

CHTHONIAN LIFE CYCLE: the full adult is shown above; hatchlings are at the end of this write-up. INT and DEX do not change.

Chthonian Life Cycles

char.	1st Instar rolls/average	2nd Instar rolls/average	3rd Instar rolls/average	4th Instar rolls/average
STR	3D6 / 10-11	3D6 x2 / 21	3D6 x3 / 31-32	3D6 x4 / 42
CON	3D6+10 / 20-21	3D6+15 / 25-26	3D6+20 / 30-31	3D6+25/35-36
SIZ	3D6 / 10-11	3D6 x2 / 21	3D6 x3 / 31-32	3D6 x4 / 42
POW	1D6 / 3-4	2D6 / 7	3D6 / 10-11	4D6 / 14
Max Temp*	100°C	250°C	600°C	1500°C
HP Regen.**	1	2	3	4
Armor	1	2	3	4
Av HP	15-16	22-25	29-33	34-42
time	9-10 mon.	8-15 years	unknown	unknown

*Max Temp: maximum temperature that the instar can withstand without pain and injury.
A temperature double that listed quickly kills the creature.

**HP Regen: hit points per round that the instar regenerates.

HATCHLINGS: Chthonian eggs resemble geodes or other spherical mineral formations. They are a foot or less in diameter, and have shells two or three inches thick.

Hatchlings are the initial stage of chthonian growth, before first instar, and exist only for a few months right after hatching. Out of their shells, each is the size of a large earthworm, has 1 hit point and 1D6 points of POW, and can withstand only 40 degrees C. A burning cigar could wither and kill one.

COLD ONES, Lesser Servitor Race. *And the white spirits of the boreal wastes—the Cold Ones who obey the behests of the worm, and haunt perpetually the frozen wilderness, and shriek upon the nightwind like damned, tormented souls*

— Clark Ashton Smith and Lin Carter, "The Light from the Pole".

The cold ones are semi-corporeal entities who serve the polar Great Old Ones Aphoom Zhah and Rlim Shaikorth. They appear as ghostly, wailing, humanoid silhouettes of swirling snow and vapors. Cold ones—also known as *ylidheem*—are encountered only in areas of bitter cold. They appear or disappear into snowy skies or drifts of snow and ice like ghosts. Cold ones are only partially immaterial and may not pass through solid matter. However, they may seep through the tiniest crack or thinnest opening. Often their tortured wailing is the only warning of their presence. Strangely, they appear to have little or nothing to do with Ithaqua and his minions.

A cold one's HP is equal to its POW.

ATTACKS: the cold ones attack by manifesting near or around a victim and inflicting freezing damage. An attack by a cold one is like frostbite. No actual wounds are inflicted, but tissue, bones, and organs suffer severe damage from the intense cold. Each successful attack by a cold one causes its victim to lose 1D2 points of

CON and 1D2 hit points. For every 5 combined points of CON and HP lost, the victim also suffers the loss of 1 point of APP and 1 point of STR. Victims who survive an attack require immediate and prolonged medical attention. A successful First Aid roll heals a single point of lost CON, STR, and hit points, but no APP. A successful Medicine roll returns 1D3 points each CON, APP, STR, and hit points. Only one such successful skill roll may be made, beyond that the investigator requires one week of pro-

fessional medical treatment per hit point and attribute point lost.

COLD ONES, Ylidheem

char.	rolls	averages
STR	N/A	N/A
CON	N/A	N/A
SIZ	2D6+6	13
INT	2D6+6	13
POW	3D6+6	16-17
DEX	2D10+10	21
Move	50 flying	HP 16-17

Av. Damage Bonus: N/A.

Weapon: Freezing Touch 30%, damage special (see above)

Armor: none, however, cold ones are immune to all physical attacks. Fire harms them at a rate of 2D6 points of damage per successful strike with a torch, or as per fire-producing weapon/attack.

Spells: a cold one with an INT of 16 or higher knows 1D3 spells, usually dealing with Aphoom Zhah, Rlim Shaikorth, cold, weather, etc.

Skills: Dodge DEX x 2% (average 42%); Hide in Snow 90%; Sneak in Snow 90%.

Sanity Loss: 0/1D6 Sanity points to see a cold one; 0/1D3 Sanity points to hear the tortured shriek of a cold one.

CLOURS OUT OF SPACE, Greater Independent Race. *The shaft of phosphorescence from the well [brought] a sense of doom and abnormality which far outraced any image their conscious minds could form. It was no longer shining out, it was pouring out; and as the shapeless stream of unplaceable colour left the well it seemed to flow directly into the sky.*

— H. P. Lovecraft, "The Colour Out of Space".

A colour is a sentient organism which manifests itself as pure colour—it is not gaseous, it is insubstantial. When it moves, it is visible as an amorphous, glistening patch of color, rolling and shining in shades of its pale colors that match nothing in the known spectrum. This patch pours over the ground or flies in a



PAPER SILHOUETTE

Switzerland, nineteenth century. (Swiss Museum of Agriculture
Burgrain, Alberswil-Willisau, Switzerland)

living fashion. When it feeds, its victim's skin and face glow with the colour.

Though incorporeal, its passing nonetheless feels like the touch of a slimy, unhealthy vapor. Geiger counters register its presence as a distinctive burst of radiation. With today's light-intensification gear, it shows as a bright patch of luminosity. Infrared viewers are useless.

Colours come from the depths of space, where natural laws differ. Adult colours create embryos, harmless three-inch spheres seemingly

empty. Deposited on verdant soil or in shallow waters, the embryo begins to germinate. After a few days, the outer shell dissolves and the new creature, which we may term a larva, emerges.

The jelly-like larva can grow to great size. As it infiltrates the ecosystem, local vegetation exhibits a tremendous but unhealthy growth. Fruit tastes bitter. Insects and animals are born deformed. At night, all plant life glows with the colour, and the vegetation begins to twist and writhe at night, as though in a strong wind. Even humans shine with the spectral light. After a few months, the larva transforms into a young colour.

It now makes brief trips from its lair to feed, and begins to drain the life-force from the area previously affected by the larva. When it drains enough energy, it departs the planet for space and adulthood. In so maturing, the colour may drain life-force from an area of five acres or so if rich in life, or perhaps 10-20 acres of moor or grassland. The area drained is ruined thereafter, and no plant can grow.

Bright light inhibits a colour. It spends daylight hours in dark, cool hideaways, preferably underwater: cisterns, wells, lakes, reservoirs, and oceans are all suitable.

ATTACKS & SPECIAL EFFECTS: since a colour is so efficient an attacker, as a warning keepers sometimes may wish to allow INT x4 or x5 to detect its glow, or to notice a sudden presence of ozone.

FEEDING: match the colour's POW against the victim's current magic points. For every 10 full points by which the colour exceeds its victim, it permanently drains 1 point each of STR, CON, POW, DEX, and APP from the victim, and costs him or her 1D6 hit

points as well. Each POW so drained increases the colour's POW. The victim is aware of a sucking, burning sensation, and progressively withers and grays. His face sinks, and his skin ages with hideous skin cracks and wrinkles. Once drained, the victim dies.

Colours of low POW feed on humans by using Mental Attack. A colour can weaken the minds of nearby sentient beings. For each day of residence in the colour's vicinity, each person must match his or her INT against the colour's POW or lose 1D6 magic points and 1D6 Sanity points. Magic points so destroyed cannot be regained without leaving the area. The influence also strongly binds the victim to his or her home, and the influence becomes increasingly irresistible as the victim's will weakens. To decide to leave the area, he or she must receive a success of current magic points x5 or less on 1D100, or stay.

DISINTEGRATE: a colour can focus its energies to disintegrate a hole through almost any material. This ability is used primarily to excavate a lair underground. The same effort to melt a cubic foot of titanium removes several cubic yards of pine wood. The sides of the hole appear melted, but no heat is generated.

Finally, a colour can concentrate and solidify a part of itself. That part becomes translucent. It can then use its STR to grapple humans, to grab weapons, or to manipulate other objects.

COLOURS OUT OF SPACE, Life-Force Feeders

char.	rolls	averages
STR	1D6 per 10 POW or fraction	7
CON	N/A	N/A
SIZ	equal to POW 10-11	
INT	4D6	14
POW	2D6*	10-11+
DEX	2D6+12	19
Move	12 pouring / 20 flying	HP N/A

*base amount, which increases as a colour feeds

Av. Damage Bonus: N/A.

Weapons: Feed 85%, damage 1D6 + characteristics loss (see above)
Mental Attack 100%, damage 1D6 magic points + 1D6 SAN
Disintegrate 100%, damage physical disintegration
Grasp 85%, no damage

Armor: none. Invulnerable to physical attack except by strong magnetic fields, which can imprison it. Vulnerable to magic.

Spells: none.

Sanity Loss: 0/1D4 Sanity points to see a colour; 1/1D8 Sanity points to see a victim of a colour.

CRAWLING ONES, Lesser Servitor Race. *The neither most caverns are not for the fathoming of eyes that see; for their marvels are strange and terrific. Cursed the ground where dead thoughts live new and oddly bodied, and evil the mind that is held by no head. Wisely did Ibn Schacabao say, that happy the town at night whose wizards are all ashes. For it is of old rumor that the soul of the devil-bought hastens not from his char-*

nel clay, but fats and instructs the very worm that gnaws; till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl.

— H. P. Lovecraft, "The Festival".

A crawling one is composed of thousands of worms and maggots. Each worm is individually alive and constantly moves, though they generally hold the shape of a human body. Due to the soft and resilient quality of the crawling ones' bodies, normal weapons do minimum damage to the things. Bullets only do a single point of damage upon striking a crawling one, except for shotgun pellets which do minimum damage for that type of firearm.

Crawling ones cannot speak but can write messages. It is unnecessary for them to use spoken words in performing spells or when communicating with their alien masters. Crawling ones have been known to worship Cthulhu and Ythogtha, and it is suspected that they hold some affinity to the Xothans. They have also been connected to Tulzscha and Hastur. They dwell in both the waking world and the Dreamlands.

ATTACKS: crawling ones must utilize weapons for attack as they have no natural form of attack.

CRAWLING ONES, Wormy Things

char.	rolls	averages
STR	1D8+2	6-7
CON	4D6	14
SIZ	2D6+6	13
INT	2D6+6	13
POW	4D6+6	20
DEX	2D6	7
Move 8		HP 13-14

Av. Damage Bonus: +0.

Weapons: Various per base%, damage as per weapon

Armor: none; however due to the soft and resilient quality of the crawling ones' bodies normal weapons do minimum damage to the things.

Spells: all know 1D10 spells.

Skills: Sneak 60%.

Sanity Loss: 1D3/2D6 Sanity points for seeing a crawling one.

CRYSTALLIZERS OF DREAMS, GUARDIANS OF, Lesser Servitor Race. *Don't ask me where I got the Crystallizer, by the way—until I can be sure its guardian will not follow, I must never speak of it.*

— Ramsey Campbell, "The Render of the Veils".

These guardians appear in the waking world and its Dreamlands as shadowy silhouettes—vague half-images. Looking much like ghostly, floating jellyfish, the guardians of the Crystallizers of Dreams bob silently and cloud-like above the ground, long, grace-

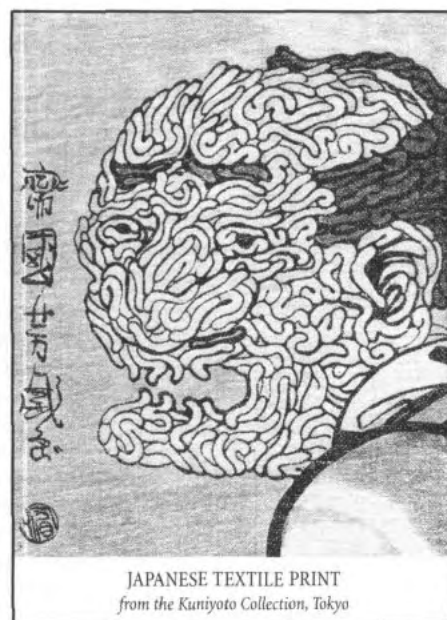
ful tentacles dangling from beneath a dark and stormy sack-like body. Featureless except for a pair of yellow cat-like eyes that glow menacingly, the guardians are a weird and ominous sight to behold.

These creatures, whose responsibility it is to guard the fabled and bizarre Crystallizers of Dreams, exist in a dimension somewhere between the realms of dreams and the world of the waking. When one of the strange whistling, egg-shaped crystals is used improperly, or taken wrongly from its owner, Hypnos sends forth the guardians to retrieve the enigmatic jewel and slay the offending party.

The guardians are attracted to the Crystallizer's whistling and each use of the artifact has a cumulative +1D10 percentiles of attracting the creatures. At first a rolling, oozing, puddle-like spot of shadow forms in the air. A few moments later one or more of the guardians waft through this spatial disturbance and into this dimension to seek out the Crystallizer of Dreams and its imprudent user. Crystallizer guardians have no scent and make no sound, so they almost always attack with surprise.

Due to their shadowy consistency, guardians have no STR or CON as understood by humans. These creatures' hit points are equal to their POW.

ATTACKS: guardians attack by entangling victims in their shadowy tentacles and dragging them back through the portal to that place between dreams and reality. To break free, a victim must roll his STR against the creature's POW on the Resistance Table. Those taken by the guardians are later found in a deep sleep from which they never awake. The dream-essence of such offenders is trapped forever in the realm of the guardians and their sire, Hypnos. These creatures may appear and attack in either the waking world or any of the worlds of dream.



JAPANESE TEXTILE PRINT
from the Kuniyoto Collection, Tokyo



GUARDIANS OF THE CRYSTALLIZERS OF DREAMS

char.	rolls	averages
STR	N/A	N/A
CON	N/A	N/A
SIZ	3D6+3	13-14
INT	2D6+8	15
POW	2D6+6	13
DEX	2D6+8	15

Move 10 floating in the air HP 13

Avg. Damage Bonus: N/A.

Weapon: Entangle 35%, damage special (see above)

Armor: none, but these creatures take damage only from enchanted weapons and magic which affects INT or POW.

Skills: Move Silently 100%.

Spells: if a guardian's INT is rolled on 1D100 or less, then it knows that many spells. These creatures have the unique ability of being able to cast Dreamlands spells in the waking world. If a guardian knows spells they are likely to be those of the Dreamlands.

Sanity Loss: 0/1D6 Sanity points to see a guardian.

CTHULHU, STAR-SPAWN OF, Greater Servitor Race. *They all lay in stone houses in their great city of R'lyeh, preserved by the spells of mighty Cthulhu for a glorious resurrection when the stars and the earth might once more be ready.*

— H. P. Lovecraft, "The Call of Cthulhu".

The star-spawn came to earth from Xoth with Cthulhu and the Great Old One's four significant offspring. These gigantic octopoid beings resemble Cthulhu himself, but are smaller. Not all the inhabitants of R'lyeh were trapped when it sank. Some still live on in the deep trenches beneath the ocean where they are tended by deep ones and other aquatic horrors. Related entities dwell in the stars, such as the beings said to infest the lake of Hali on a planet near the star Aldebaran, in Taurus.

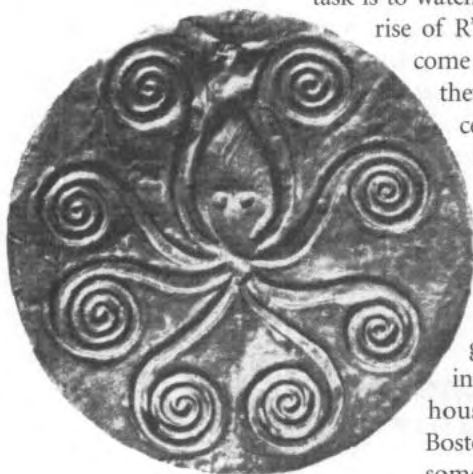
THE FIVE WATCHERS: there are five "elite" star-spawn slumbering in hidden places around the globe. Their

task is to watch for a sign signaling the rise of R'lyeh. Once the sign has

come and they have awakened, they participate in a special ceremony to help rouse mighty Cthulhu from his aeons-long slumber.

These five star-spawn slumber in the mountains of China; beneath the sands of Irem; in the glacial ice of Greenland;

in a sea-side cave beneath a house somewhere near Boston or Rhode Island; and somewhere in the Amazon River in South America. The five watchers all have maxi-



FIRE CLAY DISK

found in a fisherman's net on the Sulu Sea
(National Museum of the Philippines, Manila)

mum stats, and all know the spell which awakens Cthulhu.

ATTACKS: a star-spawn (or Xothan) may attack with tentacles or with claw. It may use 1D4 tentacles each round, or a single claw. Tentacle damage equals half the creature's damage bonus, while claw damage equals its full damage bonus.

STAR-SPAWN OF CTHULHU, Xothans, Satraps of The Sleeper

char.	rolls	averages
STR	2D6x10	70
CON	3D6x5	52-53
SIZ	3D6x10	105
INT	6D6	21
POW	6D6	21
DEX	3D6	10-11
Move	20 / 20 swim / 10 fly	HP 79

Av. Damage Bonus: +11D6.

Weapons: Tentacles 80%, damage = 1/2 db
Claw 80%, damage = db

Armor: 10-point hide & blubber; regenerates 3 hit points per round.

Spells: each knows 3D6 spells.

Sanity Loss: 1D6/1D20 Sanity points to see a star-spawn.

CTHULHU, THRALLS OF, Lesser Servitor Race. *He was quick then to be on his feet and away from the thing that now lay twitching out its life upon the sawdust floor—the thing that had been his brother—which now, where the top of [his] head had been, wore a cap of writhing white worms of finger thickness, like some monstrous sea-anemone sucking vampirishly at the still-living brain!*

— Brian Lumley, "The Fairground Horror".

The thralls of Cthulhu are bloated gray corpulent humanoid masses. The flesh exudes tiny jelly-like droplets smelling of methane; the puffy flesh easily tears away when the creature is attacked, although this does not harm the thrall. They are hairless, with wide, round, unblinking yellow eyes. Small vestigial tentacles surround the mouth filled with sharp teeth or sprout from atop their hairless heads. Thralls lack earshells, and thus hear poorly in air, though very well in water. These creatures may speak, and their voices have dribbling quality disgusting to human listeners. Each finger and toe concludes in a sharp claw, although the creatures' awkwardness precludes foot attacks. Thralls retain previous sexual characteristics, but the distorted organs are sterile.

Thralls typically crouch. They can move quickly for short distances: their short, puffy legs allow them to run for no more than a few yards. The amphibious creatures are at home in water and swim with great speed and power.

Thralls shun direct sunlight.

The thralls of Cthulhu were once human worshippers of great Cthulhu who were transformed into servant creatures by a succession of special rituals. This monstrous transformation may take from a few to many years to complete. The dark rituals beg the intervention of Cthulhu, who must accept the petitioner. The mind, will, and identity of the former human are kept, but the body transforms into an immortal and monstrous shell.

When a human transforms into a thrall of Cthulhu his or her STR, CON, and SIZ increase by four points and DEX decreases by four points. POW and INT remain the same. EDU, APP, and SAN are no longer applicable.

ATTACKS & SPECIAL EFFECTS: when reduced to zero hit points by physical damage a thrall turns into a cloud of gray, foul-smelling gas. In 1D8+1 rounds the gas reforms into the thrall with its characteristics fully restored. If reduced to zero hit points by a spell or other magical attack, a thrall dies permanently. After several decades a thrall loses its ability to regenerate except when completely submerged in salt water. When a thrall reaches this advanced age it retreats to the sea where it continues its service to Cthulhu with the deep ones, Cthulhu's star-spawn, and other entities of the brine. Once sea-bound, a thrall can never again leave the oceans.

THRALLS OF CTHULHU, Servants of Cthulhu

char.	rolls	averages
STR	former + 4	14-15
CON	former + 4	14-15
SIZ	former + 4	17
INT	former	13
POW	former	10-11
DEX	former - 4	6-7
Move 6 / 10 swim		HP 15-16

Av. Damage Bonus: +1D4.

Weapon: Claw 30%, damage 1D6 + 2 + db

Armor: none; regenerates 1D6 hit points per round. Thralls reduced to zero hit points through physical attack reform completely healed in 1D8+1 rounds. Thralls are most vulnerable to magical attack.

Spells: any known as human.

Skills: thralls retain most skills they had as humans, although skills cannot ever improve once they make the final transformation from human to thrall. Certain skills, such as Bargain, Climb, Credit Rating, Fast Talk, First Aid, Persuade, and Ride cannot ever be used again. Also: Listen Under Water 65%, Swim 65% (unless the thrall had a higher Swim as a human, in which case it retains the skill at that percentile).

Sanity Loss: 1/1D8 Sanity points to see a thrall of Cthulhu.

DARK ONES, Lesser Servitor Race. Legend says the dark ones originally lived off the corpses of dead Great Old Ones. The dark ones' true shape remains a mystery, as they only survive by living as parasites inside dead bodies (some texts—like the

Apocalypse of Paul—suggest their true form is that of an oversized, two-headed maggot, probably 1-3 feet long).

—Stéphane Gesbert, *Cthulhu Dark Ages*.

The dark ones are a race of "dwarfs" that serve Nyarlathotep and a being known as the Magnum Innominandum (the Nameless Mist). Twice a year the dark folk follow barbarous rites, lighting pale bonfires on remote hilltops, beating drums, and fetching humans to feed the Magnum Innominandum and "what lies within".

Dark ones often seek the bodies of dead humans that were mummified before burial. Although the host remains dead and continues to rot, a dark one can animate it into a parody of the living. Before the host decays into incapacity, the dark one finds another body (killing a living one if need be) and occupies it. To slow decomposition they hide in the cool and dark underworld of burial mounds, tombs and caverns that preserve their bodies. Otherwise, the dark folk can be found in peat bogs or neat glaciers.

Lacking POW (and with it any recognizable form of emotion, fear or sanity), the dark ones cannot exercise magic. Instead, they seem able to forge all kinds of ominous artifacts which allow them to open gates without spells, animate lifeless machines, and to modify living beings in forbidding ways. How the dark ones' inferior intelligence can account for such rarities is unknown, unless it is through the favor of Nyarlathotep. The dark ones may well be Nyarlathotep's "Million Favoured Ones". Mythos deities and alien races like the mi-go often utilize the vile crafts of the dark folk.

The dark ones are generally encountered in groups of ten or more. They have an unexplained bond with horses and can apparently ride them.

DARK ONE STATISTICS: as the dark folk are parasites inhabiting corpses, use the dead host's statistics as defaults, with 0 INT and 0 POW, and add the dark one's characteristic points and hit points (example: if the host had a CON of 12 while alive, the inhabiting dark one adds its CON of 3D6 to the original 12. If the particular dark one has a CON of 9 it adds it to its host's original 12 and the resulting creature now has a CON of 21). The keeper may rule that the decay reduces the host's



characteristics over time, forcing the dark one to find another body. The increase to the host's SIZ is purely one of weight, not height or width; the increase in the other characteristics is biochemical, as the dark one takes over and misuses the host's body functions.

DARK ONES, The Strange Dark Folk

char.	rolls	averages
STR	1	host's + 1
CON	3D6	host's + 10-11
SIZ	1	host's + 1
INT	2D6	7
POW	0	0
DEX	1	host's + 1
Move	host's + 1	HP host's + 6

Av. Damage Bonus: + host's.

Weapons: any weapon 75%, damage as per weapon.

Armor: none.

Spells: none, but may possess strange artifacts to open Gates, to contact other Mythos beings, to invoke mist, winds, storms, etc., at the keeper's discretion. Humans generally cannot utilize the magic-like properties of the dark ones' artifacts.

Skills: Ride 75%, Sneak 90%, and any number of appropriate skills.

Sanity Loss: 0/1D2 Sanity points to see a dark one, unless it has inhabited a body of someone the investigators know is dead, in which case the Sanity loss is 1/1D6+1 points. Host bodies in the later stages of decomposition may call for a Sanity loss of 1/1D8 or even 1/1D10 points.

DARK SARGASSUM, Greater Servitor Race. *It seems to be nothing more than an immense floating mass of seaweed, but hidden among its bulk are black ropy tentacles and near its center a toothy mouth that consumes what it catches. The beast reeks of rotting vegetation.*

— Justin Schmid, The Bermuda Triangle.

A dark sargassum is actually one of Shub-Niggurath's dark young that has taken to living in water. To the casual observer a dark sargassum looks like nothing more than an enormous mass of black, rotting seaweed. The dark sargassum is exceptionally large but also exceptionally rare.

ATTACKS: a dark sargassum has over a hundred tentacles that it can use to injure or grab victims. Anyone within the mass of seaweed is within range of its attacks. It can attack up to 20 different

individuals per round. In 1D6 rounds a grabbed victim is pulled into the center of the creature, and then drained of 1D3 STR each round thereafter until dead. Escape requires a successful STR vs. STR struggle; a victim's friends may lend their STR to help pull him free. A dark sargassum can also crush ships within its mass, encircling ships of less than 200 tons.

DARK SARGASSUM, Ocean-Dwelling Dark Young of Shub-Niggurath

char.	rolls	averages
STR	4D6+30	44
CON	6D6+18	39
SIZ	10D6+50	85
INT	4D6	14
POW	5D6	17-18
DEX	3D6+6	16-17
Move	8	HP 62

Av. Damage Bonus: +7D6.

Weapons: Tentacle 90%, damage = db or catch (Grapple)

Bite automatic when Grappled, 1D3 STR drain per round
Crush Ship 80%, damage = db

Armor: firearm attacks do only 1 point of damage. A firearms impale does 2 points of damage. Shotguns are exceptions, and do minimum possible damage, whatever that is. Hand-to-hand weapons do normal damage; attacks dependent on heat, blast, corrosion, electrical charge, or poisoning have no effect.

Spells: a dark sargassum knows a number of appropriate spells equal to half its INT; round fractions up.

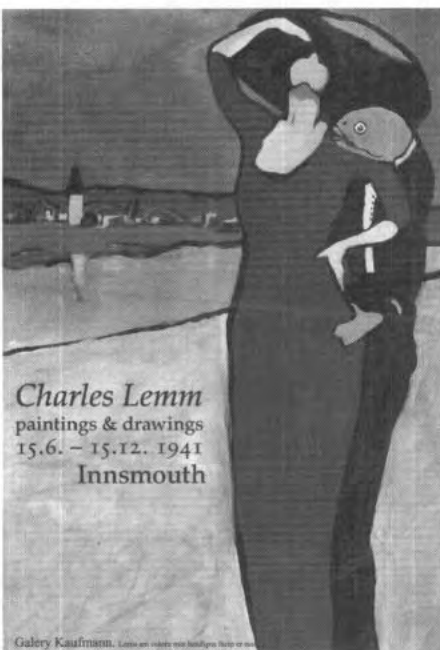
Skills: Camouflage Self 90%.

Sanity Loss: 1D6/1D20 Sanity points to see a dark sargassum.

DEEP ONES, Lesser Servitor Race. *I think their predominant color was a greyish-green, though they had white bellies. They were mostly shiny and slippery, but the ridges of their backs were scaly. Their forms vaguely suggested the anthropoid, while their heads were the heads of fish, with prodigious bulging eyes that never closed. At the sides of their necks were palpitating gills and their long paws were webbed. They hopped irregularly, sometimes on hind legs and sometimes on four . . . their croaking, baying voices . . . held all the dark shades of expression which their staring faces lacked.*

— H. P. Lovecraft, "The Shadow over Innsmouth".

The deep ones are an amphibious race that serves primarily Cthulhu and two beings known as Father Dagon and Mother Hydra. Locked in the timeless depths of the sea, their alien, arrogant lives are coldly beautiful, unbelievably cruel, effectively immortal. They come together to mate or to worship Great Cthulhu, but do not crave touching or being touched as humans do. They are a marine race, unknown in freshwater environments, and globally have many cities, all submerged beneath the waves. The three major cities of the deep ones are: Y'hannth-lei off the coast of Massachusetts, near Innsmouth; Ahu-Y'hloa off the coast of Great Britain near Cornwall, and G'll-Hoo in the North Sea.



POSTER FOR A 1941 EXHIBITION
Charles Lemm, a minor New England painter.
(Gallery Kaufmann, Portland, Maine)

DEEP ONE HYBRIDS: some deep ones interact with humans. They appear to have a monstrous lust to produce human/deep one hybrids. The reason may lie in the breeding cycle of these beings, of which little is known. Deep ones may be worshiped by humans with whom they regularly interbreed. Deep ones are very long-lived unless slain, and so are any hybrid offspring. Typically, hybrids inhabit remote coastal villages.

Such a hybrid begins life as a human-looking child who gradually becomes uglier and uglier. Suddenly, over a period of a few months, the human undergoes a monstrous transformation into a deep one. The changeover usually takes place at the age of 1D20+20 years, but some individuals change earlier or later, or only partially.

SHOGGOTH-TWSHA: certain deep one high priests have the power to command shoggoths. Such a deep one is called a *shoggoth-twsha*. The priest holds quivering blobs of grey slime in each claw that let him telepathically communicate with and control a shoggoth. Each half hour the priest must overcome its shoggoth's POW with its own on the Resistance Table, unless its POW is 10 or more points higher than the shoggoth's, in which case the success is automatic and need not be attempted again to maintain control of the monster.

The shoggoth-twsha controls one specific shoggoth, which obeys simple mental commands of the controller. If the roll to control the monster fails or it is left uncontrolled for 10 or more minutes, it is immediately freed from control and the slime blobs which the shoggoth-twsha holds begin to attack him, burrowing their way through his arms and causing 1D3 points of damage each per round as they horribly devour the living body. The slime blobs may be excised or burnt off in some way. They are gluey and stick glutinously to the shoggoth-twsha's hands, and cannot be simply pulled off.

If the shoggoth-twsha's shoggoth is killed the slime blobs attack the wielder as previously described. Murder of the shoggoth-twsha makes its controlled shoggoth mad at the murderer and causes the slime blobs to activate and devour the corpse.

Other deep ones always guard a shoggoth-twsha as it cannot attack physically. It may utilize magic, however. Usually a shoggoth-twsha protects itself with its controlled shoggoth. The slime blobs process the shoggoth-twsha's fatigue poisons, so it never has to sleep, and in fact dares not.

The priest and its shoggoth remain together until one or the other is killed—usually it is the deep one that perishes first, consumed eventually by its slime blobs.

Other species may become controllers of shoggoths by using the slime blobs, but once in command they must succeed in Luck rolls (96-00 always fails) once a week to remain in control and uneaten.

ATTACKS: deep ones attack either with their viciously clawed hands or with weapons such as spears or nets.

DEEP ONES, Gilled Humanoids

char.	rolls	averages
STR	4D6	14
CON	3D6	10-11
SIZ	3D6+6	16-17
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
Move 8 / 10 swimming		HP 13-14

Av. Damage Bonus: +1D4.

Weapons: Claw 25%, damage 1D6 + db
Hunting Spear 25%, damage 1D6 + db
Fishing Net 15%, damage entangle

Armor: 1-point skin and scales.

Spells: at the discretion of the keeper, deep ones with POW 14 or more know at least 1D4 spells. Spells known always relate to Cthulhu, Dagon & Hydra, the star-spawn of Cthulhu, yuggs, and other horrors of the sea.

Skills: Hide in Water 25%, Listen 30%, Sneak in Water 25%, Spot Hidden 30%.

Sanity Loss: 0/1D6 Sanity points to see a deep one.

DEEP ONE HYBRIDS, Lesser Servitor Race.

He was a thin, stoop-shouldered man not much under six feet tall. . . . His age was perhaps thirty-five, but the odd, deep creases in the sides of his neck made him seem older when one did not study his dull, expressionless face. He had a narrow head, bulging, watery blue eyes that seemed never to wink, a flat nose, a receding forehead and chin, and singularly undeveloped ears. His long, thick lip and coarsepored, greyish cheeks seemed almost beardless except for some sparse yellow hairs that straggled and curled in irregular patches; and in places the surface seemed queerly irregular, as if peeling from some cutaneous disease. His hands were large and heavily veined, and had a very unusual grayish-blue tinge. The fingers were strikingly short in proportion to the rest of the structure, and seemed to have a tendency to curl closely into the huge palm. . . . [He had a] peculiarly shambling gait and his feet were inordinately immense.

— H. P. Lovecraft, "The Shadow Over Innsmouth".



SIR SAMUEL WRIGGS,
BEFORE HIS DISAPPEARANCE, 1917
(archives of the Weymouth Observer)

Deep one hybrids are produced through the mating of a deep one with a human. Although most offspring of such unions are born as normal humans, changes begin taking place usually in the victim's early teens. By middle age, most hybrids show some form of gross deformity. Many retire to the privacy of their closely-shuttered homes. In a few years they make the final transformation to deep one, and find their destiny in the sea.

The physical changes are accompanied by an awakening of new senses, and the hybrids are visited in their dreams by other deep ones. They are shown visions of vast aquatic cities aswarm with strange creatures and they are taught about life under the sea. In the final stages the dreams and mutations intensify until the hybrid is either driven mad or undergoes the final physical change into a deep one. Deep ones may try to lure the hybrid to their lairs where they can supervise the final stages of metamorphosis. About 10% of hybrids do not complete their metamorphosis and spend a normal human lifespan as half-human, and half-deep one.

BELOVED OF CTHULHU: occasionally hybrid monstrosities are born, creatures with tentacled faces or arms, sometimes with long, sinuous fin-tailed bodies or even flaccid, undeveloped bat wings. Such offspring are believed to have been touched by the dreams of great Cthulhu and are sacred to the deep ones. Often suffering from impaired mental development, these mutant offspring are kept hidden from sight in rotting buildings or caves. These monstrous hybrids are known as the beloved of Cthulhu. The STR, CON, SIZ and/or POW for the beloved of Cthulhu can be much higher than that of typical hybrids, although the INT is typically much lower. There is no EDU characteristic for these creatures and the APP is either much lower or is not applicable at all.

OTHER HYBRIDS: deep ones have also been known to mate with dolphins and sharks, producing strange half-

DEEP ONE HYBRIDS, Carriers of the Innsmouth Taint & Other Weird Hybrids

	Typical Hybrids	Beloved of Cthulhu	Dolphin Hybrids	Shark Hybrids
<i>char.</i>	<i>rolls/averages</i>	<i>rolls/averages</i>	<i>rolls/averages</i>	<i>rolls/averages</i>
STR	3D6 / 10-11	6D6 / 21	2D6+15 / 22	3D6+20/30-31
CON	3D6 / 10-11	6D6 / 21	3D6+10 / 20-21	3D6+10/20-21
SIZ	2D6+6 / 13	4D6+15 / 27	2D6+15 / 22	3D6+15/25-26
INT	2D6+6 / 13	1D6+3 / 6-7	2D6+6 / 13	1D6+6 / 9-10
POW	3D6 / 10-11	6D6+6 / 27	3D6 / 10-11	3D6 / 10-11
DEX	3D6 / 10-11	3D6 / 10-11	2D6+12 / 19	3D6+3/13-14
APP	2D6-1 / 6	1D3 or N/A/ 2 or N/A	N/A / N/A	N/A / N/A
EDU	2D6 / 7	N/A / N/A	N/A / N/A	N/A / N/A
HP	11-12	24	21-22	23
Move	8/8 swim	6/10 swim	12 swim	12 swim
Av. DB:	+0	+2D6	+2D6	+2D6
Claw (Fist)	Fist 55%/ 1D3	65% 1D6+db	35% 1D6+db	25% 1D6+db
Grapple	35%/special	45%/special	N/A	N/A
Other Weapon	base%/as per	N/A	N/A	N/A
Tail Lash	N/A	N/A	45%/2D6 + db	50%/2D6 + db
Bite	N/A	N/A	N/A	75%/1D8+db
Armor:	none	1D6	2-point skin	4-point skin

Spells: deep one hybrids and dolphin hybrids with a POW of 14 or more may know 1D4 spells. Spells are usually those dealing with the deep ones, Cthulhu, Dagon, Hydra, and other entities associated with Cthulhu. Beloved and shark hybrids usually don't know spells.

Skills: deep one hybrids have skills typical of average humans. Dolphin hybrids may possess some INT-based skills, as the keeper chooses. Beloved of Cthulhu and shark hybrids possess only the most basic physical skills, such as Dodge or Hide, but no INT- or knowledge based skills.

Sanity Loss: the Sanity loss for seeing a deep one hybrid varies, depending on how horrible the creature is. Typical Sanity losses are 0/1D4 for more human-like hybrids, to 0/1D6 or even 1/1D6+1 for particularly monstrous hybrids. The truly monstrous beloved of Cthulhu may cost as much as 1/1D8 to 1/1D10 Sanity points to see. Dolphin and shark hybrids cost 0/1D6 Sanity points to see.

fish hybrids. Deep one/dolphin hybrids tend to be less aggressive and more intellectual, while deep one/shark hybrids are bloodthirsty and savage killers. Either may attack with their rudimentary front flipper-claws or a tail smash. Shark hybrids have a fierce bite. Shark hybrids can be much larger than those described, depending upon the species of shark cross-bred with. These kinds of hybrids are apparently extremely rare.

DESH, Lesser Independent Race. Lesser desh appear as large silvery tadpoles with limp, toothless mouths, and with a row of dark, bead-like eyes across their narrow heads. Their long limbs are tough and springy. Greater desh have slim, fish-like bodies with four long limbs knotted with cords of stringy muscle. Wide mouths bristle with curved, six-inch teeth. The top of the sleek head is crowned with a bundle of lidless, plate-shaped eyes arranged in a crescent.

— Fred Behrendt, "The Dark Wood".

Desh is the name given by Hyperboreans to those creatures living in a near but alternate dimension. Existing in many different forms, these creatures float through the invisible spaces around us, as unaware of our presence as we are of theirs. Although the varieties of desh may be unlimited, only two forms are described here, for simplicity's sake: greater and lesser desh.

Although of solid matter, desh are semi-transparent, continually fading in and out of view. Lingering images—chemical memories from the nerve fibers of the brain used as a gateway—flash intermittently through the creatures' pale skins. A greater desh summoned through an acquaintance or loved one sometimes provides glimpses from this person's life, possibly causing Sanity losses of as much as 1D4 points.

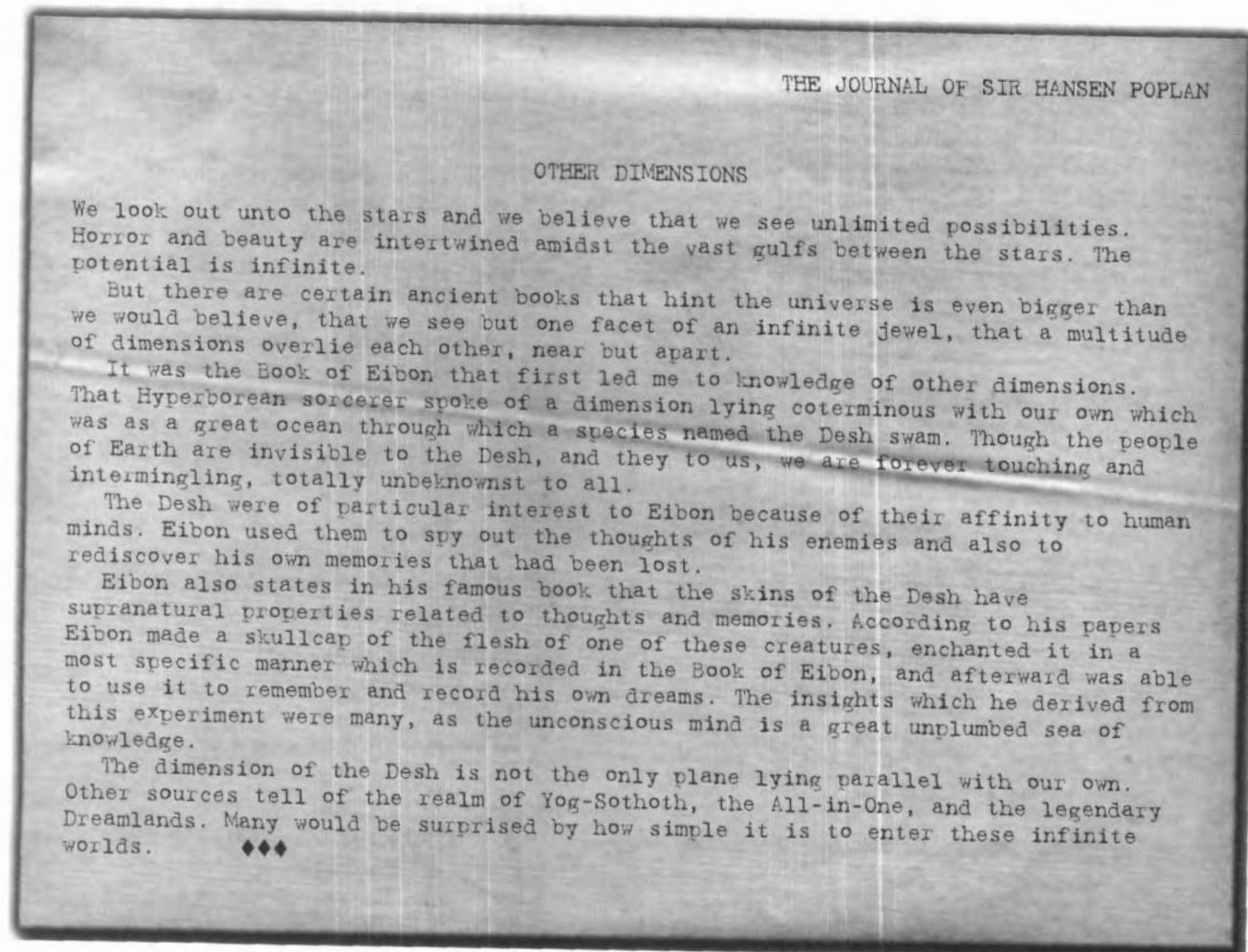
Desh are buoyant, able to make long graceful leaps through the air. Although they appear to be slow-moving, they are actually very fast, capable of covering hundreds of feet in a few seconds. An investigator glimpsing a desh at a distance of 60 yards finds that on the next round the thing has attacked, sinking dagger-like fangs into head and neck.

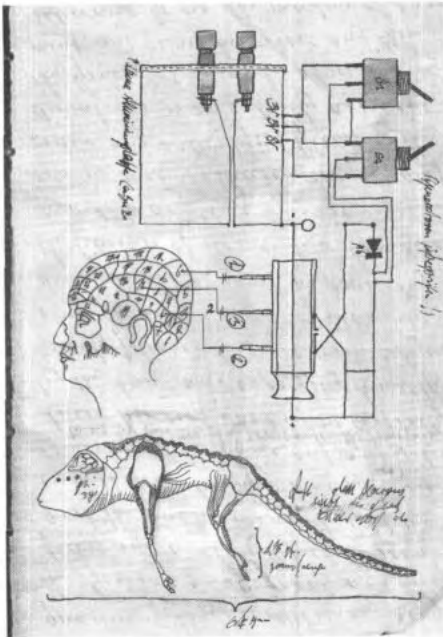
Desh are most easily brought into this dimension using a sentient brain as a neural gateway. The sum-



ARTIFACT EXCAVATED MARCH 1928
Near Eastern Department, Berlin Museum

moning of lesser desh though such a gateway is painful to the subject, resulting in a gradual loss of INT if summonings are repeated: one point of INT is lost for every





NOTE DISCOVERED IN THE RUINS
OF A MILITARY HOSPITAL IN YPRES
Imperial War Museum, London

three lesser desh summoned. Lesser desh are not very dangerous and rarely survive in this world for more than 1D3 days before unraveling and disappearing, occasionally leaving traces of themselves behind. Greater desh are far more powerful. Summoning one through a human brain always results in the death of the subject — the skull bursts open, leaving a starshaped hole in the crown.

ATTACKS & SPECIAL EFFECTS: lesser desh attack with a Grab & Trip: targets must roll DEX x3 or less on 1D100 or they fall. Greater desh Grab &

Hold to restrain their victims for their Bite attack.

Although lesser desh suffer damage normally, greater desh do not. Whenever an investigator makes a successful hit against a greater desh damage is rolled normally then multiplied by five. The result is the percentage chance that the creature is destroyed outright. Roll 1D100. If the result is less than the calculated number, the desh disappears in a bright star-shaped wink of light. If the roll is higher than the number calculated, then the attack has no effect.

DESH, Things from Another Dimension

	Lesser Desh	Greater Desh
char.	rolls/averages	rolls/averages
STR	2D6+1 / 8	4D6+3 / 17
CON	1D6 / 3-4	3D6 / 10-11
SIZ	1D6 / 3-4	2D6 / 7
INT	1D4 / 2-3	2D6 / 7
POW	1D3 / 2	3D6+2 / 12-13
DEX	3D6+1 / 11-12	6D6+1 / 22
HP	3-4	8-9
Move	6	30
Av. DB:	N/A	none
Grab & Trip	35% / special	N/A
Grab & Hold	N/A	45% / restrain for Bite
Bite	N/A	55% / 1D10
Armor:	none	none
Spells:	none	keeper's choice (likely with very bizarre effects in this dimension)
Sanity Loss:	0/1D3	1/1D4+1

DHOLES, Greater Independent Race. Below him the ground was festering with gigantic dholes, and even as he looked, one reared up

several hundred feet and leveled a bleached, viscous end at him.

— H. P. Lovecraft and E. Hoffman Price,
"Through the Gate of the Silver Key".

Dholes are gigantic, worm-like burrowing horrors. They are not native to the Earth, and none seem to have been brought here for more than brief periods, fortunately, for they seem to have riddled and left waste several other worlds. Though it does not visibly harm them, they dislike light. They are only rarely seen in daylight, and then only on planets that they have thoroughly conquered. Some unknown relation between dholes and chthonians may exist. Similar creatures, bholes, exist in the Dreamlands.

GOO ATTACK: in lieu of swallowing or crushing a target, a dhole can spit a gob of slimy goo from its mouth up to a range of 2-3 miles. The globe covers a circular area with a diameter equal to 5% of the monster's SIZ in feet: thus a dhole of SIZ 400 spits a glob 20 feet across, big enough to bring down an airplane.

Any living thing struck by the glob is stunned and engulfed. Climbing out of a mass of goo requires a roll of STR or less on 1D100; make one attempt per round. While buried in the frightful slime, the investigator cannot breathe, and must make drowning checks as if asphyxiating each round. In addition, the caustic slime costs the investigator 1 hit point per round her or she is held. Once the victim escapes, the burning damage stops.

ENGULF: if a dhole swallows (engulfs) someone, it scoops dean an equal in size to the area of its goo attack. If a dhole crushes (crawls over) an investigator, death is automatic. With a successful Luck roll, his companions find enough to bury.

DHOLES & BHOLES, Burrowing Horrors

char.	rolls	averages
STR	1D100x10	505
CON	1D100+100	151-152
SIZ	STR+1D100	555-556
INT	2D6	7
POW	10D6	35
DEX	1D4	2-3

Move 18 crawl / 10 burrow HP 353-354

Damage Bonus: enough to flatten a battleship (+65D6)!

Weapons: Spit Goo 50%, damage special (see above)

Engulf 80%, damage swallow whole

Crush 30%, damage death

Armor: points = the dhole's POW.

Spells: none.

Sanity Loss: 1D6/2D20 Sanity points to see a dhole or a bhole.

DIMENSIONAL SHAMBLERS, Lesser Independent Race. Shuffling towards him in the darkness was the gigantic, blasphemous form of a thing not wholly ape and not wholly insect. Its

hide hung loosely upon its frame, and its rugose, dead-eyed rudiment of a head swayed drunkenly from side to side. Its forepaws were extended, with talons spread wide, and its whole body was taut with murderous malignity despite its utter lack of facial description.

— H. P. Lovecraft and Hazel Heald, "The Horror in the Museum".

Little is known about these beings save their name and a description of a hide. It is assumed that they are entities capable of walking between the planes and worlds of the universe, spending little time at an one planet, but wandering about. They occasionally serve an Outer God or a Great Old One. They can leave a plane at will, signaling the change by beginning to shimmer and fade. This transition costs them 4 magic points and takes a round to complete. During this time they may be attacked, but they may not attack back.

ATTACKS & SPECIAL EFFECTS: a shambler can take objects or beings with it when it fades into another dimension. By clutching the desired object in its talons and expending an additional magic point per 10 SIZ points of the object or creature, that which is held makes the transit also. Objects and victims lost are never found again.

Dimensional shamblers may attack with both claws each round.

DIMENSIONAL SHAMBLERS, the Murderously Malign

char.	rolls	averages
STR	2D6+12	19
CON	3D6+6	16-17
SIZ	2D6+12	19
INT	2D6	7
POW	3D6	10-11
DEX	3D6	10-11
Move 7		HP 18

Av. Damage Bonus: +1D6.

Weapon: Claw 30%, 1D8 + db

Armor: 3-point thick hide.

Spells: a shambler knows one spell per point of INT over 9.

Skills: Listen 25%, Spot Hidden 25%.

Sanity Loss: 0/1D10 Sanity points to see a dimensional shambler.

DUST-MEN, Lesser Servitor Race. *Dust-men live in the Dreamlands where they appear as vague, featureless man-sized humanoids composed of brown or grey dust. Mouthless, they communicate with complex gestures.*

— Robert Horowitz.

Legend holds that the dust-men were created when the malevolent words of the mad Arab reciting his Kitab Al-Azif fell upon the ancient dunes. They tend to prefer dry, arid regions. If summoned to the waking world, a dust-man manifests as a small pile of dust.

ATTACKS: in the Dreamlands a dust-man may attack with its fists. Its more effective attack—and the only one

it has in the waking world—is its whirling sand attack. A dust-man may be bound to a victim using one of his or her personal effects. It attacks its victim from any dusty area (cellar, attic, or dusty road) by whirling around them, and strikes without fail. The dust-man can also be simply blown into the face of the victim.

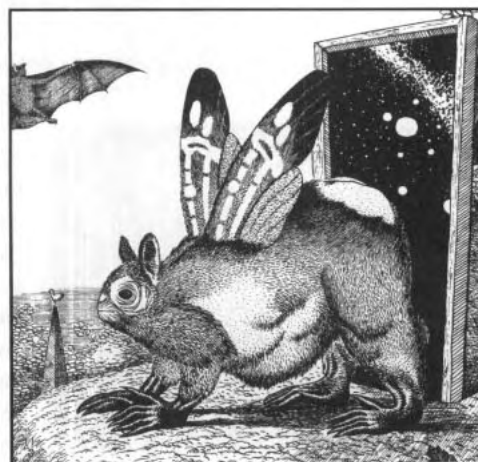
Once inhaled by a victim, the dust-man enters his subconscious where it begins to haunt his dreams with visions of desert heat, oppressive jungles, dark catacombs, and claustrophobic crypts. Each night the victim must make a POW x3 roll. If the victim succeeds, he sleeps fitfully but loses no sanity. If the victim fails, he loses 1D3 SAN. If temporary insanity results, the victim dies of fright. For each week this continues, the victim temporarily loses one point of CON. If CON reaches zero, the victim dies of exhaustion. CON can be recovered at a rate of 1 point per night of normal restful sleep. These nightly horrors continue until the personal object is recovered severing the bond, the dust-man is exorcized from the victim's dreams by magical means, or the victim succumbs. The dust-man then returns to the Dreamlands from whence it came.

SLEEP-WALKERS: dust-men not only haunt the dreams of their victims, but they may also partially control them while awake. If the dust-man overcomes its victim's POW with its own the victim falls under its sway. Such victims may go about their normal waking activities, but do so at a slower pace, much like a living zombie. While a dust-man cannot force its victim to do anything he wouldn't normally do, it may manipulate him into dangerous situations. A dust-man may coerce a victim to fall asleep while driving, wander absentmindedly into traffic, or accidentally take the wrong medication, etc. A dust-man cannot force a victim into blatantly killing a friend or committing suicide (unless the victim was already in a depressed and suicidal state). Such "sleep-walking"



SPITTING RAINBOW SERPENT

A recurring motif in Australian Aboriginal art, here depicted in a contemporary painting from Alice Springs. (Private Collection)



THE WANDERER

drawing from a chronicle of the city of Philadelphia, 1860. (University of Pennsylvania Library)

victims look tired, pale, and generally unwell, although there is no obvious sign of supernatural forces at work. A dust-man must overcome its victim's POW every hour to keep him or her in a sleep-walking state. Once a victim has fallen asleep the sleep-walking is broken and must be reestablished when the victim wakes up. While sleep-walking the victim's Move is reduced by 2, DEX is effectively reduced by 2D3, and all skills—both physical and mental—are reduced by 50%.

A dust-man's hit points are equal to its POW.

DUST-MEN, Sleep-Walkers

	Dreamlands Dust-Man	Waking World Dust-Man
char.	rolls/averages	rolls/averages
STR	2D6+2 / 9	N/A / N/A
CON	3D6 / 10-11	N/A / N/A
SIZ	2D6+2 / 9	N/A / N/A
INT	2D6+6 / 13	2D6+6 / 13
POW	2D6+2 / 9	2D6+2 / 9
DEX	3D6+6 / 16-17	N/A / N/A
Move	8	10 or varies (carried by wind or blown)
HP	9	9
Damage Bonus:	+0	N/A

Weapons: Fist (Dreamlands) 50%, damage 1D3
Whirl 100%, damage inhale & special (see above)
Sleep-Walk POW vs. POW, damage special (see above)

Armor: none.

Spells: Dust-men with a POW of 16 or more may know 1D4 Dreamlands spells. They may not cast any spells in the waking world.

Skills: Hide 80%, Sneak 60%.

Sanity Loss: 0/1D4 Sanity points to see a dust-man's humanoid Dreamlands form; no Sanity loss to encounter the swirling dust of a dust-man in the waking world.

DWELLERS IN THE DEPTHS, Greater Servitor Race. *The thing had eight major arm-like appendages protruding from an elliptical body, six of which were tipped with flipper-like protrusions, the other two being tentacular. Four of the web-tipped legs were located at the lower end of the body, and used for walking upright. The other two were near the*

head, and could be used for walking near the ground. The head joined directly to the body; it was oval and eyeless. In place of eyes, there was an abominable sponge-like circular organ about the center of the head; over it grew something hideously like a spider's web. Below this was a mouth-like slit which extended at least halfway round the head, bordered



PHOTOGRAPH OF A CLAY TILE
found in 1924 at Bab edh-Dhra' on the Dead Sea,
site of the ruins of biblical Sodom

at each side by a tentacle-like appendage with a cupped tip, obviously used for carrying food to the mouth. . . . The sketch and the Necronomicon illustration had not reproduced everything; they had not shown the transparency of the half-gelatinous flesh, revealing the mobile organs beneath the skin. Nor had they shown the globular organ above the brain. . . . And as the mouth fell open when they stirred the body, he saw that the being possessed no teeth, but six rows of powerful tentacles interlaced across the opening of the throat.

— Ramsey Campbell, "The Horror from the Bridge".

Dwellers in the depths are a race of amphibious creatures who serve the Great Old Ones, particularly those associated with water: Cthulhu, Dagon, Hydra, Ythogtha, and Zoth-Ommog. This race may be a larger, more powerful strain of deep ones.

These creatures live in cities beneath the waves of oceans and rivers. They are sometimes freed to rise to the surface world where they wreak havoc upon those they encounter. The rubbery, half-gelatinous flesh of such a being is immune to most physical harm although damage taken to the brain-organ instantly kills the creature. The body of a slain dweller quickly decomposes, leaving behind nothing more than a foul, fishy stain.

DWELLERS IN THE DEPTHS, Aquatic Horrors

char.	rolls	averages
STR	4D6+6	20
CON	4D6+6	20
SIZ	2D6+16	23
INT	2D6+6	13
POW	3D6+6	16-17
DEX	2D6+6	13
Move	7 / 12 swim	HP 21-22

Av. Damage Bonus: +2D6.

Weapon: Tentacle 35%, damage 1D6 + db

Armor: none, however these creatures are immune to most physical damage—the exception to this is the brain-organ. Any damage done to the creatures' brain-organs instantly kills them. A successful attack to one of these creatures has a 10% chance of striking the brain-organ, thereby instantly killing it. Fire, electricity, and magic can inflict normal damage upon these creatures.

Spells: all know 2D6 spells. Known spells always relate to Cthulhu, deep ones, and other related aquatic horrors.

Sanity Loss: 0/1D8 Sanity points to see a dweller in the depths.

EIHORT, BROODLINGS OF, Lesser Servitor Race. *His entire body lost its cohesiveness and he dissolved in on himself. His face, chest, legs—every single part—liquified into soggy mounds of writhing, shining, jellied spiders.*

— J. Todd Kingrea, "Cross My Heart, Hope to Die".

The broodlings of Eihort are gestalt beings made up of millions of the tiny white spidery brood of Eihort. A broodling looks like a deathly pale, totally hairless human.

Broodlings of Eihort are capable of speech and with a little disguise may walk among humans undetected. It is not until a broodling suffers some sort of physical damage that its true nature becomes apparent. Each hit point of damage inflicted upon a broodling causes bits of the being to come apart, falling off as globby masses of the white spidery brood. Reduced to zero hit points, a broodling melts down into millions of individual white spiders that creep and wriggle away.

Like the children of other Great Old Ones, the broodlings of Eihort live to serve their sire and prepare the way for the coming of the Great Old Ones.

BROODLINGS OF EIHORT, Gestalt Servants of the God of the Labyrinth

char.	rolls	averages
STR	2D6+10	17
CON	3D6+6	16-17
SIZ	2D6+6	13
INT	3D6+6	16-17
POW	3D6+6	16-17
DEX	2D6+6	13
APP	2D6-1	6
Move 8		HP 14-15

Av. Damage Bonus: +1D4.

Weapon: Any at base%, damage as per weapon

Armor: none. All physical attacks do minimum damage. If a broodling escapes with even a single hit point left it may fully regenerate. Regeneration takes 10 minutes per hit point to maximum original hit points. If reduced to zero hit points a broodling melts into a mass of wriggling white spiders. Once reduced to zero hit points a broodling may not regenerate.

Spells: a broodling of Eihort generally knows 1D4 spells. Known spells will deal with Eihort and similar entities.

Skills: most at a -10% penalty, due to their effort to pass as human.

Sanity Loss: no loss to see a broodling in perfect human form; once a broodling begins to melt down and reveal its true nature, 1/1D8 Sanity points.

ELDER THINGS, Lesser Independent Race. They represented some ridged barrel-shaped object with thin horizontal arms radiating spoke-like from a central ring and with vertical knobs or bulbs projecting from the head and base of the barrel. Each of these knobs was the hub of a system of five long, flat, triangularly tapering arms arranged around it like the arms of a starfish.

— H. P. Lovecraft, "Dreams in the Witch House".

A very complete description of one of these beings is in "At the Mountains of Madness", also by Lovecraft, but it is too long to include here. It notes that the entity stands about eight feet tall, with a six-foot torso, and that it has wings that neatly fold up into slots. In that story this race is referred to as the "old ones." Elder things communicate by piping whistles and can sense without light.

Elder things came to Earth a billion years ago, and may have accidentally started terrestrial life. They cre-

ated the blasphemous shoggoths to serve as slaves. Their race began to degenerate before man evolved, and they at least partially lost their former ability to fly through space on their membranous wings. After numerous wars with other races, the mi-go and the star-spawn prime among them, and the rebellion of their former slaves, the shoggoths, the amphibious elder things were eventually driven back to Antarctica in the last few million years, where their last city remains frozen under a glacier. Their civilization was eventually wiped out by the cold of the ice age. The elder things are extinct on land, but may still have colonies in the deepest waters. Elder things also may be met by time travelers and non-degenerate elder things still live among the stars.



THE GUIDE

A barrel-shaped object leads the Ship of Fools. (Abbey Library of St. Gallen, Switzerland)

THE GREAT WHITE SPACE: a strange other dimension. It is unknown if the elder things actually created this dimension, but there is no doubt that they actively exploited it. It connects places light years apart and is or was used by the elder things to traverse the universe. The elder things created at least one portal to the Great White Space on Earth, deep in the mountains of China. Other portals may open onto Yuggoth, L'gy'hx, Cykranosh, Xoth, or any number of other strange and alien planets or dimensions. A portal may also open into the Dreamlands.

THE ELDER PHAROS AND THE GOD TRAP: millions of years ago or more, the elder things constructed a great weapon in what today is Antarctica. The device had unknown and unguessable power. Part of the device was something called the God Trap, a thing that lured—and eventually trapped—some unknown and unnamed Outer God or Great Old One. Some speculate that the trap and the weapon exist still today, although in a state of disrepair, and that the Being within is slowly gaining its freedom. This would surely

be a devastating event. Complete details on the Elder Pharos, the God Trap, and the Unknown God can be found in the *Beyond the Mountains of Madness* campaign.

ATTACKS: in hand-to-hand combat, an elder thing may use all five tentacles at once, but no more than three may be used versus a single target. Once a tentacle grips, it clings to the victim, and each round thereafter the victim loses hit points equal to half the elder thing's damage bonus in constriction and crushing damage.

ELDER THINGS, The Old Ones, City-Builders Eons Old

char.	rolls	averages
STR	4D6+24	38
CON	3D6+12	22-23
SIZ	8D6	28
INT	1D6+12	15-16
POW	3D6	10-11
DEX	3D6+6	16-17
Move 8 / 10 flying		HP 25-26

Av. Damage Bonus: +3D6.

Weapon: Tentacle 40%, damage 1/2 db in constriction

Armor: 7-point skin.

Spells: each has INT x3 chance to know 1D4 appropriate spells.

Skills: Sneak 30%, Track 25%.

Sanity Loss: 0/1D6 Sanity points to see an elder thing.

FIRE VAMPIRES, Lesser Servitor Race. *These appeared as thousands of tiny points of light. The myriad points of light were living entities of flame! [Where] they touched, fire sprang up.*

— August Derleth, "The Dweller in Darkness".

They are minions of Cthugha and, like him, dwell on or near the star Fomalhaut. They come to Earth when summoned, or when accompanying Cthugha or Fthaggua. They appear to be a form of intelligent gas or plasma, a fairly frequent Mythos concept.

A DUAL ATTACK: fire vampires attack by touching their victims, and can set flammable objects alight by touch.

They damage humans by heat-shock. To determine the heat-shock damage, roll 2D6 for the vampire's attack and match this against the investigator's CON on the Resistance Table. If the heat wins, the investigator loses

hit points equal to the rolled damage. If the character wins, he loses hit points equal to half the rolled damage (round fractions up).

In the same attack, the vampire may try to steal magic points from its target: match its current magic points against the magic points of the target on the Resistance Table. If the vampire wins, it steals 1D10 magic points from the victim. If the fire vampire loses the resistance struggle, it loses one of its own magic points. Thus, in each attack by a fire vampire, roll twice—once to determine heat damage and once to determine magic point loss.

FIRE VAMPIRES, the Flame Feeders

char.	rolls	averages
STR	N/A	N/A
CON	2D6	7
SIZ	1	1
INT	3D6	10-11
POW	2D6+6	13
DEX	3D6+6	16-17
Move 11 / flying		HP 4

Damage Bonus: N/A.

Weapon: Touch 85%, damage 2D6 burn + magic point drain (see above)

Armor: most material weapons cannot harm them, including bullets, etc. Water costs a fire vampire one hit point per half-gallon poured over it, a typical hand-held fire extinguisher does 1D6 hit points of damage to it, and a bucket of sand costs it 1D3 hit points.

Spells: fire vampires with a POW of 17 or more have at least 1D3 spells. Spells always relate to Cthugha, Fthaggua, and similar entities.

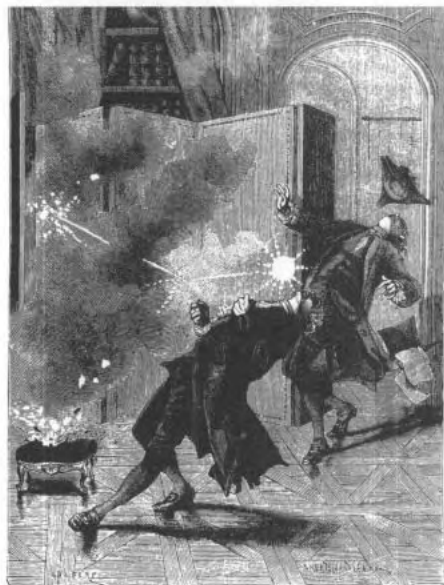
Skills: Track 25%.

Sanity Loss: seeing a fire vampire costs no Sanity points.

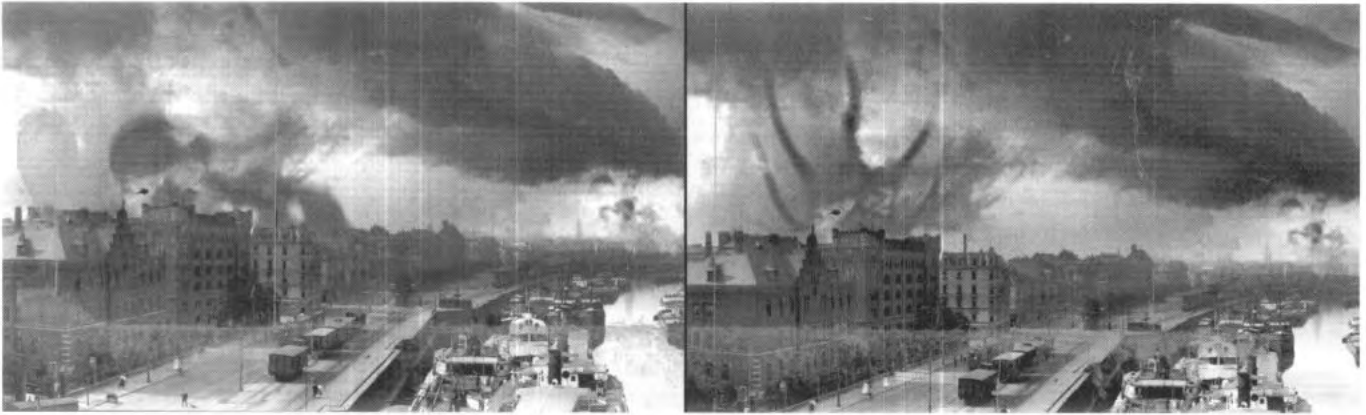
FISHERS FROM OUTSIDE, Lesser Servitor Race. *Then the moon was hidden by black, flapping shapes that circled and swooped like enormous fishing-birds, darting down to the altars to pluck and tear at the wriggling bodies bound there . . . and one of the huge, queerly deformed-looking bird-things emerged into the moonlight, and I stared with unbelieving horror at its hulking, horribly quasi-avian form, clothed with scales not feathers . . . one glimpse of the repulsive thing with its one leg and glaring Cyclopean eye and hideous, hooked, fang-lined beak . . . and [the creature] hovered on scaly, translucent wings.*

— Lin Carter, "The Fishers from Outside".

Some Mythos tomes refer to fishers from outside as shantaks, but they are two distinct species, although possibly related. The fishers are much more avian in appearance than shantaks. Fishers are the servitors of the obscure Great Old One Groth-golka, and act as proxies for their sire by accepting human sacrifices and worship by cultists. Fishers brood in caverns on the Moon and are also sometimes connected with worship of the lunar Great Old One Mnomquah. Because they



THE DEATH OF PROFESSOR RICHMAN
woodcut, England, eighteenth century. (British Library, London)



THE STORM OF THE CENTURY

Snapshots of the catastrophic storm, Cologne, 1912. (Historisches Fotoarchiv Georg Weise, University of Tübingen, Germany)

have a single leg, fishers are clumsy and slow on the ground.

Viewing or handling an image of a fisher from outside, or their sire Groth-golka, has unhealthy effects on humans. They have a 75% chance each night of experiencing terrible nightmares of the bird-like Great Old One and its servant creatures. Each nightmare requires a Sanity roll and a loss of 0/1 Sanity point each time. The nightmares may only be stopped by destroying the artifact, facing and defeating Groth-golka, or by being treated with five successful Psychoanalysis rolls over five consecutive days. If one of the Psychoanalysis rolls is missed the patient suffers the immediate loss of 1D2 Sanity points and the process must begin all over again. Even if successfully treated, subsequent exposure to the artifact inflicts the same effects on the patient, and treatment must begin all over again.

ATTACKS: They may attack with their single taloned leg only while flying; a fisher may either rake a target with its claw, or grasp a victim and crush them on the following round. They may also bite with their viciously-fanged beaks each round.

FISHERS FROM OUTSIDE, Servants of Groth-golka

char.	rolls	averages
STR	3D6+15	25-26
CON	2D6+6	13
SIZ	3D6+20	30-31
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6+6	16-17
Move 3 / 35 flying		HP 21-22

Av. Damage Bonus: +2D6.

Weapons: Bite 50%, damage 2D6

Talons 35%, scratch damage 1D6 or grasp and crush 1D6 + db

Armor: 9-point thick scales.

Spells: none.

Skills: Listen 25%, Spot Hidden 25%.

Sanity Loss: 0/1D6 Sanity points to see a fisher from outside.

FLYING POLYPS, Greater Independent Race. A horrible elder race of half polypous, utterly alien entities. . . . They were only partly material and had the power of aerial motion, despite the absence of wings. . . . Suggestions of a monstrous plasticity and of temporary lapses of visibility . . . singular whistling noises and colossal footprints made up of five circular toe marks seemed also to be associated with them.

— H. P. Lovecraft, "The Shadow Out of Time".

This unnamed species came to Earth out of space as conquerors about seven hundred and fifty million years ago. They built basalt cities with high windowless towers and inhabited three other planets in the solar system as well. On Earth, they were warred on and finally forced underground by the great race of Yith, but near the close of the Cretaceous era (about 50 million years ago) they rose up from their subterranean haunts and exterminated the great race.

The polyps still remain in their caverns and seem content to remain there, annihilating the few beings choosing to cross them. The entrances to their dwellings are mostly deep within ancient ruins where there are great wells sealed over with stone. Inside these wells dwell the polyps still, ferocious alien fighters with a bewildering variety of attacks.

They have the power to control great winds. Each of the polyp's wind abilities cost them a magic point per round to use.

WIND BLAST ATTACK: the wind blast has a base range of 20 yards and a 10-yard diameter cylinder of effect emanating from the polyp, doing damage equal to the polyp's damage bonus. The cylindrical blast can extend further than 20 yards, but loses 1D6 damage for each multiple of the base distance—thus a target at 39 yards would take 4D6, and a target at 41 yards would take 3D6 damage respectively. Victims of the wind blast literally have their flesh stripped from their bones and their skin dehydrated and wind-burned, and are

blown backwards for a number of yards equal to the hit points they have lost.

FIXING ATTACK: this is for capturing prey, and is most mysterious. In this mode, the wind attack has a range of 1000 yards, and can blow without diminishment around corners or up through winding corridors. Although the wind emanates from the polyp, it has a peculiar sucking effect on the target, slowing down him or her, and forcing the player to make a Resistance Table roll each round of the target's STR against half of the polyp's POW. If the polyp wins, the victim cannot move away that round. If the target wins, he or she may move normally. At ranges of 200 yards or less, the target must resist against the polyp's full POW. The flying polyp can move at full speed while using this ability, so it may be both chasing interesting prey and slowing it.

This technique may be used on multiple targets within 30 yards of one another. Add 5% for each target to the chance of each who resists. The polyp may choose not to affect some targets in order to affect others more strongly.

WINDSTORM ATTACK: a polyp can generate a wind in conjunction with its fellows. The windstorm has a speed of 1/2 mile per hour per point of POW of the participating polyp. This windstorm is local, losing 5 mph of force for every 200 yards it travels. A group of polyps can generate hurricane-force winds within an area of a few square miles. Base the damage done to targets by Luck rolls, starting at POW x5 and descending to x4, x3, etc., for every 15 mph of wind above 60 mph. The target takes 1D4 damage for each Luck roll missed.

FLYING TENTACLE ATTACK: polyps continually form and dissolve tentacles from their bodies. Each round, roll 2D6 to determine how many tentacles may attack in that particular round. Tentacle damage is always 1D10. Because of the partially non-material nature of these entities, the tentacles damage is done directly to the target's hit points, ignoring any body armor. The wound takes the form of a wind-burn or desiccation of tissue.

INVISIBILITY: by spending a magic point per round, a polyp can turn totally invisible, but it still can be roughly located by the constant nauseating piping sound that always accompanies it. Anyone trying to hit an invisible polyp must receive a successful Listen roll to tell where it is and subtract 50 percentiles from the chance to hit. Thus a marksman with 90% Rifle who fires at an invisible polyp has a 40% chance to hit.

Polyps always are phasing in and out of visibility, so a polyp's POW is subtracted from the attacker's chance to hit if the polyp is not entirely invisible. When a

polyp is invisible, it does not attack with its tentacles, but may still use one of the wind attacks, or cast spells.

FLYING POLYPS, Terrors from the Blackness Below

char.	rolls	averages
STR	4D6+36	50
CON	2D6+18	25
SIZ	4D6+36	50
INT	4D6	14
POW	3D6+6	16-17
DEX	2D6+6	13
Move	8 / 12 flying	HP 38

Av. Damage Bonus: +5D6 (used only for wind blast).

Weapons: Tentacle 85%, damage 1D10
Windblast 70%, damage db lowered by 1D6 per 20 yards distance.

Armor: 4-point, plus invisibility. The extra-terrene flying polyp takes only minimum damage from physical weapons. Enchanted weapons do full normal damage, as do forces such as heat or electricity.

Spells: roll 1D20. If the roll is higher than the polyp's INT, it knows no spells. Otherwise, the polyp knows a number of spells equal to the die roll. The kindly keeper chooses those that seem appropriate.

Skills: Hide 30%, Track 35%.

Sanity Loss: 1D3/1D20 Sanity points to see a flying polyp.

FOSTERLINGS OF THE OLD ONES, Greater Servitor Race. *The bulk glistened as though flayed; in the dimness it looked pale pink, and oddly unstable. . . . For a moment he saw the huge head, a swollen bulb which, though blanched by moonlight, reminded him of a mass dug from within a body. The glistening lumpy forehead was almost bare, except for a few strands that groped restlessly over it—strands of hair, surely, though they looked like strings of livid flesh. . . . Before he could see the rest of the figure, a vague gigantic squatting sack, the shadow flooded the clearing. As it did so, he thought he saw his mother's face sucked into the head, as though by a whirlpool of flesh. Did her features float up again, newly arranged? Were there other, plumper, features jostling among them? He could be sure of nothing in the dark.*

— Ramsey Campbell, "The Faces at Pine Dunes"

The fosterlings of the Old Ones are the mutant offspring of matings with human females and Outer Gods or Great Old Ones. Through a special ritual the Outer God or Great Old One sends a dream which reaches into the womb of a pregnant woman, altering the genetic structure of the unborn fetus. Born, the child spends many years as a normal human until one day it transforms into something more closely resembling its alien parent. The startling change from human to non-terrene entity occurs in a single evening.

Two or more transforming humans may sometimes "grow together" into one fosterling.

These genetic alterations and transformations are passed from generation to generation; each successive

THE JOURNAL OF SIR HANSEN POPLAN

BLASPHEMOUS BIRTHS

As horrible as it may sound, I have found ample evidence that the Great Old Ones and Outer Gods can interbreed with humanity, producing blasphemous half-breeds. How this may be possible, this fact that seems to fly in the face of our current understanding of genetics, I cannot say. Nonetheless, it seems a true fact, and so the Great Old Ones and Outer Gods gain strong and loyal followers in our world.

My most direct evidence of these blasphemous births comes from Professor Henry Armitage, a fellow at Miskatonic University. He tells how Yog-Sothoth may be summoned to breed with a willing human, and how monsters will be born of such a union. He has written elsewhere of the nearly-human Wilbur Whateley and its brother, the Dunwich Horror, which he faced in 1928.

Shub-Niggurath too comes to Earth to father unholy monsters. Nameless Cults details a prophecy wherein a demigod named the Mother of Pus will be born of such a union, heralding in the End Times.

The Necronomicon classifies all of these offspring as the "Fosterlings of the Old One", an amorphous category which seems to include those hybrids which do not have any special characteristics from their more alien parent.

It is not just the Great Old Ones and Outer Gods who have infiltrated the genetic pool of humanity. Many alien species seem able to do so as well: either through arcane magics or because they are much closer to humanity than we would dream.

Deep ones are the most famous example, with hybrids eventually becoming deep ones themselves. Yuggs, ghouls, and serpent people seem able to interbreed with humans as well, proving that We are more alien, and that They are more human than we might wish. ♦♦♦

generation becomes more like the parent deity. Those bearing the taint of such genes experience dreams and nightmares of odd cult ceremonies and Mythos activities. These dreams are the ancestral memories of the initial encounters with the Mythos deity.

When the stars are right and the Great Old Ones walk the earth once more, the fosterlings shall be their chosen servants.

In some instances the characteristic rolls listed below might be higher or lower, depending upon the Outer God or Great Old One involved in the creation of the fosterling. For example, an entity with no INT would produce a fosterling with very low (less than 3D6) or no INT.

FOSTERLINGS OF THE OLD ONES, Bastard Children of Alien Gods

char.	rolls	averages
STR	3D6+3D10	27
CON	3D6+3D10	27
SIZ	2D6+3D10	29-30
INT	2D6+6+1D10	18-19
POW	3D6+1D10	16
DEX	3D6+1D10	16
Move 8		HP 28-29

Av. Damage Bonus: +3D6.

Weapon: Crush 75%, damage 1D6 + db

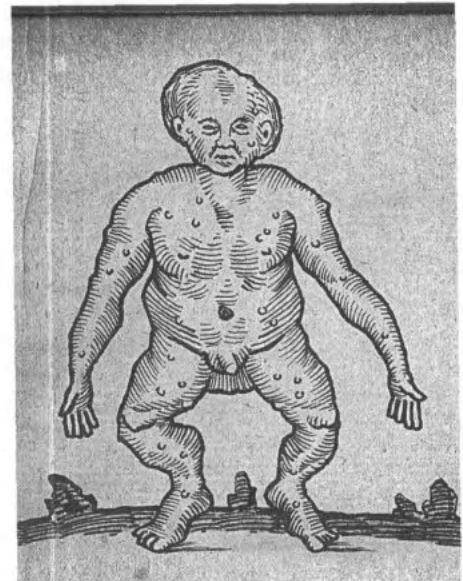
Armor: none, but the fosterlings of the Old Ones take minimal damage from non-enchanted weapons.

Spells: all fosterlings may Call their parent deity and Summon/Bind or Contact members of that deity's servant race, if any; those with INT know at least 1D6 other spells.

Skills: some may retain skills had as normal humans, but many will be at severe penalties due to their size, body, etc.

Sanity Loss: 1/1D10 Sanity points to see a fosterling of the Old Ones.

FUNGUS, VILE, Lesser Independent Race. At first glance, the vile fungus seems to be a collection of mushrooms. Their color and outline, however, constantly appear to change, so that the observer cannot focus properly on them and suffers from visual defects. Dead earth, on which nothing grows, sur-



THE BASTARD OF WALDSHUT
from a pamphlet, Nuremberg, 1367 (Ossolineum, Wroclaw, Poland)



FROM THE DIARIES OF ALBERT SCHWEITZER
1915

this material originated on cold Yuggoth and subsequently spread through the cosmos with the mi-go. Perhaps this alien fungus occurs naturally on Yuggoth, or perhaps it was created by the mi-go for some unguessable purpose. In any event, it is a nightmarish life form that can infect any organism it comes into contact with.

INFECTION: its sticky filaments adhere to anything they come into contact with: if the filaments come into contact with bare flesh infection begins. Within minutes, the filaments begin to penetrate the skin and transform the living flesh into fungal tissue. If the contaminated investigator can somehow remove the

rounds their location in a radius of several meters. Black shadows creep around them like dark smoke screens, and fungoid filaments crawl over the floor or hang down if the fungus grows on a ceiling, to loop themselves around a human, whispering, rasping, smacking, endlessly distant and quiet. Warm, soft, and sticky blackness.

— Michael Siefener,
"Beschwörungen".

The fungus is as a kind of parasitic life form, neither really plant nor animal in nature. It is suspected that

sticky fungal filaments within 2D10 minutes he avoids infection. Simply rinsing with water does not remove the fungus. It must be washed off with some form of strong chemical solvent or fungicide, either of which may inflict damage upon the investigator in the form of chemical burns or poisoning, at the keeper's discretion. Alternately, fire may be applied to the area, but this inflicts 1D6 points of damage. A severely contaminated victim may require multiple applications of chemicals or fire to completely destroy the parasite.

Immediately upon infection the internal tissues begin to mutate into fungal matter, even though the victim shows no outward signs of infection. The victim becomes quiet and uncommunicative under the puppet-like control of the alien parasite, and refuses any medical examination or treatment. The victim's life can be saved only by amputating the body part which came in contact with the vile fungus within two hours. Otherwise the parasite spreads throughout the body and the will of the host is unconsciously altered to do everything it can to facilitate the transformation into a fungus. This entails a retreat from social life to somewhere dark and dank.

Each month the victim loses 2 points each of STR, CON, DEX and Move, and 1 point of INT, but gains ? a point of POW. Once a victim's STR, CON, DEX and Move have all reached zero the transformation is complete (round his final POW up to the nearest full number) and he has changed entirely into a fungus. His body fully becomes a spongy mass that no longer boasts DNA of any sort. There is no treatment available at this point to save the infected, and anyone examining the victim runs the danger of being infected. The victim does not die, but becomes a horrible, immobile fungal parody of his former self.

VILE FUNGUS, alien parasite

char.	rolls	averages
STR	N/A	N/A
CON	N/A	N/A
SIZ	3D6	10-11
INT	2D6	7
POW	4D6	14
DEX	N/A	N/A
Move 0		HP = SIZ (10-11)

Av. Damage Bonus: N/A

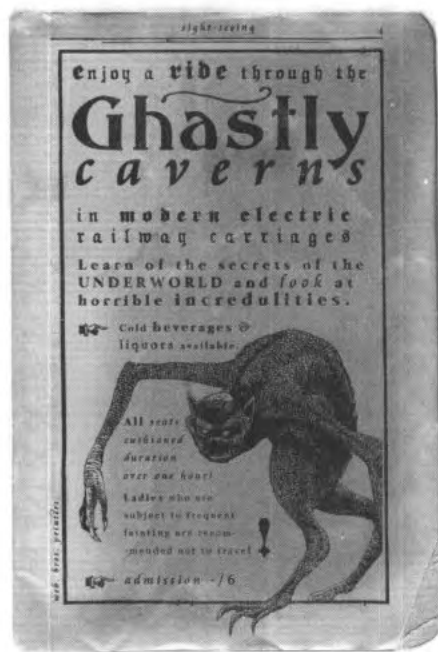
Attacks: Infection 100% when touched, damage is transformation (see above)

Armor: none, however firearms and other weapons inflict no damage on the fungus. Attacking the parasite with firearms or weapons only shreds and scatters the material, making accidental infection to anyone in the immediate area a dangerous possibility. Fire, chemicals and similar attacks are most effective on the alien fungus.

Spells: none.

Sanity Loss: 0/1D4 Sanity points to see vile fungus. Viewing a body that has been transformed by a fungus costs 1D3/1D8 Sanity points—1D4/1D10 if it is the body of someone known to the investigator.

GHOSTS, Lesser Independent Race. Repulsive beings which die in the light . . . and leap on long hind legs . . . a pair of yellowish red eyes. . . . Ghosts have indeed an excellent sense of smell . . . something about the size of a small horse hopped out into the grey twilight, and Carter turned sick at the aspect of that scabrous and unwholesome beast, whose face is so curiously human despite the absence of a nose, a forehead, and other particulars. . . . They spoke in coughing gutturals.



ADVERTISEMENT
from an English guidebook of the 1920s

— H. P. Lovecraft, "The Dream-Quest of Unknown Kadath".

Ghasts are restricted to the Dreamlands' underworld and vast waking-world caverns where sunlight never comes. Exposed to direct sunlight, they sicken and eventually die. Ghasts are cannibalistic and eat one another as well as other beings they catch.

The horrible semihuman bipeds which are ridden by the highly scientific but morally degenerate humans inhabiting the cavern of K'n-yan may well be relatives of or even be examples of ghasts. If this is the case, then ghasts are likely a result of serpent people genetic experimentation. Ghasts are evidently tamable, though very primitive and savage.

ATTACKS: a ghast is able to kick once and bite once in a combat round.

GHASTS, Unwholesome Scabrous Beasts

char.	rolls	averages
STR	3D6+12	22-23
CON	4D6	14
SIZ	4D6+12	26
INT	1D6	3-4
POW	3D6	10-11
DEX	2D6+6	13
Move 10		HP 20

Av. Damage Bonus: +2D6.

Weapons: Bite 40%, damage 1D10
Kick 25%, 1D6 + db

Armor: 3-point thick skin.

Spells: none.

Skills: Sneak 70%.

Sanity Loss: 0/1D8 Sanity points to see a ghast.

GHOULS, Lesser Independent Race. *These figures were seldom completely human, but often approached humanity in varying degree. Most of the bodies, while roughly bipedal, had a forward slumping, and a vaguely canine cast. The texture of the majority was a kind of unpleasant rubberiness.*

— H. P. Lovecraft, "Pickman's Model".

Ghouls are rubbery, loathsome humanoids with hooflike feet, canine features, and claws. They speak in what are described as gibberings and meepings. They are often encrusted with grave mold collected as they feed.

Lovecraft's ghouls are horrible creatures dwelling in tunnel systems beneath many cities. They have ties to witches and occasionally attack humans. Some very ancient ghoulish tunnels lead into the fantastic Dreamlands realms where the creatures feast at unguessably old graves. Ghouls are a common sight in the Dreamlands. It may be possible for a human to transform into a ghoulish over a prolonged period of time. Ghouls may occasionally mate with humans and produce ugly, loathsome children.

A few ghouls are connected with Nyogtha worship, and in the future land of Zothique ghouls worship the Charnel God, Mordiggian. They otherwise have little to do with other creatures or gods of the Mythos, content to feast on their rotting morsels and leave the other races and beings to their own machinations.

ATTACKS: it may attack with both claws and its bite in a single combat round. If the ghoulish bite strikes home, then it hangs on instead of using claw attacks and worries the victim with its fangs, continuing to do 1D4 Bite damage automatically. A successful STR against STR Resistance Table roll dislodges the ghoulish, breaking what amounts to a successful Grapple, and ending the Bite damage.

GHOULS, Mocking Charnel Feeders

char.	roll	averages
STR	3D6+6	16-17
CON	2D6+6	13
SIZ	2D6+6	13
INT	2D6+6	13
POW	2D6+6	13
DEX	2D6+6	13
Move 9		HP 13

Av. Damage Bonus: +1D4.

Weapons: Claws 30%, damage 1D6 + db
Bite 30%, damage 1D6 + automatic worry

Armor: firearms and projectiles do half of rolled damage; round up any fraction.

Spells: roll 1D100 — if the roll is higher than the ghoulish's INT, it knows no spells; if equal to or lower than INT, it may know that many spells, as chosen by the keeper. Ghouls generally do not use spells or magic.

Skills: Burrow 75%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Scent Decay 65%, Sneak 80%, Spot Hidden 50%.

Sanity Loss: 0/1D6 Sanity points to see a ghoulish.



DIE GRABSCHÄNDER (THE DEFILER OF GRAVES)
print in a chronicle, Bohemia, 1511.
(Strahov Monastery & Library, Prague)

GLAAKI, SERVANTS OF, Lesser Servitor Race. *A hand came scabbling up out to lever it up! . . . The hand of a corpse—bloodless and skeletal, and with impossibly long, cracked nails.*

— Ramsey Campbell, "The Inhabitant of the Lake".

Glaaki's slaves are undead things created by his spines. They share Glaaki's memories and become almost a part of the Great Old One, though they can still perform many individual actions. At first they look human enough, if stiff and corpse-like, but in time they wither and look like the undead monsters they are. Unusually clever servants may use makeup to hide their true, rotting appearance, and some may even go as far as to sleep in tubs of formaldehyde to stall their inevitable decay.

THE GREEN DECAY: after six decades or so of half-death, the servants of Glaaki become subject to the Green Decay if exposed to intense light, such as daylight. The Green Decay begins to rot on the spot, inflicting 1D10 points of damage to a servant immediately. The decay is rapid and irreversible, with the creature suffering 1D6 additional points of damage each hour thereafter. Glaaki servants exposed to the killing light are completely destroyed by the Green Decay in a few hours.

SERVANTS OF GLAAKI, Decaying Slaves

char.	rolls	averages
STR	3D6	10-11
CON	3D6x2	20-22
SIZ	2D6+6	13
INT	2D6+6	13
POW	3D6	10-11
DEX	1D6	3-4
Move 5		HP 17-18

Av. Damage Bonus: +0.

Weapons: Grapple 20%, damage special
Sickle 40%, damage 1D6 + 1 + db

Armor: none.

Spells: retains any known when alive, plus any new spells taught by Glaaki.

Skills: Sneak 35%.

Sanity Loss: no Sanity point loss if human-seeming; 1/1D8 Sanity points lost if in living-corpse aspect; if dead from Green Decay, 1/1D10 Sanity points to see.

GN'ICHT' TYAACHT, Lesser Independent Race. . . . A humanoid creature some seven feet in height but thin and lanky with a long pointed head. The creature has huge claws at the ends of its fingers, and prominent, sharply pointed teeth.

— Pete Tamlyn, et al, "The Horror of the Glen".

The gn'icht' tyaacht are a race of tree spirits native to the jungles of West Africa. They live in a form of symbiosis with a tall black-leaved tree called Nuwanda by the natives. Although the creatures are flesh-eaters when manifesting themselves separate from their trees, tribal witch doctors have found that they can be tamed by means of magical spells — provided that they are fed solely on human flesh which has been hung until completely dry of blood, until they reach maturity at approximately five years old.

Before maturity the gn'icht' tyaacht are fairly active, and voraciously greedy, but can be controlled by sophisticated magics. Once they have matured, their appetite reduces dramatically, and they spend most of their time asleep within their trees.

Gn'icht' tyaacht are only able to leave their trees during the hours of darkness.

Although a single gn'icht' tyaacht has no magical powers, a grove of creatures (ten or more) is able to link minds psychically and perform limited magics. The grove becomes aware of everything that happens within it, and within a distance of about 10 yards from the perimeter of the grove. In addition, the grove is able to cast a powerful sleep spell. Persons caught within the grove when the spell is cast must save twice against falling to sleep, matching their POW against the highest POW of the gn'icht' tyaacht in the ring of trees.

It is taboo amongst the gn'icht' tyaacht to attack anyone within a grove, unless that person breaks the rules of hospitality by first attacking one of them.

Certain African tribes such as the Ikambi are known to worship the gn'icht' tyaacht, and it is the witch doctors of these people who developed the techniques for controlling the creatures. The tribes were heavily decimated by slave traders, and it may be that the knowledge of which they were guardians is now lost to mankind.

The gn'icht' tyaacht do not worship any other Mythos deities, but were once enslaved by Cthugha when he was summoned to Earth by an overly ambitious wizard in the long lost African city of T'gaorl. The gn'icht' tyaacht were powerless against fire vampires, and nurse an age long hatred for Cthugha and all of his allies.

ATTACK: the gn'icht' tyaacht attack with two claws per round.

GN'ICHT' TYAACHT, Tree-Dwelling Horrors

char.	rolls	averages
STR	2D6+10	17
CON	3D6+12	22-23
SIZ	2D6+14	21
INT	2D6-2	5 (always at least 1)
POW	2D6	7
DEX	3D6+5	15-16
Move 12		HP 22

Av. Damage Bonus: +1D6.

Weapon: Claw 40%, damage 2D6 + db

Armor: the gn'icht' tyaacht are able to change the texture of their skins from almost intangible when entering their trees to a thick, woody form for fighting. This latter acts as 5-point armor. They always adopt their thick skinned form when out of concealment, and thus can only be caught without armor if surprised when leaving or entering their trees, or when hidden.

Spells: none individually. See above for grove spells.

Skills: Climb 80%, Hide 80%, Jump 40%, Sneak 75%, Track 50%.

Sanity Loss: anyone seeing a single gn'icht' tyaacht must make a Sanity roll, losing 1D6 if the roll is failed. Seeing a gn'icht'

tyaacht emerge from its tree has a greater penalty of 1/1D10 Sanity points.

GNOPH-KEH, Greater Independent Race. Gnoph-Keh, the hairy myth-thing of the Greenland ice, that walked sometimes on two legs, sometimes on four, and sometimes on six.

— H. P. Lovecraft and Hazel Heald, "The Horror in the Museum".

In earlier stories, Gnoph-Keh appears to be a single being associated with Rhan-Tegoth or Cthulhu, but later it seems to be a race of beings, possibly even a degenerate and cannibalistic tribe. It later becomes apparent that there is both a race known as gnoph-keh, and a singular being called Gnophkehs.

The gnoph-keh are a sparse race of rare beings, associated with Ithaqua. Usually only one gnoph-keh is encountered at a time, and the race is generally restricted to glaciers, ice caps, and extremely cold and icy areas. Especially harsh winters may bring them down into the lowlands. If a human tribe have indeed named themselves after the fabled gnoph-keh, perhaps they worship the gnoph-keh as a deity, or use it as a totem beast.

BLIZZARD & COLD ATTACKS: the gnoph-keh has the power to summon a small blizzard about itself, restricting visibility to 3 yards maximum. This costs the creature 1 magic point per hour, and yields a blizzard with a radius of 100 yards. That radius may be increased by 100 more yards for every extra magic point expended. On the rare occasions that two or more gnoph-kehs work together, they may combine their magic points to create gigantic blizzards. The blizzard will always be more or less centered on the gnoph-keh. Every 15 minutes that an investigator spends within such a blizzard, the player must roll CON x5 or less or have his or her investigator lose a hit point to freezing damage if not properly protected against the ice and wind.

The gnoph-keh can also create an intense cold around its body by expending magic points. For each magic point the gnoph-keh spends, the temperature goes down by 20°F for an hour in a 100 yard radius, as with the blizzard. If the creature desires, it can combine the cold and blizzard attacks to create a terrifying local storm.

OTHER ATTACKS: in any given melee round, the gnoph-keh may attack with its horn, and none, two, or four claws of its six. If it uses no claws, then add 2D6 to its damage bonus when jabbing with its horn, as it has a better grip in the snow. If it uses two claws, use its normal damage bonus. If it uses four claws, subtract 2D6 from its normal damage bonuses, including for the claws, as it must spend, some energy staying upright instead of investing force in its blows.



WINTERING ON NOVAYA ZEMLYA

chalk drawing from a traveler's account, 1894. (Bibliothèque Nationale, Paris)

GNOPH-KEH, Legends of the Ice

char.	rolls	averages
STR	2D6+24	31
CON	3D6+12	22-23
SIZ	2D6+24	31
INT	1D6+12	15-16
POW	6D6	21
DEX	4D6	14
Move 9		HP 27

Av. Damage Bonus: +3D6.

Weapons: Horn Gore 65%, damage 1D10 + db
Claw 45%, damage 1D6 + db

Armor: 9-point gristle, fur, and hide.

Spells: roll 1D20—if the result is equal to or less than the creature's INT, it knows that many spells. Otherwise, it knows none. Spells known deal with Ithaqua and arctic elements.

Skills: Hide in Snow 50%, Sneak in Snow 35%, Track in Snow 75%.

Sanity Loss: 0/1D10 Sanity points for seeing a gnoph-keh.

GGOATSWOOD GNOMES, Lesser Servitor

Race: The eyes were grey globes set deep in pits; the noses were hooked like those of childhood witches she'd leafed over; the mouths grinned, revealing pointed teeth.

— Ramsey Campbell, "Made in Goatswood".

These ugly little creatures are actually statues carved from stone and enchanted to life by an unknown source somewhere in the ancient British Severn Valley region. Dormant during



the daylight hours, these entities can spring to life at night to carry out vile and devious acts. The awakening of these stone monsters may be linked to the cycles of the moon and seasons, and they may be able to function only at specific times such as full or new moons, etc. Goatswood gnomes are strongly connected with Shub-Niggurath and other primal forces of nature and woods. They may attack each round with their little claws or their shark-like teeth.

GOATSWOOD GNOMES, enchanted servants

char.	rolls	averages
STR	2D6	7
CON	5D6	17-18
SIZ	1D3+2	4
INT	3D6	10-11
POW	2D6+6	13
DEX	3D6	10-11
Move 9		HP 10-11

Av. Damage Bonus: -1D6.

Weapons: Claws 30%, damage 1D3 + db
Bite 40%, damage 1D4

Armor: 9-point tough hide.

Spells: if the gnome's INT or less is rolled on 1D100 it knows 1D3 spells. Spells typical to these creatures are those dealing with Shub-Niggurath, the Outer God's spawn, and other powers and entities of nature and the elements.

Skills: Hide 75%, Sneak 50%.

Sanity Loss: 0/1D3 Sanity points to see a Goatswood gnome.

GOF'NN HUPADGH SHUB-NIGGURATH, Lesser Servitor Race. *The more recognizable living bodies were dissociated alarmingly without any noticeable injury, while some others were composed of parts of varying familiarity, together with portions that did not seem to belong at all.*

— Ramsey Campbell, "The Moon-Lens".

These creatures are the servants and priests of Shub-Niggurath, created by the Black Goat from sacrificial victims. In the Outer God's form of either the Keeper

of the Moon-Lens or He Who Walks Behind the Rows, it accepts human sacrifices by swallowing them whole, and later causes them to be "born" out of its body, having suffered great mutation in the process. Such individuals are usually never seen again, as from then on they dwell in dank caverns or dark woods, serving the Black Goat and her followers.

Also known as the blessed of Shub-Niggurath, they are a mutant

race, some having the semblance of satyrs with goatish features, hooved feet and small horns, others being mostly humanoid, and still others having been horribly mutated into monstrous things. No two of these creatures are alike, although they are almost always humanoid. These creatures form the basis of many myths and legends about goblins and other deformed fairy-type folk. They are generally encountered in groups—sometimes very large groups.

There are countless stories of "goblins" living in haunted forests, stealing children, raiding hapless travelers, and cooking poisonous or magical food that they try to sell to unwary humans.

SCARLET CIRCLES: this is a group ritual known by these creatures. It tears the fabric of space like a temporary Gate, and allows travel between distant places. To perform this ritual, a group of gof'nn hupadgh gather in a circle and begin to chat. Each sacrifices a single point of POW while a chosen leader offers a blood sacrifice of at least SIZ 18 to Shub-Niggurath. The sacrifice may be a cow, a human or two, or several small animals. In dire emergencies, the gof'nn hupadgh may sacrifice one or more of their own. As the creatures chant and blood soaks into the ground, a scarlet circle appears. This is the Gate. The gof'nn hupadgh may go through the Gate, or they may summon something to come through it. The creatures have complete control of where the gate opens. The temporary Gate lasts for only 1 minute per POW sacrificed by the group.

ATTACKS: in combat, the gof'nn hupadgh Shub-Niggurath may attack with a bite or with a claw/hoof/fist. A few with goat- or ram-like horns may also have a gore attack. Some may attack with gnarled clubs and all sorts of improvised weapons.

GOF'NN HUPADGH SHUB-NIGGURATH, the blessed of Shub-Niggurath, goblins

char.	rolls	averages
STR	3D6	10-11
CON	3D6+6	16-17
SIZ	2D6+6	13
INT	3D6	10-11
POW	3D6+6	16-17
DEX	3D6	10-11
Move 8		HP 11-12

Av. Damage Bonus: +0.

Weapons: Claw 30%, damage 1D6 + db
Bite 30%, damage 1D4
Gore 20%, damage 1D6 + db
Improvised Weapon 25%, damage as per weapon + db

Armor: none. Regenerates 1D6 hit points each round until dead.

Spells: all know Call Shub-Niggurath, Summon/Bind Dark Young of Shub-Niggurath, Body Warping, Become Spectral, Scarlet Circles, plus 1D3 other spells.

Skills: they retain most of the skills they had as humans, plus Hide 90% and Sneak at 70%.

Sanity Loss: 0/1D4 Sanity points to see most gof'nn hupadgh Shub-Niggurath—1/1D6 for really horrible mutations.



WALL PAINTING IN A TEMPLE OF ARTEMIS
nr. Corfu, c. 580 A.D.

GREEN ABYSS, SPAWN OF THE, Greater Independent Race. It seemed to undulate, varying by the second, rising gelatinously to a height of perhaps ten feet, and then, subsiding, swelling, spreading slimy tentacles forward. The whole of the rubbery outer skin was coated with a foul ichor, a tarry stickiness that seemed secreted from monstrous, leathery pores. I think it was this bluish slime that set loose the rancid stench that grew more overpowering with each moment, with each slithering inch of its progress. . . . At the approximate center of this putrid, blue-black mass, a raw, slobbering hole, which seemed to be a rudimentary mouth sucked in and out with obscene rhythm. It was from this opening in the reticulated, reptilian hide that the cloying, mucous-choked chant of Yoth Kala emanated. Actually, there was no face, but nearly a foot above the wound-like mouth there was a single, serpentine tentacle that writhed from side to side, sensing, rather than seeing, looking like some fleshy periscope shot up from hell.

— C. Hall Thompson, "The Spawn of the Green Abyss".

The spawn of the Green Abyss inhabit the seas and oceans of the Earth. Although similar to shoggoths, the spawn are highly evolved and intelligent. They dwell in aquatic societies and are ruled by a queen called Zoth Syra. The spawn appear as a bluish slime with various and shifting features. They create limbs and sensory organs as needed, usually with rudimentary mouths. Highly intelligent, the spawn are capable of speech and can learn other languages.

HYPNOTIC SONG: a spawn can sing alien songs that influence those who hear them. A target failing a POW vs. POW struggle on the Resistance Table is overcome and falls under the creature's spell, obeying its every command. The victim's player can attempt to break the spell every round thereafter by rolling POW or less on 1D100. A successful Psychoanalysis roll by a companion player can also break the trance.

ATTACKS: the spawn of the Green Abyss attacks by either rolling over and crushing a victim or by using 1D3 pseudopods each round, aimable at as many different targets. Pseudopods have a range equal to the creature's SIZ in yards. A spawn may also opt to grapple.

SPAWN OF THE GREEN ABYSS, Entrancing Entities of the Deep

char.	rolls	averages
STR	10D6	35
CON	7D6	24-25
SIZ	14D6	49
INT	2D6+10	17
POW	5D6	17-18
DEX	1D6	3-4
Move	10 rolling	HP 36-37

Av. Damage Bonus: +4D6.

Weapons: Crush 80%, damage = db
Pseudopod 60%, damage = 1/2 db or Grapple

Armor: none, but the spawn of the Green Abyss are immune to normal weapons. Spells, enchanted weapons, fire, electricity, and chemicals harm them. The spawn of the Green Abyss regenerates 1D3 hit points per round until dead.

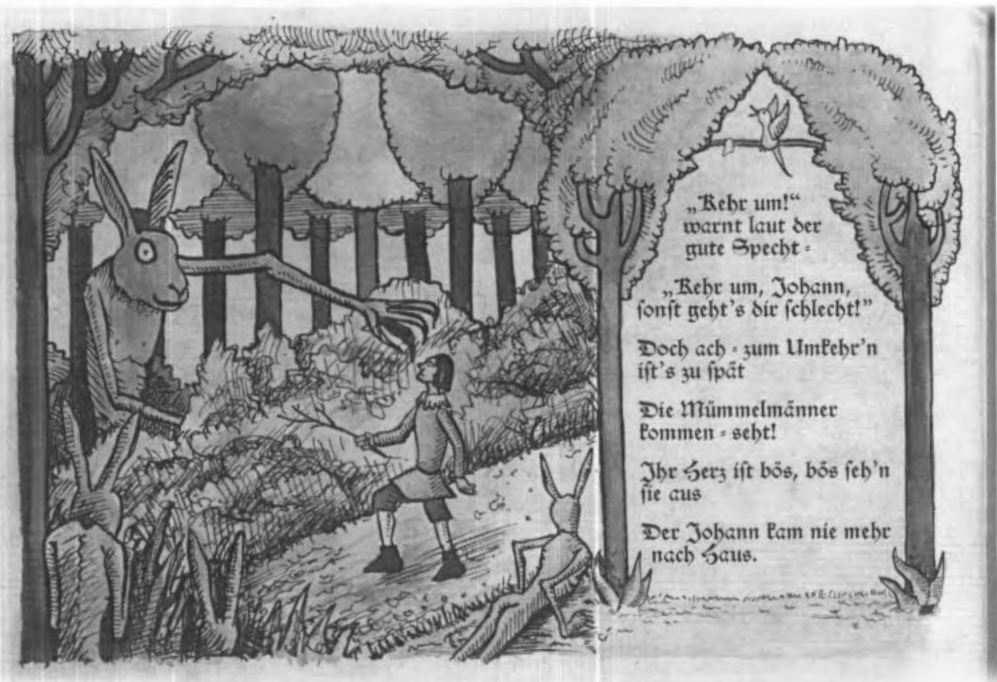
Spells: all have a chance equal to their INT or less on 1D100 to know 1D6 spells.

Sanity Loss: 1D6/1D20 Sanity points to see a spawn of the Green Abyss.



ILLUMINATION FROM A MEDIEVAL ROMAN HYMNAL
11th or 12th century (Parish of St. Gelasius I, Rome)

GREEN GOD, CHILDREN OF THE, Lesser Servitor Race. Then I saw that one of the worshipping horde was [a friend], and began to make out faces less able to pass for human than his, their



FROM THE UNABRIDGED ORIGINAL EDITION OF "STREWWELPETER"
trans. "Toussel-Headed Peter", a German children's book from 1845

THE JOURNAL OF SIR HANSEN POPLAN

SEVERN VALLEY

Like attracts like. The cluster of towns in New England which has attracted intense Mythos scrutiny is fairly well known among scholars who study the Mythos, but less well known is a collection of cities in west England, a benighted place known as the Severn Valley.

The Valley is home to at least four major entities: Byatis, Eihort, Glaaki, and the Green God. Why this corner of the world is such a nexus of activity is unknown, although the fact that at least twice entities have been drawn to it from space, first Glaaki then the Shan, is strangely suggestive.

Following are comments on the Severn Valley towns.

Berkeley still seems to be locked in the Middle Ages. Villagers ward against the Berkeley Toad, though my readings have hinted that that may be the same entity as Byatis, said to be imprisoned in Castle Morley, near Severnford.

Brichester is the jewel of the Severn Valley, a modern town in Gloucestershire. It is the home to Brichester University. However, tales tell of secret passages beneath the town and awful dreams sent from the ghost lake miles to the north. Some even whisper that witches worship at a titanic stone slab west of the town.

Camside is notable because sources claim it to be the home of Eihort, a subterranean god which dwells in a labyrinth extending all the way to Brichester. Some stories even say that the brood of Eihort can take on the form of humans and have infiltrated the town.

Clotton (once Cloth Town) once seemed to be a rare bastion of sanity amidst the Severn Valley. However events in 1931 proved this wrong. Sources are scarce, but it is known that much of the riverside district was destroyed. The writings of one Lionel Phipps whisper of "Dwellers in the Depths."

Goatswood is a particularly notable town in the Severn Valley, but I have already written of it.

Lydney lies west of the Severn River and thus is removed from most of the oddness of the Valley. However, I have come across references to a Coven of the Shining Face and to a lost temple to the god Nodens.

Severnford too has tales of the Berkeley Toad. Rumor has it that in nearby Castle Morley Byatis himself is imprisoned, though for how long none can say. Near to Severnford is a valley named the Plain of Sound, and it may be that this place lies near the Gulf of S'glhuo, that is written of in certain ancient sources.

Temphill is a strange place, and the stories concerning it are fragmentary. There are hints that Yog-Sothoth has a presence in this town through strange entities known as the Tomb Herd. Temphill (or Temple Hill) was long ago founded by the Templars, and what ancient secrets it may contain is unknown.

Warrendown is a town shrouded in mystery, for it is secluded. Some Mythos tomes talk of a vegetative god worshiped there, a god with strange connections to the heads of Easter Island, and I have been personally warned to beware the vegetables sold by the people of Warrendown.

There are a few other towns in the Severn Valley which seem to be free of Mythos taint, among them Old Severnford and Sharpness, but considering the reputation of the valley as a whole, we must approach these towns too with suspicion.

Also see GOATSWOOD. ♦♦♦

great eyes bulging in the dimness, their bestial teeth gleaming in misshapen mouths.

— Ramsey Campbell, "The Horror Under Warrendown".

The children of the Green God are a degenerate, mutated lot. Their's is a common and recurring story in the Cthulhu Mythos: once human, their worship of their alien god has transformed them into monsters. The children typically are covered in coarse hair, have elongated ears, large eyes, and sharp rodent-like teeth. They move in a hopping gait, and seem to shun light. They typically dwell in under-ground warrens and overgrown woods.

These lesser servitors are piteous and mostly harmless creatures, so long as their lairs are avoided and they are left to their own ways. They are a quick, agile race, capable of outmaneuvering humans and vehicles alike. Single or outnumbered children flee when confronted. They may attack, however, if encountered in larger groups. These creatures seldom stray far on their own, so they are typically encountered in groups. They sometimes haunt the weird and dark forests of the Dreamlands.

ATTACKS: in combat, children of the Green God can attack with a claw or a bite each round.

CHILDREN OF THE GREEN GOD, Mutant Rabbit-Folk

char.	rolls	averages
STR	3D6+3	13-14
CON	3D6+6	16-17
SIZ	2D6+6	13
INT	2D6+6	13
POW	2D6+6	13
DEX	2D6+12	19
Move 8		HP 14-15

Av. Damage Bonus: +1D4.

Weapons: Claws 30%, damage 1D4 + db
Bite 30%, damage 1D3

Armor: none.

Spells: a child of the Green God with a POW of 16 or more knows Contact The Green God and 1D6 other spells.

Skills: Hide 25%, Listen 50%, Sneak 25%, Spot Hidden 50%.

Sanity Loss: 0/1D4 Sanity points to see a child of the Green God.

GUGS, Lesser Independent Race. *It was a paw, fully two feet and a half across, and equipped with formidable talons. After it came another paw, and after that a great black furred arm to which both of the paws were attached by short forearms. Then two pink eyes shone and the head of the awakened Gug sentry, large as a barrel, wobbled into view. The eyes jutted two inches from each side, shaded by bony protuberances overgrown by coarse hairs. But the head was chiefly terrible because of the mouth. That mouth had great yellow fangs and ran from the top to the bottom of the head, opening vertically instead of horizontally.*

— H. P. Lovecraft, "The Dream-Quest of Unknown Kadath".



CUT-OUT DOLL FOR CHILDREN

Switzerland, c. 1900. (Museum of Dolls and Costumes, Hatanpää Mansion, Tampere, Finland)

In worshipping various Great Old Ones, the gugs of the Dreamlands indulged in ceremonies so abhorrent that somehow they have been banished into the Dreamlands' Underworld. Gugs gleefully eat any surface dwellers they can lay their four paws upon. Gugs are huge—an average gug is at least 20 feet tall.

ATTACKS: in combat, a gug may either bite, or hit with one arm. Each arm has two forearms, and thus two claws, so that the arm strikes twice when it hits. Both claws must strike at the same opponent.

GUGS, Unclean Giants of the Dreamlands

char.	rolls	averages
STR	6D6+24	45
CON	3D6+18	28-29
SIZ	6D6+36	57
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
Move 10		HP 43

Av. Damage Bonus: +5D6.

Weapons: Bite 60%, damage 1D10
Claws 40%, damage 4D6 each (no db)
Stomp 25%, damage 1D6 + db

Armor: 8-point skin, hair, and cartilage.

Spells: some gugs know a few spells. To simulate this, roll 1D100 for each random gug. Only if the die roll is equal to or lower

than the gug's POW does it know magic, a number of magic spells equal to the die roll.

Sanity Loss: 0/1D8 Sanity points to see a gug.

GYAA-YOTHN, Lesser Servitor Race. Several horned gyaa-yothn would provide the transportation and errand running. He had become somewhat hardened to the sight of the monstrous gyaa-yothn during his four year residence in Tasth, hence did not shrink from using the creatures; yet he resolved to kill and bury them, and cache the gold, as soon as he reached the outer world, since he knew that even a glimpse of one of the things would drive any ordinary Indian mad.

— H.P. Lovecraft and Zealia Bishop, "The Mound".

The gyaa-yothn are mentioned briefly in only one story. These bestial things have the approximate form of humans but are far larger, have a horn protruding from their head, and are covered in fur. The K'n-yan people bred the gyaa-yothn from quadrupeds native to the caverns of Yoth, and used them as beasts of burden and mounts. Although far smarter than their animal ancestors, the gyaa-yothn still only maintain rudimentary intelligence in comparison to humans or the people of K'n-yan. There is some speculation that gyaa-yothn and ghastrs are related species, the former being far larger and stronger than their cousins. Like ghastrs, these creatures are sometimes encountered in the Dreamlands.

OTHER CHARACTERISTICS: gyaa-yothn can be ridden (base of 05%) and can carry a load or a rider up to SIZ equal to half its STR.

ATTACKS: gyaa-yothn can kick once and claw once in the same combat round.

GYAA-YOTHN, Beasts of Burden

char.	rolls	averages
STR	6D6+6	27
CON	4D6	14
SIZ	5D6+12	29-30
INT	1D6+3	6-7
POW	3D6	10-11
DEX	2D6+6	13
Move: 12		HP 21-22

Av. Damage Bonus: +3D6.

Weapons: Bite 30%, damage 2D8
Claw 30%, damage 1D6 + db
Kick 40%, damage 1D6 + db

Armor: 3-point skin.

Spells: none.

Skills: Sneak 50%.

Sanity Loss: 0/1D8 Sanity points to see a gyaa-yothn.

HASTUR, SPAWN OF Greater Servitor Race.

... Amid the Hyades
We reached at last that bleak
and mythic world
To men forbidden and by gods abhorred,
Carcosa, where the great Hastur is Lord.

— Lin Carter, "Dreams from R'lyeh", XXI.

Like their sire, the spawn of Hastur are never clearly described except to say that they are octopoidal and have unspeakably hideous faces—one rare depiction shows them to have almost skull-like faces. Some references erroneously suggest that the spawn of Hastur are identical to those of Cthulhu, the star-spawn. Although they may have certain similarities, the spawn of Cthulhu and Hastur are not identical races.

The spawn of Hastur are aquatic, or at least amphibious, as they are only ever mentioned as appearing with the Unspeakable One in the foul and murky lake of Hali. The spawn do have limited flight capabilities and may make short excursions over land.

Like their master, these beings may be summoned to Earth only when Aldebaran is above the horizon.

ATTACKS: the spawn of Hastur attack with fluid tentacles which they use to crush victims to death, or to grasp and draw them into their rubbery sack-like bodies where they are swallowed whole.

SPAWN OF HASTUR, Star-Born Progeny of the Unspeakable One

char.	rolls	averages
STR	6D6+20	41
CON	3D6+6	20-21
SIZ	6D6+10	31
INT	2D6+6	13
POW	5D6	17-18
DEX	3D6	10-11
Move 4 / 12 swim / 8 fly		HP 25-26

Av. Damage Bonus: +3D6.

Weapons: Tentacle 75%, damage 1D6 + db or Grapple
Engulf automatic when Grappled, damage death

Armor: 10-point thick and rubbery hide.

Spells: all know Call Hastur and at least 2D6 spells. Typical spells include all dealing with Hastur and its various forms and servants.

Skills: Sneak in Water 35%.

Sanity Loss: 1D6/1D20 Sanity points to see a spawn of Hastur.



Art nouveau illustration from Wm. Hope Hodgson's
Gray Seas Are Dreaming of My Death

HELL-PLANTS, Lesser Servitor Race. Seconds later, Haon-Dor's seed takes effect as [a victim's] back splits open and a writhing, slime-covered mass rips its way free from his body. A huge plant, covered with bulging eyeballs and fanged, lipless mouths, sprouts from [the victim's] corpse and begins spreading creepers and branches throughout the temple complex.

— Doug Lyons, "The Pits of Bental-Dolum".

The seeds of hell-plants are generally carried in living host bodies, planted there by powerful sorcerers or Mythos beings. These alien seeds sprout at the time or situation predetermined by the seed's planter. A hell-plant seed may sprout when its host body is killed, or at a certain phase of the moon or tides, or when a special incantation is uttered, etc. Each seed is planted under different and special circumstances. The being inserting the seed into the host body determines when, where, or how the seed will sprout. Hell-plant seeds might be implanted within their host bodies physically, or through some mysterious, arcane, or alien ritual or spell. The living host is usually unaware that he or she is carrying the hell-spawned seed.

When a hell-plant seed germinates it tears through its host's body, erupting in a slimy and writhing mass. The seed's host is killed instantly as the alien plant rips through his or her body. The hell-plant roots to the spot where its host's body fell and cannot move from that spot.

The entity planting the seed may embed the plant with the knowledge of certain spells, which it may then use. Otherwise, hell-plants cannot learn or use spells.

X-rays can detect hell-plant seeds in a host, and surgery may successfully remove them or may cause them to sprout, as the keeper chooses.

HELL-PLANTS, Nightmare-Born Creepers

char.	rolls	averages
STR	4D6+6	20
CON	3D6 x5	50-51
SIZ	varies	grows
INT	3D4	7-8
POW	5D6	17-18
DEX	2D6+6	13
Move 0		HP 30 + 2D6 growth per round

Av. Damage Bonus: N/A.

Weapon: Tendril 80%, damage 1D6 + drains 1 STR each subsequent round

Armor: none, but impaling weapons do minimum damage to this vegetable growth. The hell-plant is not flammable and cannot be set alight, but fire does normal damage to it.

Spells: hell-plants know spells only if they are them by whomever planted the seed.

Sanity Loss: 1/1D10 Sanity points to see a hell-plant.

HORSES OF THE INVISIBLE, Greater Independent Race. In the instant afterwards it seemed to me that the whole place shook beneath the ponderous hoof-falls of some huge thing. . . . And then, from a patch of darkness to my left, there burst suddenly an infernal gobbling sort of neighing. . . . He was sure he saw something that looked like an enormous horse's head, right upon him in the light of the last flash of his pistol. Immediately afterwards he was struck a tremendous blow which knocked him down. . . .

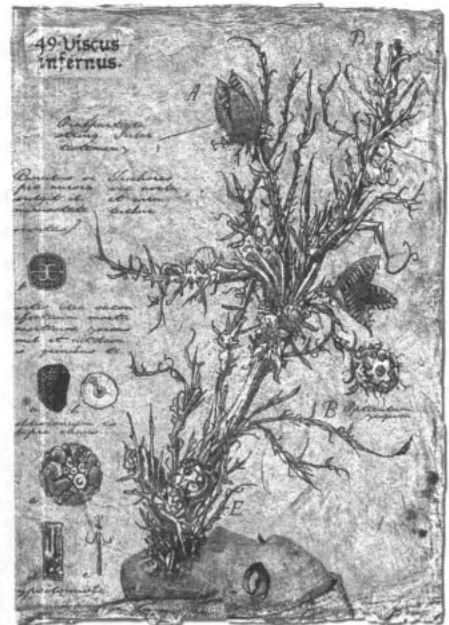
— William Hope Hodgson, "The Horse of the Invisible".

The Horses of the Invisible are a race of partially-material creatures from some other plane of existence. These horses are normally invisible. When they do manifest, they appear as the rearing front legs, hooves, and head of a giant, pale, ghostly horse, its hind quarters obscured or trailing off as thick, eerie fog. Their chilling neighing and hoof-beats are usually the only indication of the presence of a horse of the invisible.

Horses of the invisible may manipulate objects while immaterial and pass through solid objects. They have no actual physical attacks, however, unless they coalesce into their ghostly horse manifestations.

Horses of the invisible can come to this plane in only two ways: they may be summoned here or they may be attracted to areas of intense suffering, such as the sites of gruesome murders, suicides, torture, etc. For these reasons, a horse's presence is often erroneously thought to be a haunting by restless spirits. When they come, these creatures must lair in some dark underground place. Horses are tied to the same lair until dispelled back to their home plane or slain. Horses of the invisible are always solitary creatures.

TELEKINETIC POWERS & ATTACK: a horse of the invisible has a number of special abilities while invisible and immaterial. A horse may push people or objects telekinetically by expending 5 magic points per 1 STR of the push. The horse must be able to see its target or object in order to push or manipulate it.



VOM WUNDERWUERDIGEN PFLANTZEN-REYCHE
(ON THE MIRACULOUS KINGDOM OF PLANTS)
Wismar, Germany, 1741 (Collection of the University of Berlin)

GHOSTLY SOUNDS: a horse's most commonly utilized power is that of creating ghostly sounds. A horse can create the sound of eerie neighing or thunderous hoof-beats. It may use these effects to terrify, distract, or lure victims. These ghostly effects cost Sanity to hear. A horse may also create a sort of kissing sound, much like the sound of someone being "thrown a kiss". This effect is mostly used to lure a potential victim away from safety and into the horse's clutches, but no Sanity is lost from hearing this effect. It costs the horse nothing to create its haunting sound effects.

PHYSICAL ATTACKS: a horse must solidify in order to physically attack a victim. Once it has coalesced, it may attack by smashing down with its hooves, or it may bite. In a given round a horse may either attempt two hoof-smashes or one bite. Victims who are reduced to zero or fewer hit points with a single bite attack have been bitten in half. The head and upper torso of such victims are never found. Seeing such a grizzly attack, or discovering the lower half of a body, costs 1/1D6 Sanity points. Once it has manifested a physical body, a horse may no longer utilize its telekinetic powers or pass through solid objects.

HORSE MANIFESTATIONS: to form its ghostly horse body, a horse must expend one magic point per SIZ of its body. Once coalesced, a horse can maintain its physical form or dissolve it at will as often as it likes between that sundown and the next sunrise. To create

A horse of the invisible is completely powerless, silent, and invisible during daylight hours. Between sundown and sunrise, however, they are terrifying and powerful entities. When in horse form, a horse of the invisible has all characteristics listed below. When immaterial and intangible, it lacks the parenthesized characteristics, skills, etc., possessing only INT, POW, and DEX.

HORSES OF THE INVISIBLE, Ghostly Steed-Like Creatures

char.	rolls	averages
(STR)	3D6+20	30-31
(CON)	5D6+6	23-24
(SIZ)	4D6+20	34
INT	2D6+10	17
POW	SIZ x 1.5	51
DEX	3D6+10	20-21
Move (14)/20 / 10 through solids		(HP) 28-29

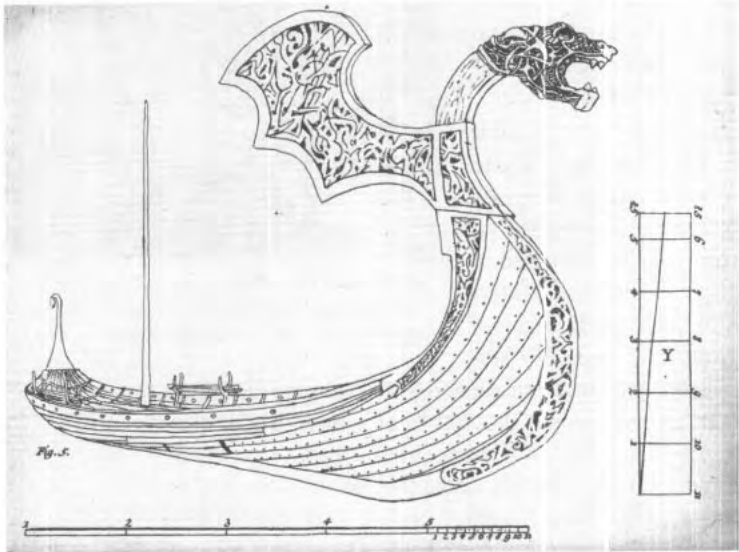
Av. Damage Bonus: +3D6.

Weapons: Hooves 75%, damage 1D6 + db
Bite 50%, damage 1D4 + db

Armor: a horse suffers one point of damage from all physical attacks, unless magical. Unless its POW is reduced to 0, a horse returns fully regenerated at the next sundown.

Spells: although horses of the invisible don't generally utilize spells, each may know up to 1D4, as the keeper desires.

Sanity Loss: 0/1D6 Sanity points to see a horse of the invisible in horse form, no loss from an invisible Horse. 0/1D2 Sanity points to hear the haunting hooves or neighing of an invisible horse.



DRAWING FOR A RECONSTRUCTION of a Viking ship on the basis of the Oseberg find of 1876. (Viking Ship Museum, Oslo)

a physical body the next night, the horse must expend the magic points all over again.

If reduced to zero hit points while in a physical body, a horse is dispelled to its lair until the next sundown, when it returns fully regenerated. The only way to truly kill a horse of the invisible is to reduce its POW to zero.

HUNTING HORRORS OF NYARLATHOTEP, Greater Servitor Race. *And in the air about him were great viperine creatures, which had curiously distorted heads, and grotesquely great clawed appendages, supporting themselves with ease by the aid of black rubbery wings of singularly monstrous dimensions.*

— August Derleth, "The Lurker at the Threshold".

They resemble enormous ropy black serpents or worms possessing bat-like or umbrella-like wings. Their forms continually shift and change, twitching and writhing, so it is hard to look at Them. They may have only a single large wing rather than two. They speak in great harsh voices. A hunting horror's length averages forty feet. They are sometimes summoned to the Dreamlands to do their Master's bidding.

These beings are dispelled by daylight. A strong enough burst of light (from a nuclear reaction, perhaps) could sear one to dust. Hunting horrors move swiftly and are harrier-creatures for some of the gods, particularly Nyarlathotep. They can be summoned in their own right, and sent to seek out blood and lives.

ATTACKS: hunting horrors may attack with both bite and tail tentacle attack in a single round. The tail grapples and wraps around the victim, keeping him from moving. The hunting horror may then fly off with

him, or keep fighting. The victim can only break loose as the result of a successful STR-against-STR Resistance Table roll. When a victim is caught in the tail, the hunting horror may only make a bite attack, nibbling at the dangling victim at +20% chance to hit. The Grappled one may not be able to fight back in any physical way, since his arms are usually pinioned, but some magic spells might be used.

HUNTING HORRORS, Great Viperine Flyers

char.	rolls	averages
STR	5D6+12	29-30
CON	3D6	10-11
SIZ	5D6+24	41-42
INT	1D6+12	15-16
POW	6D6	21
DEX	3D6+3	13-14
Move	7 / 11 flying	HP 26-27

Av. Damage Bonus: +3D6.

Weapons: Bite 65%, damage 1D6
Tail 90%, damage Grapple

Armor: 9-point skin; cannot be impaled by bullets.

Spells: roll 1D100. If the result is equal to or less than the monster's INT, it knows a number of spells equal to the 1D100 roll.

Skills: Listen 35%, Spot Hidden 35%, Track 35%.

Sanity Points: 0/1D10 Sanity points to see a hunting horror.

HYPERBOREANS, Lesser Independent

Race. The man was a stranger; possibly a traveling merchant from outland realms, the usurer thought—or else an outlander of more dubious occupation. His narrow, slanting, beryl-green eyes, his bluish, unkempt beard, and the uncouth cut of his sad raiment, were sufficient proof of his alienage.

— Clark Ashton Smith, "The Weird of Avoosl Wuthoqqan".

Small and slender, Hyperboreans are seldom more than five feet



FROM THE SKETCHES OF FRIDTJOF NANSEN
polar explorer, 1889

THE JOURNAL OF SIR HANSEN POPLAN

THE PEOPLES OF HYPERBOREA

Hyperborea was an ancient land at its height of power from 5 million to 750,000 years ago. It is written of in the Book of Eibon. It is especially notable for the peoples that lived upon it, races now unknown except in the tomes of the Mythos.

Serpent people were the earliest known inhabitants of Hyperborea. They fled to that land from Yoth, hoping to rediscover their worship of Yig, which had been tainted by followers of Tsathoggua. It seems they were only partially successful, for even the most modern sources hint at this tense religious dichotomy underlying many ophidian civilizations. The serpent people appeared in Hyperborea 5 million years ago.

Gnoph-Keh are thought to have arrived somewhere around this time as well. Little is known of these bestial legends, other than the fact that they inhabited the lands above while the serpent people dwelled below. Though often thought of as animals, the oldest books say the gnoph-keh are actually quite intelligent. They had civilization and religion prior to 3 million years ago, all recorded in the long-lost Scroll of Morloc.

Voormis rose 3 million years ago. They had before been slaves of the serpent people -- genetic experiments that, I must note, bear similarities to the canine race known as the ghouls. After throwing off the shackles of ophidian servitude, the voormis came to the surface and there destroyed the civilization of the gnoph-keh.

Hyperboreans were the last of the great races of that land. An advanced offshoot of the Homo genus, the Hyperboreans appeared 1 million years ago, defeated the voormis, and drove them underground. They were in turn defeated by the Ice Age, though scattered conclaves still seem to exist, some primitive, others advanced.

See also HYPERBOREA, LAND OF. ♦♦♦

tall. Their hair is light blond to white and their eyes are gray or straw-colored. They have large straight noses and ear lobes longer than those of most humans.

The Hyperboreans were a great race who built a fabulous culture that rose and fell before the dawn of recorded history. Masters of magic, science, and art, the heritage of these people was passed down to the lands of Mu and Atlantis and eventually found its way to ancient Egypt. The *Book of Eibon* was written by a great wizard who lived in Mhu Thulan in Hyperborea.

The great Hyperborean civilization fell to ruin when Hyperborea was engulfed by the freezing ice age and their fabulous cities were destroyed or buried underneath the encroaching glaciers. Today, the Hyperboreans are an all but extinct race. There may be tiny groups of Hyperboreans left, hidden in the cold, glacial areas of the world. Those surviving descendants of this once-great civilization live today as primitives, using stone weapons and tools. Some Hyperboreans may still survive unchanged in the Dreamlands.

HYPERBOREANS, Builders of a Once-great Civilization

char.	rolls	averages
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D4+6	11
INT	2D6+8	15
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6	10-11
EDU	3D6+8	18-19
SAN	half POW x5	26-27
Move	8	HP 10-11

Av. Damage Bonus: +0.

Weapons: Stone Knife 25%, damage 1D4 + db
Spear 25%, damage 1D8 + db

Armor: none.

Spells: Hyperborean wizards or their shaman descendants know 1D10 spells.

Skills: as per normal humans with +10% bonus to all arts and sciences.

Sanity Loss: there is no Sanity loss for seeing a Hyperborean.

IB, BEINGS OF & GHOST-BEINGS OF, Lesser Servitor Race. [They were] as green as the lake and mists that rise above it . . . they had bulging eyes, pouting, flabby lips, and curious ears, and were without voice. . . . [The men of Sarnath] found the beings weak, and soft as jelly to the touch of stones and arrows.

— H.P. Lovecraft, "The Doom that Came to Sarnath".

These beings descended to Earth's Dreamlands one night in a mist, along with the gray stone city of Ib and a vast lake. The Dreamlands humans believed them to have come from the moon, and this may be the case. The men of Sarnath destroyed the beings of Ib many millennia ago, but more of their kind may still survive on the moon or elsewhere.

The beings of Ib worshiped the Great Old One Bokrug. After the people of Sarnath laid waste to Ib, Bokrug rose up and destroyed Sarnath and all of its inhabitants. Ghosts of these creatures still haunt the ruins of Ib and Sarnath.

ATTACKS: the ghostly beings of Ib are generally harmless, appearing as forlorn and pitiful apparitions. When they do attack they envelope victims in their misty forms and drain POW by overcoming their victim's POW with their own on the Resistance Table. POW drained by a ghost-being of Ib never regenerates. Like other ghosts, ghost-beings of Ib possess only INT and POW. They do not have hit points, although if their POW or INT are reduced to zero they are destroyed. Ghost-beings of Ib may regenerate lost POW only by draining it from a living victim. If a ghost-being is at its full POW then the POW drained from a victim is simply lost to the ether.

Each round a non-ghostly being from Ib may strike twice with its flabby paws or wield a human-type weapon.

BEINGS OF IB & GHOST-BEINGS OF IB, Servants of Bokrug

	Beings of Ib	Ghost-Beings of Ib
char.	rolls/averages	rolls/averages
STR	1D6+6 / 9-10	N/A / N/A
CON	3D6 / 10-11	N/A / N/A
SIZ	4D6 / 14	N/A / N/A
INT	2D6+6 / 13	2D6+6 / 13
POW	3D6 / 10-11	2D6+12 / 19
DEX	3D6 / 10-11	N/A / N/A
Move	7 / 8 swimming	10
HP	13	N/A
Avg. DB:	+0	N/A
Weapon	base%/damage	base%/damage
Paw	40%/damage 1D4	N/A
POW Drain	N/A	POW vs. POW/ damage 1D3 POW

Armor: none for the beings of Ib. The ghost-beings of Ib cannot be harmed in any physical way: spells which attack or drain POW or INT work against them.

Spells: any being of Ib with a POW of 14 or more may know up to 1D6 spells, always including Contact Bokrug. The ghost-beings of Ib have any spells known while living.

Sanity Loss: 0/1D6 Sanity points to see either a being of Ib or a ghost-being of Ib.

K'N-YAN, PEOPLE OF, Lesser Independent Race. . . . The tall, lean, darkly robed being with the filleted black hair and seamed, coppery, expressionless, aquiline face . . . yet this man's long-headedness was so pronounced . . . the pattern of his robe represented a decorative tradition utterly remote from anything we recognise in southwestern native art. There were shining metal trappings, likewise, and a short sword or kindred weapon at his side, all wrought in a fashion wholly alien to anything I had ever heard of.

— H. P. Lovecraft and Zelia Bishop, "The Mound".

K'n-yan is a vast, blue-lit, subterranean empire beneath Oklahoma. Secret passages and tunnels lead from K'n-yan up to the surface world, as well as down into Tsathoggua's black Gulf of N'kai and other more dreadful realms. Some tunnels most certainly lead into the Dreamlands, as well.

Many kinds of strange plants and creatures dwell in K'n-yan. The most significant residents are the K'n-yanians: an advanced race of people with spectacular abilities and knowledge.

Some sources—including certain K'n-yanian sects—believe that the people of K'n-yan came to Earth from the stars with great Cthulhu. This is almost certainly not true, however. In appearance, the residents of K'n-yan most closely resemble Native peoples of North and South America; some argue that they may be the ancient ancestors of the Aztecs and other Native peoples. It was around the time of the destruction and sinking of Atlantis that the people of K'n-yan shut themselves off from the surface dwellers. In the ensuing millennia, much of their advanced knowledge of art and science and magic has been lost and their civilization become stagnant.

Today the K'n-yanians are a people in continuous search for emotional and intellectual stimuli. To these ends, they have devised many forms of torture and inhumane scientific experimentation. They pursue savage games that test strength and skill and stamina. And they create and partake of various mind-altering substances. The people of K'n-yan are also Dreamers of monumental stature, sometimes remaining in dream-like trances for years at a time.

The K'n-yanians worship a number of Mythos entities, including Cthulhu, Yig, Nug and Yeb, Han, Shub-Niggurath, Ghatanothoa, and Hastur. Yig and Cthulhu are the preeminent deities of the K'n-yanians, however.

The people of K'n-yan use ghosts as mounts, and rarely come to the surface world. The K'n-yanians do not like visitors to their empire, and one adventurer long ago was shocked to encounter the headless, animated corpse of a friend, an enigmatic warning scared into his shirtless torso!

Besides boasting advanced scientific, artistic, and magical knowledge, the people of K'n-yan possess the powers of telepathy, immortality, and dematerialization. The people of K'n-yan never die of natural causes, and possess great knowledge of healing. This knowledge extends as far as to be able to animate the dead.

TELEPATHY: K'n-yan folk rarely use spoken words, even with surface-dwellers. They can read and project thoughts between themselves and other intelligent species as effortlessly as normal humans speak. Communicating telepathically with a K'n-yanian costs 0/1 Sanity point each hour for 20-INT hours (investigators may eventually get “used to” K'n-yanian telepathy).

DEMATERIALIZATION: they may also “dematerialize” themselves effortlessly, enabling them to pass through walls or other solid objects. They may also project this dematerialization power onto other creatures and objects. A K'n-yanian may dematerialize an inanimate object or willing being by touching it and expending 1 magic point per 5 SIZ of that object or creature. Unwilling victims may resist by matching their POW against the K'n-yanian's POW on the Resistance Table. Such dematerialized objects and creatures remain so until the K'n-yanian either lets go or materializes, himself.

DISINTEGRATION WEAPONS: among their advanced weapons is a disintegration-ray projector. This weapon of burnished copper and polished crystal emits a beam of pure energy that causes both flesh and inanimate material alike to burn and melt. Wounds inflicted by this weapon automatically cauterize, but hit point damage never regenerates. Such victims may suffer permanent loss to their APP, as well. On a roll of 00 on 1D100 the disintegration-ray projector malfunctions and the feedback vaporizes the weapon and user instantly.

PEOPLE OF K'N-YAN, Psychic Subterranean Dwellers

char.	rolls	averages
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6+6	13
INT	2D6+12	19
POW	3D6+1D4	13
DEX	3D6	10-11
APP	3D6	10-11
EDU	3D6+9	19-20
SAN	1/2POW x5	32-33
Move 8		HP 11-12

Av. Damage Bonus: +0.

Weapon: Disintegration-Ray Projector 10%, damage 1D10

Armor: none.

Spells: all know 1D6 spells.

Skills: as per normal humans with +10% bonus to all arts and sciences.

Sanity Loss: there is no Sanity loss for seeing the people of K'n-yan.

LENG, MEN OF, Lesser Independent Race. They leaped as though they had hooves instead of feet, and seemed to wear a sort of wig or headpiece with small horns. Of other clothing they had none, but most of them were quite furry. Behind they had dwarfish tails, and when they glanced upward he saw the excessive width of their mouths. Then he knew what they were, and that they did not wear any wigs or headpieces after all.

— H.P. Lovecraft, “The Dream-Quest of Unknown Kadath”.

The almost-humans of the Dreamlands' Leng were conquered by the moon-beasts long ago, whom the almost-



FIRST PAINTING IN THE SERIES
THE NIGHTMARE

1780. Shows the motif Henry Fuseli (Johann Heinrich Füssli) originally intended, which he moderated in later scenes. (Kunsthaus, Zürich)

humans received as gods. The men of Leng are vulgar, grotesque creatures, with dubious tastes and desires.

The moon-beasts eat their plumper almost-human slaves, using the leaner slaves to perform menial tasks not requiring strength, such as fetching and carrying, and cooking and steering. They serve as go-betweens for the moon-beasts' trade with humankind, for which purpose the almost-humans wear humped turbans to

conceal their horns. They trade primarily with Dylath-Leen, sailing long black galleys, with the powerful moon-beasts as rowers.

It is uncertain what the dream reflections of the half-men of Leng are in the waking world. Most likely they are the dream-versions of the Tcho-Tcho, or perhaps there are no waking equivalents.

ATTACKS: the men from Leng attack with normal weapons.

MEN OF LENG, Almost-Human Slaves of the Moon-Beasts

char.	rolls	averages
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
APP	2D6	7
EDU	N/A	N/A
SAN	N/A	N/A
Move 8		HP 12

Av. Damage Bonus: +0.

Weapon: Spear 25%, damage 1D8 + 1
Whip 20%, damage 1D3 or Grapple
Knife 25%, damage 1D4 + db
Club 20%, damage 1D8 + db

Armor: none natural, but they may sometimes wear armor.

Skills: Climb 40%, Dodge (DEX x2), Jump 35%.

Spells: a native of Leng whose INT + POW totals 32 or more knows at least 1D6 spells, at the discretion of the keeper.

Sanity Loss: it costs no Sanity points to see a native of Leng who covers up his deformities. If an unclothed one is seen, the sight costs 0/1D5 Sanity points (1D10/2).

LENG SPIDERS, Lesser Independent Race. *There were scenes of old wars, wherein Leng's almost-humans fought with the bloated purple spiders of the neighbouring vales.*

— H. P. Lovecraft, "The Dream-Quest of Unknown Kadath".

They are huge, purplish spiders, with pustulently bloated bodies and long, bristly legs. Their color, a pale mottled violet on their abdomens, shades to indigo on their forebodies, with legs and chelae tipped in black. A Dreamlands entity, the spiders of Leng are intelligent, dangerous, and gigantic. New-hatched specimens are as big as Shetland ponies. Some valleys in the Plateau of Leng are almost completely webbed over. Many spiders worship Atlach-Nacha.

Though intelligent, these spiders do not cooperate, and sometimes feed on their own kind. The bite of a Leng spider injects a deadly poison. Very large spiders are known.

LENG SPIDERS, Immense Web-Spinners

char.	rolls	averages
STR	8D6	28
CON	5D6	17-18
SIZ	10D6	35
INT	3D6	10-11
POW	4D6	14
DEX	3D6+6	16-17
Move 6		HP 26-27

Av. Damage Bonus: +3D6.

Weapons: Bite 40%, damage 1D3 + poison (POT = spider's CON)
Web Toss 60%, damage entangle*

*entangle STR equals half of spider's SIZ; to free, roll target's STR against spider entangle STR on the Resistance Table.

Armor: 6-point chitin.

Spells: roll 1D20; if the result is equal to or less than the spider's INT, it knows 1D3 spells of the keeper's choice.

Skills: Hide 50%, Sneak 80%.

Sanity Loss: 1/1D10 Sanity points to see a Leng spider; very large spiders might cost as much as 1/1D20 Sanity points.

L'GY'HX, INHABITANTS OF, Lesser Independent Race. *The native race of cuboid, many-legged metal beings was not openly hostile.*

— Ramsey Campbell, "The Insects from Shaggai".

The inhabitants of L'gy'hx (Uranus) once shared their planet with the refugee shans but eventually forced the insect race to leave because of the abhorrent rites they practiced in the worship of their dread god Azathoth. The cuboid denizens of Uranus worship the two-headed bat-god Lrogg, a minor form of the Outer God Nyarlathotep, with bizarre rites of self-mutilation.

These creatures stand only about three feet tall but are very heavy and strong. A few members of this race may have come to Earth with the shans—probably as slaves of the degenerate insects.

THE JOURNAL OF SIR HANSEN POPLAN

URANUS

We think we have an understanding of the solar system we live in. New discoveries, however, continue to prove that we are but babes. In 1930 scientists claimed proof of an outermost planet named Pluto. Others still search for an innermost planet named Vulcan. Einstein's theory of relativity has begun to win supporters over Newton's older gravitational theory.

So we can only wonder, if we were ignorant of these things, how much more do we not know about our own solar system? And that brings us to the planet of Uranus.

Uranus is the seventh planet in our solar system, as we currently understand it. It was discovered in 1781 and at the time was named *Georgium Sidus* (Georgian Planet). It is about nineteen times as far from the Sun as is the Earth. Its surface seems to be without markings although some recent observations suggest its brightness may change with time. Scant months ago, scientists claimed its atmosphere was methane. Four satellites are known, Ariel, Umbriel, Titania, and Oberon, named after The Bard's characters.

So speak the scientists. The *Massa di Requiem per Shuggay*, an opera detailing the flight of the shan from their doomed home, tells a different story.

The shan came to Uranus, called by the natives L'gy'hx, as part of a long exodus. Here they found a civilization of "cuboid, many-legged metal beings" who lived amidst cities of metal through which poisonous orange gases wafted. The opera details "liquid metals elsewhere unknown", "an ecology made up of metal and stone", and "ancient knowledges preserved in quicksilver".

Some of the shan eventually left, but many stayed behind with the native L'gy'hx; so now we must look at Uranus and understand that alien eyes are looking back at us. ♦♦♦

L'gy'hxians are not an overtly hostile race, although they are a curious species.

ATTACKS: they utilize various weapons constructed of a strange gleaming metal unknown to Earth, including many not listed below. They may have unknown, technologically advanced weapons and devices as well.

INHABITANTS OF L'GY'HX, Metal Cuboid Aliens

char.	rolls	averages
STR	6D6	21
CON	3D6+6	16-17
SIZ	2D6+10	17
INT	2D6+10	17
POW	3D6	10-11
DEX	2D6+3	10
Move 8		HP 16-17

Av. Damage Bonus: +1D6.

Weapons: Knife* 25%, damage 1D8 + db

Whip** 30%, damage 1D4 + 2D10 electrical shock

*The knife can cut through metal as easily as through soft flesh.

**The whip emits an electrical charge upon contact which inflicts an additional 2D10 damage. If an impale is rolled when using the whip, it wraps around the victim, who suffers an automatic 2D10 electrical damage each round thereafter. A successful Dodge roll allows a victim to avoid the whip.

Armor: 19-point metal skin.

Spells: if the L'gy'hxian's INT or less is rolled on 1D100 it knows that many spells. Contact Lrogg is always among spells known.

Skills: Electrical Repair 50%,
Mechanical Repair 50%.

Sanity Loss: 0/1D8 Sanity
points to see an inhabitant
of L'gy'hx.

LLOIGOR, Greater Independent Race. "Invisible ones from the stars." These latter, he said were definitely aliens on our earth, and the chief among them was called Ghatanothoa, the dark one. They sometimes took forms, such as the monster on the tablet—who was a representation of Ghatanathoa—but existed as vortices of power in their natural state.

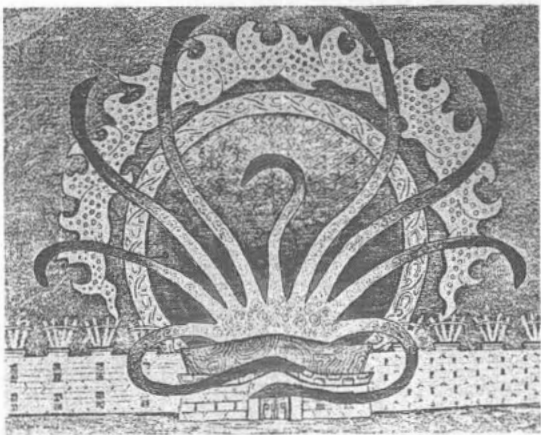
— Colin Wilson, "The Return of the Lloigor".

Lloigor, or Lloigornos, the twin of the Great Old One Zhar, should not be confused with this race.

They are vortices of power in natural form, and completely invisible to human eyes. On rare occasions they can create tangible, visible bodies for themselves. These



THE VISION OF THE PROPHET EZEKIEL
courtesy of the Mary Evans Picture Library



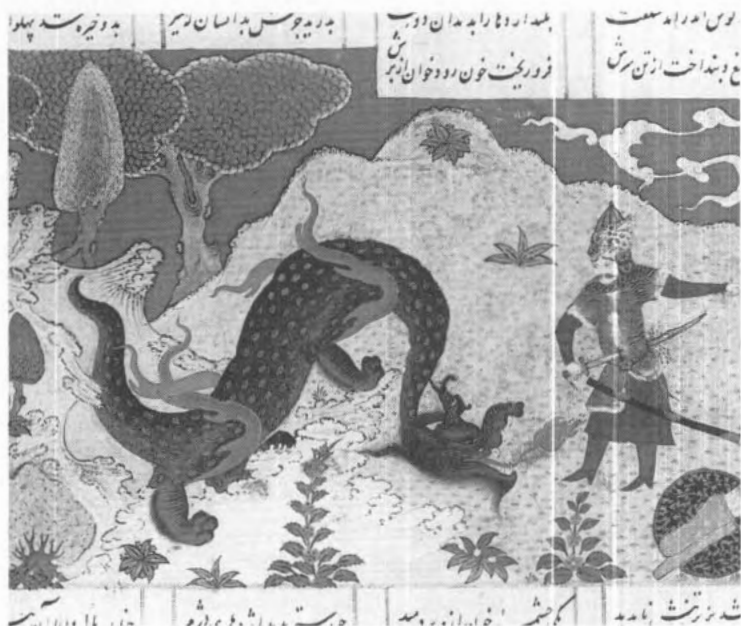
TIBETAN WALL PAINTING
Palpung Monastery (dPal-sPung dGon-pa)

bodies are monstrous and bear some resemblance to enormous reptiles, though inspection reveals their utter dissimilarity to any reptiles that ever walked the face of the Earth.

The minds of lloigor are not divided into layers of con-

sciousness. Lloigor do not forget, nor do they have imaginations or subconscious to mislead or distract them. Their outlook of absolute pessimism results in an atmosphere of gloom that makes lloigor minds and actions incomprehensible to humans. Mind-contact with lloigor always leads to suicidal depression for the human partners.

It is believed that the lloigor originally came to Earth from the Andromeda galaxy and that their first earthly colony was on a lost continent somewhere in the Indian Ocean, possibly the same sunken continent that now bears the city of R'lyeh and its star-spawn with it. The lloigor used human slaves to perform their will, and used cruel disciplines to control recalcitrant slaves, such as amputating limbs or causing cancer-like tentacular growths to sprout on them. Earthly lloigor continued to decay and decline, and they retreated under the earth and seas, where they still husband their failing energies.



DETAIL OF A PERSIAN MANUSCRIPT
twelfth century, formerly in the Baghadad Museum, currently lost.

Wales, Rhode Island, and Iraq are places where lloigor are known to have acted in recent years. They are hinted at in the folklore of Haiti, Polynesia, and Massachusetts. Lloigor are sometimes linked with the Great Old One Ghatanothoa, now resting beneath the waves of the Pacific, and with Ithaqua.

Lloigor are thought to be responsible for myths and legends of dragons and sea (and lake) serpents, particularly in Great Britain and Europe. They have been known as "dragon kings" and "water horses" in these areas.

THEIR USES FOR HUMANS: typically their human servants come from families with histories of mental instability. The lloigor need humans to survive; these immaterial entities must draw energy from intelligent beings to perform necessary tasks. By expending one of its own magic points a lloigor may drain 1D6 magic points from a sleeping human to use in performing some magical action. A lloigor can drain energy from several sleeping humans at once, from up to several miles away despite intervening obstacles. The next morning, the victims wake complaining of headaches and bad sleep.

MAGIC POINT ATTACK: lloigor may drain magic points from a particular sleeping target, keeping that character's magic points at zero, or close to it. Such an unnatural condition seriously weakens the victim physically and spiritually, leading to sickness and possibly death. After each full day spent unconscious with zero magic points, the victim's player must attempt to roll CON x5 or less on a 1D100. If the roll succeeds, the investigator has fended off the attack, regains a magic point, and wakes. With a failure, the investigator loses a hit point and continues unconscious, and with a failing result of 96-00, the investigator loses a point of CON and continues to sleep.

TELEKINETIC EFFECTS: the lloigor can push people and manipulate objects such as a compass needle or a door latch via telekinesis. The (presumably immaterial) lloigor must be directly present, and within a few yards of the effect. It takes 10 magic points to create a telekinetic force of STR 1 above ground, 6 magic points to create telekinesis of STR 1 in a subsurface but open area, such as a river bed or canyon, and 3 magic points to cause telekinesis of STR 1 in a tunnel or cave. A group of lloigor might combine telekinesis and per-potent deeds.

VORTEX ATTACK: the lloigor's most fearsome weapon is a type of implosion sounding like the roll of distant thunder. Things in the blast area are generally torn to pieces, and the ground is ruptured and discolored. At least 100 magic points are needed for an area ten meters in diameter. Each thing within the circle loses 1D100 hit points. An alert investigator notices the telltale effects of

swirling lines appearing in the air and a half-unheard throbbing noise penetrating his body.

REPTILIAN MANIFESTATIONS: to shape as a monstrous distorted reptile, a lloigor must expend magic points equal to the lloigor's reptile SIZ. Once the body is formed, it may be maintained indefinitely or dissolved at will. If the lloigor is slain in reptile form, it dies permanently. Several lloigor may combine their magic points to permit a single one to create his physical form quickly. A lloigor in reptile form has all the powers of one in the immaterial mode, except that it cannot pass through walls and is not invisible.

When in reptilian form, a lloigor has all the characteristics listed below. When immaterial and intangible, it lacks the parenthesized characteristics, skills, etc., possessing only INT, POW, and DEX.

LLOIGOR, Masters of the Tentacle

char.	rolls	averages
(STR)	3D6+30	40-41
(CON)	8D6	28
(SIZ)	2D4x10	50
INT	4D6+6	20
POW	4D6	14
DEX	3D6	10-11

Move 7 / 3 through stone as immaterial **(HP)** 39

(Av. Damage Bonus:) +5D6.

(Weapons:) Claw 30%, damage 1D6 + db
Bite 50%, damage 2D6

(Armor:) 8-point reptilian hide. In the immaterial state it cannot be harmed by any physical weapons, magical or not.

Spells: lloigor know at least 1D4 spells.

Sanity Loss: 0/1D8 as reptile; invisible, no Sanity loss; mind contact costs 1/1D4 Sanity points.

LUMENS, Lesser Servitor Race. *And coming our way over the broad expanse, skimming along at treetop level, was an oblong cluster of faintly glowing lights. Lights. That's what they were. Not glowing spheres. Not UFOs or any of that nonsense. They had no discernible substance. They were just light. Globules of light. . . . I'd never seen light behave that way before—it didn't seem right or natural for light to concentrate itself in a ball. Or perhaps it was the way they moved, gliding through the night with such purpose, cutting through the dark, weaving from tree to tree, floating by the topmost branches, and then forging a path to the next. Almost as if the trees were signposts.*

— F. Paul Wilson, "The Barrens".

Lumens are also known by a number of different names: pine lights, witch lights, will-o'-the-wisps, jack o'lanterns, corpse lights, fairy lights, or fox fires. They are guardians of special places across the world called "nexus points". Twice a year at these points the "veils" that obscure reality become detached and for a short period of time offer glimpses of the true nature and horrors of our world obscured from man's normal

perception. Four such points are known: one near the east coast of North America in New Jersey called "The Barrens", one in Tibet, and one in each of the poles. Other nexus points may exist. People brave enough to follow the paths that lumens traverse through the night skies are ultimately led to nexus points.

Animals and vegetation shun areas where lumens congregate. Over time any terrestrial life in an area of lumen activity becomes deformed and abnormal in both appearance and behavior.

Lumens rarely attack unless they are disturbed or are required to defend themselves. They normally travel in groups of a hundred or more and can attack en masse.

ATTACKS: lumens attack by passing through and inside their victims, creating a strong cold, burning pain. This causes the permanent loss of 1D6 CON points per round. Wounds from such attacks turn red, blister and scald, and smoke for a short time. Such wounds never heal. Afterwards, the pain is surprisingly minimal, but later infection is highly likely aggravating the injuries further.

Alternately, these ghostly floating lights lure hapless investigators into deep woods, swamps, or other dangerous and desolate areas. This technique is most often used to get victims lost or trick them into falling down wells, stepping into quicksand, stumbling into alligator dens, or otherwise getting them in harm's way.

LUMENS, Pine Lights, Witch Lights, Corpse Lights, Jack O'Lanterns, Will-o'-The-Wisps

char.	rolls	averages
STR	1D4	2-3
CON	1D6	3-4
SIZ	1	1
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6+12	22-23
Move: 10 flying		HP 2-3

Av. Damage Bonus: N/A.

Weapon: Cold Burn 50%, damage permanent loss of 1D6 CON

Armor: none, but immune to all forms of non-magical attacks.

Spells: a lumen with an INT of 15 or more knows 1D3 spells.

Skills: Track 25%.

Sanity Loss: 0/1D4 Sanity points to see lumens.

MARTENSE KIN, Lesser Independent Race. *They were dwarfed, deformed hairy devils or apes—monstrous and diabolic caricatures of the monkey tribe.*

— H. P. Lovecraft, "The Lurking Fear".

These dwarfish cannibalistic creatures are the degenerate descendants of the Martense family. In the late seventeenth century the wealthy New Amsterdam merchant Gerrit Martense built the Martense mansion high atop Tempest Mountain in the Catskills.



A MARTENSE, SHOT BY
GEOLOGIST FRANÇOIS de LOYS
photograph widely distributed c. 1917

Through generations of inbreeding and seclusion from the outside world, the Martense family devolved into a horde of ghastly ape-like creatures, more monstrously animal than human.

These creatures dwell in labyrinth caverns and dark caves beneath their ancestral mansion and in dank lairs throughout their mountainous territory. Lone hikers and those who stray too close to the Martense mansion or one of their lairs are snatched away to the black depths of the caverns and devoured by the monstrous horde.

ATTACK: they attack by swarming victims, biting and clawing them. These

creatures consume their prey live and even eat their own kind. Swarms of hundreds of these creatures are not uncommon, and they are almost never encountered singularly or in groups smaller than a dozen. They shun the light, although it does not actually harm them.

MARTENSE KIN, Degenerate Ape-Things

char.	rolls	averages
STR	2D6	7
CON	3D6	10-11
SIZ	1D4+4	6-7
INT	2D6	7
POW	3D6	10-11
DEX	3D6	10-11
Move 8		HP 8-9

Av. Damage Bonus: +0.

Weapons: Claw 25%, damage 1D3

Bite 25%, damage 1D2

Spells: none.

Skills: Hide 30%, Listen 30%, Sneak 25%, Spot Hidden 25%.

Sanity Loss: 0/1D3 Sanity points to see the Martense kin. 1/1D6
Sanity points to see a large swarm of these creatures.

MARTIANS, Lesser Independent Race. A big, grey, rounded bulk, the size, perhaps, of a bear . . . rising slowly and painfully out of the cylinder. As it bulged up and caught the light, it glistened like wet leather. [The creature had] two large dark-coloured eyes [and its head] was rounded and had, one might say, a face. There was a mouth under the eyes, the

lipless brim of which quivered and panted and dropped saliva. The whole creature heaved and pulsated convulsively. [It] further displayed [several] lank tentacular appendages, [a] V-shaped mouth, [and a] fungoid, oily brown skin.

— H. G. Wells, *The War of the Worlds*.

Martians have a large eardrum on the back of the head, but only can hear certain sounds and tones. Their near-vestigial sense of hearing does not allow for complex communications, and it is thought that they communicate telepathically.

Martians are one of the two intelligent, dominant races indigenous to Mars. The other race, the aihais, are generally a peaceful race content with culture and trade. The two races coexist in an uneasy truce and have very little to do with each other.

The Martians are vampiric in nature, extracting blood from their victims via long glass pipettes and taking it directly into their own systems for nourishment. They are not feeble beings, despite their discomfort in the Earth's heavier gravity—they are able to move unaided, despite their increased weight, and humans grasped by Martian tentacles are rarely able to struggle free. Though the Martians employ mechanical aids when once established on a new planet, probably they adapted devices used routinely on their home world, not machines specially built for invasion.

BATTLE MACHINES: the Martians are relatively vulnerable to injury, but the same is not true of their machines. Their tripod battle machines are so heavily constructed that little short of a direct hit by artillery can harm them. Their construction machines are similarly well-made, though Martians riding in these sit exposed at the top.

The tripod fighting vehicles are devastating war machines. They stand some 100 feet tall and can move at speeds up to 60 mph. Though heavy artillery fire can disable them, few field pieces can get off more than a shot or two before being destroyed, thanks to the alien heat rays—aimed with a parabolic mirror—and deadly black smoke projectors. Belching green vapor at the joints of their tripod legs and from other parts of the alien machinery, the battle tripods are nearly invincible.

The tripod war-machines also have mechanical tentacles, simulating the Martians' own, with which they can grasp objects when not carrying heat ray projectors or black-smoke canister guns. The Martians often mount cages onto the bodies of their tripod machines in which to collect human victims they find among the ruins they created. These victims are taken back to a Martian base as food.

BLACK SMOKE: the Martian black smoke is discharged in canisters carried by the mechanical tentacles of the battle machines. One canister can be loosed

each round. Smoke billows out from the canister, quickly encompassing an area many yards wide and moving with the wind. This smoke is thick, viscous, and clinging, rising no more than 50 feet into the air. Anyone on the ground and in the smoke's path is attacked by it—a potency 25 poison against target CON. If the smoke overcomes the CON, the victim dies at once. Otherwise, he takes 1D6 points of damage and must resist against the smoke with his CON again the next round. Holding one's breath reduces the effective potency of the smoke to 15, though it is still quite deadly.



"THE LAST JUDGEMENT"
in the *Cosmographica* of 1555
(Abbey Library of St. Gallen, Switzerland)

The Martians often follow along after their poison smoke, using a wind device to blow it along toward a target area, or away from a place where it is no longer needed. The smoke solidifies into a black, sooty covering when exposed to rain; this residue is harmless.

HEAT RAYS: the Martian heat rays can ignite buildings a mile away. The beam shows only a pale light when fired in darkness, and is invisible in daylight, marked only by the flames that spring up where it strikes.

MARTIANS, Invaders from the Red Planet

char.	rolls	averages
STR	3D6+6	16-17
CON	2D6	7
SIZ	4D6+12	26
INT	3D6+6	16-17
POW	3D6	10-11
DEX	3D6+6	16-17
Move 1		HP 16-17

Av. Damage Bonus: +2D6.

Weapon: Grapple 50%, damage special

Armor: none, however, all physical weapons do only half damage.

Spells: none.

Skills: +15% to all sciences.

Sanity Loss: 1/1D8 Sanity points for seeing a Martian.

MARTIAN WAR MACHINES

STR 80	SIZ 100	DEX as per operator
Move 30		HP 120 body/40 each leg

Weapons: Tentacle 30%, damage 10D3 or Grapple

Heat Ray 80%, damage 10D6 in a 4-yard radius

Black Smoke 100%, POT 25 poison — damage death or 1D6

Armor: 30-point. Each point of damage which penetrates the machine's hull gives the device an additional and accumulative 5% chance that it breaks down. Additionally, the operator takes full damage from any attack penetrating the outer armor. If one of the tripod legs is reduced to zero hit points, the whole machine topples over and is no longer operational.

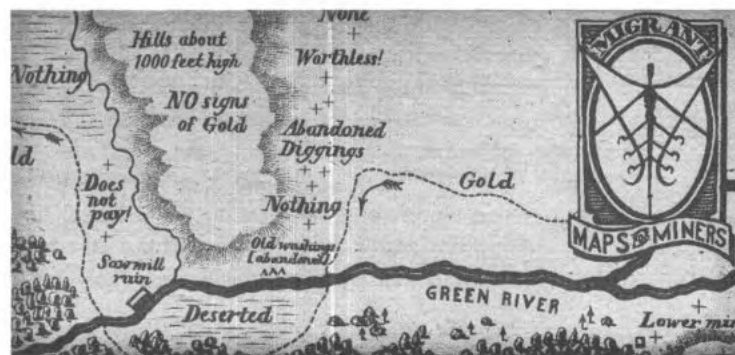
Sanity Loss: 0/1D4 Sanity points to see a Martian tripod war machine.

MI-GO, Lesser Independent Race. They were pinkish things about five feet long; with crustaceous bodies bearing vast pairs of dorsal fins or membranous wings and several sets of articulate limbs, and with a sort of convoluted ellipsoid, covered with multitudes of very short antennae, where a head would ordinarily be. . . . Sometimes [they] walked on all their legs and sometimes on the hindmost pair only.

— H. P. Lovecraft, "The Whisperer in Darkness".

The fungi from Yuggoth are an interstellar race, with a main colony or base on Yuggoth (Pluto). There are mining colonies in the mountains of Earth, where the mi-go seek rare ores. The Yuggothans have definite connections with fungi, and are clearly not animal. They communicate with each other by changing the colors of their brain-like heads, but they can speak human tongues in buzzing, insect-like voices. They chiefly worship Nyarlathotep and Shub-Niggurath. Some reverence is given to the fertility trinity of Shub-Niggurath, Ubbo-Sathla, and Abhoth. Some worship Rhan-Tegoth and are known to worship others, as well. They hire human agents to simplify their operations, and are sometimes connected to cults. Lovecraft somewhere credits them with being the source of the abominable snowman stories long told in the Himalayas.

They are unable to eat terrene food, and must import theirs from other worlds. They are able to fly through the interstellar aether on their great wings, but maneuver clumsily in an atmosphere. Ordinary photographic plates will not take an image of these beings, though a good chemist could devise an emul-



FRAUDULENT MAP

During the Gold Rush of 1849, opportunistic California companies published a number of erroneous maps. (California Historical Society, San Francisco)

sion that would work. After death, a mi-go dissolves in a few hours.

The mi-go occasionally pass into Earth's Dreamlands, but more frequently journey into their own alien dreamworld.

There is some speculation as to Yuggothan society. Some think that mi-go are colonial, like ants. They theorize that the mi-go are but one race of fungi from Yuggoth, and that other, more specialized forms of fungi exist, including "thinkers" (small, frail, but extremely intelligent mi-go) and "greater mi-go" (used as brute force and laborers). It is also theorized that there may be a fungi colony "queen" in the form of some gigantic fungal growth deep beneath Yuggoth. These are all pure speculations.

The fungi have an array of advanced and alien devices. The following are but an example, and they also have earthquake mining machines, mist projector weapons, etc.

BRAIN CYLINDERS: they are capable of astounding surgical feats, including the placing of living human brains in life-sustaining metal tubes. They can then

attach speaking, listening, and seeing devices to the tubes, so that the brains can interact with those about them. This way they can carry with them those who cannot withstand the vacuum and cold of space. Every game month a human in a brain cylinder must match INT vs. POW. If INT wins, the character loses 1D3 Sanity points.

ELECTRIC GUN: the mi-go have a weapon that looks like a warty, doorknob-sized lump of

black metal, covered in tiny wires. It fires a bluish bolt of sparks doing 1D10 points of damage to the target. The electrical jolt acts like a taser, causing violent muscle spasms that immobilize the victim for a number of rounds equal to the damage inflicted. Finally, the victim must match his hit points against the damage done on the Resistance Table, or the target dies of heart failure. Humans cannot fire these weapons without first making some changes to the wiring. Two Electrical Repair rolls are required, and then the user must roll 1D6: the weapon actually fires only on a result of 1-2.

UBBO-SATHLA MINING & CHARON: besides rare ores and minerals, the fungi also mine bits of the Outer God Ubbo-Sathla from beneath the Antarctic

ice. The Yuggothans use the Ubbo-Sathla material in the construction of their greatest device: the living-moon Charon. Once the bio-mechanical Charon is completed, the mi-go hope to use it to transport their invading armies through time and space, and rebuild their once great empire. The mi-go have toiled at constructing Charon and its "brain" (the device to power Charon and give it time/space traveling capabilities) for uncounted aeons. They may be close to completion, or they may be unguessable generations away.

MI-GO & THE GREYS: there is some evidence that links the fungi from Yuggoth to greys, those short, bald, large-headed, big-eyed passengers of UFOs. Some in secret government organizations believe that greys and their UFOs are constructs or automatons created by the mi-go. Others in the know believe that greys are actually mi-go inside some sort of humanoid suit. In either case, the presence and activity of UFOs and greys since the 1950's suggests the mi-go are up to more than just mining here on Earth. Greys have human statistics, although are much shorter (they are all SIZ 8). They utilize mi-go technology. It costs 0/1D2 Sanity points to see a grey.

ATTACKS: fungi from Yuggoth may attack in hand-to-hand combat with two nippers at once. If the target is hit, the Yuggothan will try to Grapple the victim (roll STR against STR on the Resistance Table to break free), and fly into the sky to drop the victim from a height or take the victim so high that his or her lungs burst.

MI-GO, the Fungi From Yuggoth

char.	rolls	averages
STR	3D6	10-11
CON	3D6	10-11
SIZ	3D6	10-11
INT	2D6+6	13
POW	2D6+6	13
DEX	4D6	14
Move	7 / 9 flying	HP 10-11

Av. Damage Bonus: +0.

Weapons: Nippers 30%, damage 1D6 + Grapple

Electric Gun 15%, damage 1D10 + special (see above)

Armor: none, but the extra-terrene body causes all impaling weapons to do minimum possible damage. The mi-go also have a bio-armor which they may wear, and which affords them 8-point protection against blows, flame, electricity, etc., but do not protect against impaling attacks.

Spells: each has an INT x2 chance to know 1D3 spells.

Skills: Hide 15%, Sneak 15%, +20% to all sciences.

Sanity Loss: 0/1D6 Sanity points to see a mi-go, from Yuggoth or elsewhere.

MILLION FAVOURED ONES, Unique Entities. Nyarlathotep, Great Messenger, bringer of strange joy to Yuggoth through the void, Father of the Million Favoured Ones.

— H. P. Lovecraft, "The Whisperer in Darkness".



PERSIAN MINIATURE
c. 1233 (private collection, New York)

The Million Favoured Ones are creatures and entities connected with Nyarlathotep, who is known as the Father of the Million Favoured Ones. It is unlikely that Nyarlathotep is the literal parent of all of these entities. Presumably the Outer God had something to do with the birth, creation, or empowerment of the million so favored or had its attention drawn to particularly powerful or wicked beings whom it chose as favored ones.

The Million Favoured Ones are unique beings or especially powerful members of various races. Many exhibit godlike abilities though they are neither gods nor Great Old Ones. Being one of the million favored does not necessitate the worship of Nyarlathotep. Many of the million favoured ones are fully independent of any gods or Great Old Ones.

Given such number and variety, no statistics are provided.

MIND PARASITES, Lesser Independent Race. *A great burning fragment had been torn from this sun by a passing comet, and hot gases had condensed into the moon as we know it today, gradually destroying its inhabitants. But since they were not bodies in the earthly sense, they could not die in the ordinary way. They tried to adapt to the cooling matter of their world, becoming a part of the molecular structure of the solid as they had once been a part of the structure of hot gas.*

— Colin Wilson, *The Mind Parasites*.

The mind parasites are an extremely difficult race to pin down. They are bodiless entities who feed upon the will and intellect of sentient species—especially man. They originally were a race of sentient gas living within our sun. At some unguessable time, a comet passing close to the sun forced a chunk to be torn off. That errant solar chunk became stuck in the gravity of the Earth, cooled, and eventually became the moon. Those intelligent gaseous beings living on the solar chunk did not die, but somehow changed to become a part of the otherwise lifeless moon.

It is unknown if any of the mind parasites' ancestors still dwell within the sun.

ATTACKS & SPECIAL EFFECTS: the cruel truth is that the mind parasites infest the mind of every human being on Earth. Through their parasitic feeding and meddling, they have advanced or stalled human development as they chose, shaping the direction of human social and scientific evolution. The vast majority of humans do not even suspect the presence of the parasites, and those that do are usually driven mad or coerced into committing suicide. Many of history's greatest thinkers and artists have been aware of the parasites, and this awareness may be the reason behind their talents. Many of the same individuals also

befell horrible fates: madness, suicide, imprisonment, torture, murder, etc.

In game terms, the mind parasites survive by drawing off a part of their host's magic points. Normally, their feeding does not change an investigator's characteristic scores. If an investigator becomes aware of the parasites, however, he or she may be drained of significant magic points as an attack. Over the course of a night, a mass of mind parasites may attack a victim and drain 3D6 magic points. Each full 5 magic points drained also causes the loss of 1D4 Sanity points. Such victims experience horrible nightmares and wake tired and weak. Over the course of the day, the lost magic points regenerate, but they may be drained away again that night. If an investigator loses 20% or more of his SAN through an attack, he becomes suicidal. Those reduced to 0 magic points in one evening fall into a coma from which they do not awake until they have regenerated all of their magic points. The parasites may keep such victims in a coma by draining them every night.

Becoming aware of the parasites' presence is extremely difficult (and dangerous). It happens generally by accident, and amounts to the same as the feeling of "being watched". The keeper should secretly roll the player's POW – if he rolls the character's POW or less on 1D100 that investigator becomes aware of "being watched". He must then make a successful Cthulhu Mythos roll. If made, he has become aware of the presence of the mind parasites. This revelation costs an immediate 1/1D10 Sanity loss. The mind parasites immediately know when someone has become aware of them, unless that person makes a conscious effort to mask their thoughts. The keeper may allow a player to hide his thoughts from the parasites, but might insist on a skill roll when the character is stressed or tired. The required roll is the average of the investigator's INT + POW or less on 1D100. Once a character has become aware of the parasites, he or she may tell others about the aliens. This doubles a character's chances of becoming aware of the parasites (POW x2 or less on 1D100).

Dealing with and fighting off the mind parasites is another matter. There is little that most normal humans may do to rid themselves of the creatures. Those with unusual or powerful psychic abilities may be able to combat the parasites. This is an extremely gray area, and left to the discretion of the keeper to play out as he or she sees fit. For purely statistical purposes, figure that the mind parasites gather and attack in masses of 10D10, and that they combine their POW. Certain spells may also help subdue or destroy the mind parasites. The one guaranteed way to be free of the mind parasites is to travel far beyond Earth's moon, where their influence cannot reach. Once freed of the parasites, an investigator immediately gains 1

point of INT and 1D2 points of POW, but loses 1D6 SAN from the trauma.

Mind parasites gather in large groups of ten or more. They are never “encountered” singly. The only practical statistics for the parasites are INT and POW.

MIND PARASITES, Mental Vampires

char.	rolls	averages
STR	N/A	N/A
CON	N/A	N/A
SIZ	N/A	N/A
INT	2D6+8	15
POW	1	1
DEX	N/A	N/A
Move	N/A	HP N/A

Av. Damage Bonus: N/A.

Weapon: Magic Point Drain automatic, damage 3D6 magic points + 1D4 SAN per 5 MP lost

Armor: N/A.

Spells: N/A.

Skills: N/A.

Sanity Loss: 1/1D10 Sanity points upon becoming aware of the mind parasites.

MIRI NIGRI, Lesser Servitor Race. [Chaugnar Faugn] *made from the flesh of toads a race of small dark shapes to serve it. In bodily contour these shapes resembled men, but they were incapable of speech and their thoughts were the thoughts of Chaugnar.*

— Frank Belknap Long, “The Horror from the Hills”.

The miri nigri are a

race of dark, silent dwarves that serve the Great Old One Chaugnar Faugn and its “brothers”. The miri nigri appear as ugly little humans with amphibious features. These creatures tirelessly tend to their alien sire, and crawl about the inert form of Chaugnar Faugn day and night. Twice a year the Great Old One sends its dwarfish sub-human servants down from their mountainous lair into the world of man to acquire youths and maidens. These young men and women are food for the vampiric Great Old One.

The miri nigri are generally encountered in groups of ten or more. As the servants of Chaugnar Faugn, they are pro-

tected by the Great Old One as well as its brothers and certain tribes of the Tcho-Tcho.

MIRI NIGRI, Dark Dwarves

char.	rolls	averages
STR	2D6	7
CON	3D6	10-11
SIZ	1D4+4	6-7
INT	2D6	7
POW	3D6	10-11
DEX	3D6+6	16-17
APP	1D6	3-4
Move	8 / 8 swimming	HP 8-9

Av. Damage Bonus: none.

Weapon: Claw 35%, damage 1D3

Armor: none.

Spells: none.

Skills: Sneak 90%, Swim 75%.

Sanity Loss: 0/1D2 Sanity points to see the min nigri.

MOON-BEASTS, Lesser Independent Race. *Great greyish-white slippery things which could expand and contract at will, and whose principle shape—though it often changed—was that of a sort of toad without any eyes, but with a curious vibrating mass of short pink tentacles on the end of its blunt, vague snout.*

— H. P. Lovecraft, “The Dream-Quest of Unknown Kadath”.

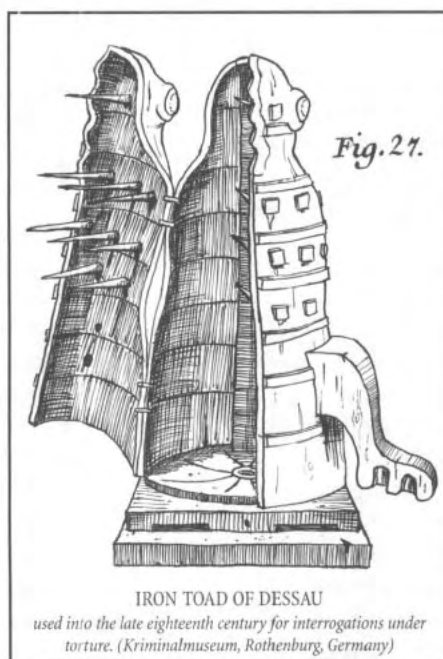
The moon-beasts are an alien race encountered primarily in the Dreamlands. They have a great colony on the moon of the Dreamlands, and some say that they may have a presence on the moon of the waking world as well. They traverse space—and possibly dimensions and even time—on their dark flying galley ships. These terrible black sailing ships look like Earthly masted ships, but they slip through the sky and maneuver on

long paddles. The moon-beasts row their ships hidden beneath deck, while their odd men from Leng slaves work topside. They serve Nyarlathotep for his favor, and enslave other races. If sadism can be said to have any meaning for a race so alien, it can be said that these beings are monstrously cruel, frequently torturing members of other races that fall into their paws.

Although the only weapon listed here for the things is the spear, they can be expected to have many more technological marvels. Many of their soldiers are members of various slave races, primary among them the men of Leng.



RAMON CASTILLOS MOUNTAIN STUDIES
red pencil drawing c. 1860



IRON TOAD OF DESSAU
used into the late eighteenth century for interrogations under torture. (Kriminalmuseum, Rothenburg, Germany)

MOON-BEASTS, Lunar Tyrants

char.	rolls	averages
STR	3D6+6	16-17
CON	2D6+6	13
SIZ	3D6+10	20-21
INT	2D6+9	16
POW	3D6	10-11
DEX	2D6+3	10
Move	7	HP 17

Av. Damage Bonus: +1D6

Weapon: Spear 25%, damage 1D10 + 1 + db

Armor: none, but their peculiar body substance and arrangement causes them to lose minimum possible hit points from successful firearms attacks.

Spells: moon-beasts know at least 1D3 spells.

Sanity Loss: 0/1D8 Sanity points to see a moon-beast.

MR. SHINY, Unique Entity (Shoggoth Lord Greater Independent). *He was even grosser-legged and more bloat-bellied. . . . He wore a commodious doctor's smock and slack. His shoes were bulky, black, and orthopedically braced. . . . He gave a last pull, and the row of buckles split crisply open. Ropy purple gelatin gushed from his suit front.*

— Michael Shea, "Fat Face".

Albert Shiny is a shoggoth lord—an unusually intelligent and purposeful shoggoth capable of controlling his body shape so as to pass for human. Controlling his body in this manner requires continuous mental effort and POW.

Mr. Shiny has agreed with forces infinitely greater than himself to help prepare in his own small way the Old Ones' return to dominion. He aims specifically to create conditions that increase the human population. To that end he has tried to help concoct empires, international trade, vaccines, religious organizations, the scientific method, better farming techniques, improved public health, missionary societies, newspapers, the acquisition of capital, growth hormone research, and so on—whatever seemed likely to move humanity away from static tribalism and thereby improve the quantity and condition of extant human biomass. Civilization is not his product, but he has had his successes with it.

Now, as the population soars, as the skies thicken with acids and toxins, as competing animal life is expunged, as the climate shifts, and as radiation threatens to scorch the planet, Shiny calculates that harvest time must be near.

Time has taught him most of what he needs to know. He is not highly intelligent, nor is he creative, nor has he an accurate memory (as his deteriorating language skills suggest). He needs thousands of years to learn one spell. He is more patient than most shoggoths, but that is not saying much—there are always people who deserve quick eating. Like many powerful entities, Shiny glories in his impulses—they keep his enthusiasm fresh.

As long as he can remain calm and in control of his thoughts, Mr. Shiny can remain in human form. If he is angered or somehow distracted, however, he loses control of his body and quickly melts down into his true shoggoth form. Also, whenever his human form is reduced to zero hit points, he automatically must revert to his shoggoth form.

ATTACKS: in human form Shiny attacks either by delivering a crushing bear hug or by smashing with a massively powerful fist. If Mr. Shiny is unmasked for what he really is, he does all he can to quickly take care of any witnesses and make a fast escape. Normally, Mr. Shiny will do all he can to protect his true identity. When his monstrous hunger forces him to take a victim he oozes off to some abandoned building or down into a dark cellar where he can feed in peace.

MR. SHINY, Shoggoth Lord

char.	Shoggoth Form	Human Form
STR	24	18
CON	26	14
SIZ	18	18
INT	13	13
POW	18	18
DEX	17	17
APP	N/A	09
EDU	N/A	20
SAN	N/A	0
HP	22	16
Move	10	08
DB	+2D6	+1D6

Weapons: Crush (shoggoth form) 100%, damage 2D6

Rhino Fist 95%, damage 2D3 + 2D6 (2D3 + 1D6 in human form)

Grapple (shoggoth form) 90%, damage victim is pulled into Mr. Shiny's body and suffers 1D6 hit points of damage per round until completely digested

Armor: none, but fire and electrical attacks do only half damage; physical weapons such as firearms do only 1 point of damage per hit, impaling or not; Mr. Shiny regenerates 2 hit points per round.

Spells: Dominate, and others as the keeper desires, minding Shiny's intelligence and slow learning rate.

Skills: Archaeology 10%, Bargain 15%, Biology 65%, Chemistry 25%, Choose Tasty Victim 90%, Climb 75%, Credit Rating (as human) 65%, Cthulhu Mythos 12%, Electrical Repair 10%, Electronics 10%, Hide 90%, History 35%, Law 10%, Library Use 35%, Listen 75%, Persuade 30%, Physics 20%, Psychology 15%, Sneak 70%, Track 75%, and others as the keeper desires.



ALBERT SHINY

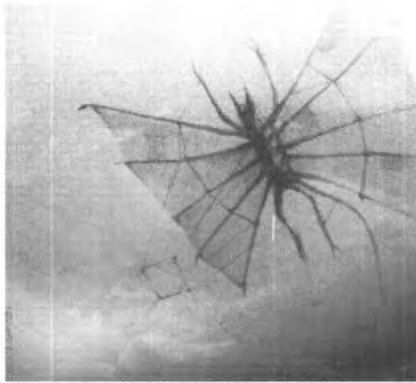
Yearbook of the American Red Cross Org., 1917

Languages: Arabic 20%, Demotic Egyptian 10%, English 60%,
Nath 65%, Spanish 30%, Sumerian 5%.

Sanity Loss: none in human form. 1D6/1D20 Sanity points to see
Mr. Shiny in his true shoggoth form. Keepers may add an
additional 1/1D3 Sanity point loss for investigators who see
Mr. Shiny change from human into shoggoth.

NAGAAE, Lesser Servitor Race. *The toad-like body was transparent, the pulsating innards covered only by a thin layer of leathery skin. It had the hind legs of a frog, and the forelegs of a man. It moved crab-like, crawling on its lumpy belly and pushing with the force of its hind legs, giving itself direction by muscular movements of its belly. The forelegs were raised mantislike as in prayer, all four of them. The face, if such it could be called, consisted mainly of bulging eyes and an oversized mouth with two forked tongues.*

— Eddy C. Bertin, "Darkness, My Name Is".



TETHERED FLIGHT

Photograph from the files of the tethered-flight pioneer
Rudolphe Heartland. (Heartland family)

Nagaee are the repellent, amphibious, toad-like servants of Cyaegha. Their skin is a slimy, rubbery, translucent hide pockmarked with stiff warts, thick hairs, and puckered scars. In addition to their hideous looks, the nagaee stink of rot and swamp gas. These loathsome things can be found all over the world, usually in swamps, bogs, or underground but also in any desolate area shunned by sane

men. They are even sometimes found in watery tunnels in canals or sewers. The nagaee are some of the most insidiously evil creatures in the Mythos. Having been spawned from Cyaegha, they share their lord's desires for hatred, murder, and suffering. They live to serve their master, and to plague mankind with misery and death. The nagaee kill any living animal they can get their claws on, just for the pleasure of it unless ordered not to by a higher power. Needless to say, contacting these foul beasts is hazardous.

ATTACKS: A nagaee can attack with four savage claw swipes per round, or it can use two claws and its bite. The creature prefers to bite when possible, for it likes the taste of flesh. It is also confident in the strength of its venom. The POT of its poison equals half of the nagaee's CON; round fractions up. Match the POT against the victim's CON on the Resistance Table. If the victim succeeds, then he or she only suffers a mild hallucinogenic side effect of the venom, a -10 percentile modifier to all skill rolls for 3D10 rounds. If the victim fails to resist the poison, he or she may die in 1D10 rounds, or suffer a delayed fate. The glands that produce this venom are voluntarily controlled by the

nagaee. By varying the amount of venom in its bite, a nagaee can render a victim unconscious or immobile, to be devoured later.

When killed, a nagaee dissolves into a sickening mass of corrosive black slime in 2D4 minutes. Smelling this sludge causes people to become violently sick unless succeeding with a 1D100 roll of CON x3. This slime will burn and blister exposed skin for 1 point of damage per round of contact.

THE NAGAAE, Servants of Cyaegha

char.	rolls	averages
STR	4D6+12	26
CON	4D6+10	24
SIZ	3D6+12	22-23
INT	2D6+6	13
POW	2D6+6	13
DEX	1D6+3	6-7
Move 6		HP 23-24

Av. Damage Bonus: +2D6.

Weapons: Claw 60% (x4), damage 1D6 + db

Bite 40%, damage 1D8 + poison POT 1/2 creature's CON

Armor: 2-point tough, leathery, translucent skin.

Spells: few nagaee know spells. Roll 4D10 for each random nagaee.

If the result is higher than the creature's POW, it knows no magic. If the die roll is equal or lower than its POW, it knows 1D6 spells.

Skills: Hear Noise 60%, Slither Quietly 70%, Smell Victims 80%.

Sanity Loss: 1/1D8 Sanity points to see a nagaee.

NIGHTGAUNTS, Lesser Servitor Race. *Shocking and uncouth black things with smooth, oily, whale-like surfaces, unpleasant horns that curved inward toward each other, bat wings whose beating made no sound, ugly prehensile paws, and barbed tails that lashed needlessly and disquietingly. And worst of all, they never spoke or laughed, and never smiled because they had no faces at all to smile with, but only a suggestive blankness where a face ought to be. All they ever did was clutch and fly and tickle; that was the way of nightgaunts.*

— H. P. Lovecraft, "The Dream-Quest of Unknown Kadath".

Nightgaunts are Dreamlands creatures that serve Nodens by, among other things, grasping and carrying off intruders, who are unceremoniously dumped in the most dismal and horrible places imaginable, and left to die. Nightgaunts are stationed at various spots in the lonely parts of the Dreamlands, and come out at night. In primeval times they dwelled in the waking world as well, and may still. They are not very intelligent, but can understand some languages (such as the gibberings of ghouls), and are friendly to some occult races. Nightgaunts attempt to sneak up quietly on victims, grasp their weapons, and overpower them.

Two or more nightgaunts can combine their strengths to grapple with a strong victim.

Nightgaunts can only tickle foes who have been grappled already. A successful tickling attack is extremely unnerving, for the barb of the tail is razor-sharp and perilous even while its light application does no damage: the target becomes bewildered, humiliated, and disoriented, and focuses more and more upon the maniacal threat. Nightgaunt tails can snake up through holes and openings, slice through thick clothes, and find even the interstices of metal armor.

The faceless nightgaunts are also known to gather and somehow suckle at the writhing teats of the Outer God Yibb-Tstill.

NIGHTGAUNTS, the Faceless Silent Fliers

char.	rolls	averages
STR	3D6	10-11
CON	3D6	10-11
SIZ	4D6	14
INT	1D6	3-4
POW	3D6	10-11
DEX	2D6+6	13
Move 6 / 12 flying		HP 12-13

Av Damage Bonus: +0.

Weapons: Grapple 30%, damage held for tickling
Tickle 30%, immobilized 1D6 + 1 rounds

Armor: 2-point skin.

Spells: none.

Skills: Hide 90%, Sneak 90%.

Sanity Loss: 0/1D6 Sanity points to see a nightgaunt.

N IOTH-KORGHAI, Lesser Independent Race. *Inside, immense dim shapes were suspended. In the phosphorescent light, they looked like black octopuses. . . . In the dazzling beam, he could see that it was not black, but orange. At close quarters, it looked less like an octopus, more like a bundle of fungoid creepers joined together at one end.*

— Colin Wilson, *The Space Vampires*.

The niOTH-korghai are a race of space-faring vampires who journey through the cosmos in an immense, fifty-mile-long spacecraft. They lay dormant within their ship until they reach a world with inhabitants suitable to their vampiric needs, or until some intelligent life form makes contact with them. These vampiric aquatic fungi have the ability to mentally possess intelligent life forms by overcoming their target's POW with their own via the Resistance Table.

A person possessed by a niOTH-korghai may be totally unaware of the alien's presence, experiencing blackouts when the creature feeds. These creatures can move to another body simply by overcoming the new host's POW with their own. The niOTH-korghai may also alter their own bodies to resemble the life forms, but at a cost of 1D10 POW which can only be regained by draining life force from a victim. The vampires can change back into their true forms at any time without

cost. In a host body, or in their own altered bodies, the niOTH-korghai retain their STR, CON, INT, and POW.

A few niOTH-korghai may live on the Earth, remaining here since a visit by the space vampires ages ago. The niOTH-korghai worship the Outer God Ubbo-Sathla as the creator of all life, including themselves. They refer to themselves as "we of the Ubbo-Sathla", or "Ubbo-Sathlans".

ENERGY BLAST: a niOTH-korghai can use concentrated energy to create powerful blasts that they can direct at a specific target. The space vampire may cause a blast of 1D6 damage for each point of POW it expends.

LIFE FORCE DRAIN: the space vampires feed on the life force of intelligent creatures by grasping them tightly and drawing off 1D6 points of POW each round while the victim simultaneously loses 1D3 CON and 1D3 APP. As the life force is drained away, the victim ages dramatically until nothing is left but a dried and withered husk. The space vampires may drain as little as a single point of POW from a victim at a time, leaving them tired but otherwise unharmed. Those drained but left alive

develop a psychic connection to the space vampires. By concentrating, each may sense what the other is doing or thinking. An investigator must roll his INT+POW or less on 1D100 to be able to psychically link to a niOTH-korghai. This costs 0/1D6 Sanity points each time. Any POW, CON, or APP drained by a niOTH-korghai is gone forever.

The niOTH-korghai adds drained POW to its own, up to a maximum of twice its original POW.

INFECTION: those drained of all POW by a space vampire are infected with a sort of vampirism. After two hours, the dead, dried husk of a victim suddenly awakens, like some withered zombie. They now need to immediately feed upon the life force of some other creature. Unable to feed, a zombie goes through violent convulsions and soon falls dead, a dry and crumbling husk. Feeding, however, restores a space vampire's victim to full POW, CON, and APP (but they automatically lose

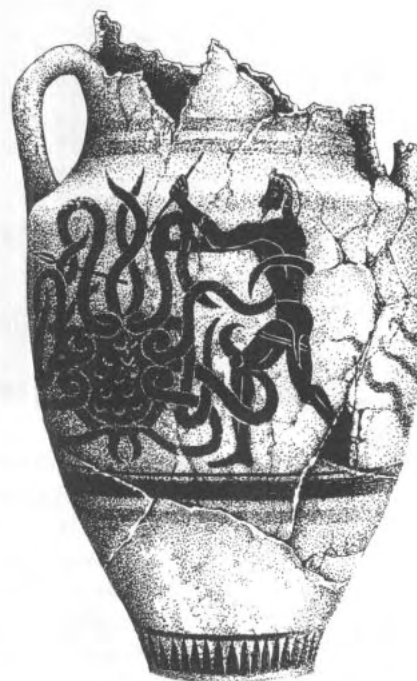


ILLUSTRATION OF AN AMPHORA
stored in the Paolo Orsi Regional Archaeological Museum
Syracuse, Sicily

THE JOURNAL OF SIR HANSEN POPLAN

VAMPIRISM

Some may smirk here at my discussion of vampires, remembering perhaps some Dracula film or Bram Stoker's original novel. The terrifying gentleman seems already stereotypical.

These recent popular entertainments are built upon an old tradition. The stories of so-called wampir, described by my Britannica as "blood-sucking ghosts", have been most prevalent in Eastern Europe, especially in the early eighteenth century. However, similar folk tales have existed throughout human history. The Greeks had the Empusae -- women who drank the blood of travelers. The Jewish people had the Lilim -- descendants of Lilith who drank the blood of men in the night.

These vampire tales seemed to be based upon real facts, namely the denizens of the Mythos. Chaugnar Faugn is said to live by sucking life from his Chosen Ones. His minions do as well. The Martians are said to be vampiric. The Ahrumali live off of blood. Fire vampires suck away life.

Most disturbing, though, are the tales I have discovered concerning an alien race named the NiOTH-Korghai. Certain ancient Mythos tomes name them as a star-faring race of some benevolence. They are noted as having saved the original inhabitants of Pluto and having helped to uplift the inhabitants of Mars. Benevolent life in this universe is a rare thing.

There was a certain group of these NiOTH-Korghai who had inhabited Earth for a time and then left, but out in space they became lost. Millennia passed. Finally they landed on a planet, but were unable to transform themselves to energy as they once could. To live they had to steal energy from others, and thus they became vampires.

Vampirism, it seems, is thus a choice, one that any of us could make, one that any member of any species could make, one that many do. ♦♦♦

half of their Sanity, however). Restored victims must feed every two hours on the life force of others, or perish. Each feeding costs an additional 1/1D6 SAN. This feeding spreads the infection on to the new victim, and thus the space vampire infection is passed from victim to victim. Left unchecked, a plague of vampirism may quickly spread to decimate a city, continent, or eventually an entire planet.

Infected victims do not possess any of the niOTH-korghai's other special powers. The only cure for infection is running a lead object through the infected's solar plexus. This, obviously, kills the infected. Killing the original niOTH-korghai who started the plague also stops it, but all infected victims die instantly.

NIOTH-KORGHAI, Space Vampires

char.	rolls	averages
STR	3D6+18	28-29
CON	3D6+18	28-29
SIZ	8D6	28
INT	1D6+12	15-16
POW	3D6+6*	16-17*
DEX	2D6+6	13
Move 6 / 10 swim		HP 28-29

*base amount: increases as they feed, up to double the original.

Av. Damage Bonus: +3D6.

Weapons: Tentacle 40%, damage 1D6 + db or Grapple
Life Force Drain automatic when Grappled, damage 1D6 POW, 1D3 CON, & 1D3 APP drained per round

Armor: none, but the niOTH-korghai cannot be wounded anywhere but in the solar plexus region. A hit to this area with a lead weapon causes instant death. To strike the solar plexus an investigator must roll 10% or less of his or her attack skill.

Spells: none, normally.

Sanity Loss: 1/1D8 Sanity points to see the true form of the niOTH-korghai.

NY'GHAN GRII, Lesser Independent Race.
At first I got the impression of a globe, oddly flattened at the top and bottom, and covered with what I thought at first was a sparse growth of very long and thick hairs. Then I saw that they were appendages, slender tentacles. On the rugose upper surface of the thing was a great faceted eye, and below this a puckered orifice that corresponded, perhaps, to a mouth. . . . A squamous, glowing ball covered with squirming, snake-like tentacles—translucent ivory flesh, leprous and hideous—a great faceted eye that held the cold stare of the Midgard Serpent.

— Henry Kuttner, "The Invaders".

The ny'ghan grii are luminous spherical creatures from another dimension. They move by floating or crawling and are accompanied by thick fog and icy cold.

The ny'ghan grii are referred to in a very few tomes, and usually only as "the invaders", or "the Enemy". They lurk near the thresholds leading to other worlds, seeking sacrifices that will allow them entry. Even without a sacrifice these creatures can briefly visit a world if someone there has recently practiced magic that in any way disturbed the spacetime fabric.

ATTACKS & SPECIAL EFFECTS: these creatures can attack once per round, preferring to use their cold and devolutionary abilities. Alternately, the ny'ghan grii can attack with 1D3 flailing tentacles per round.

CHILLING BLAST: attack affects an area five feet in diameter, bathing everything with numbing icy air. Each attack costs two magic points and does 1D6 points of damage. The chilling effect has a range of fifteen yards and can be Dodged.

DEVOLUTION: used against a single target and costs the ny'ghan grii 2D6 magic points. The creature must overcome the target's magic points on the Resistance Table. If successful, the target begins rapidly and painfully devolving through a series of increasingly bestial forms. Witnessing this costs 1/1D6 SAN. Once begun, the process is irrevocable and within 2D6 rounds the victim has been transformed to some primitive lifeform devoid of human qualities.

NY'GHAN GRII, Extra-Dimensional Invaders

char.	rolls	averages
STR	3D6+10	20-21
CON	3D6+6	16-17
SIZ	5D6	17-18
INT	3D6	10-11
POW	2D6+6	13
DEX	2D6	7
Move	2 crawl / 8 fly	HP 17-18

Av. Damage Bonus: +1D6.

Weapons: Tentacles 35%, damage = db

Chilling Blast 65%, damage 1D6 to all in a five-foot diameter

Armor: 4-point tough, fleshy hide. Cold does not affect them.

Spells: on a roll of its INT x5 or less on 1D00, a ny'ghan grii knows 1D6 spells.

Sanity Loss: 0/1D6 Sanity points to see a ny'ghan grii.

NYOGTHA, SPAWN OF Lesser Servitor Race. . . . They are the offspring of blasphemous unions between humans, ghouls, and Nyogtha. The children [produced by these matings] swiftly degenerate into shapeless abominations after about three decades.

— Kurt Miller, "The Lurker in the Crypt".

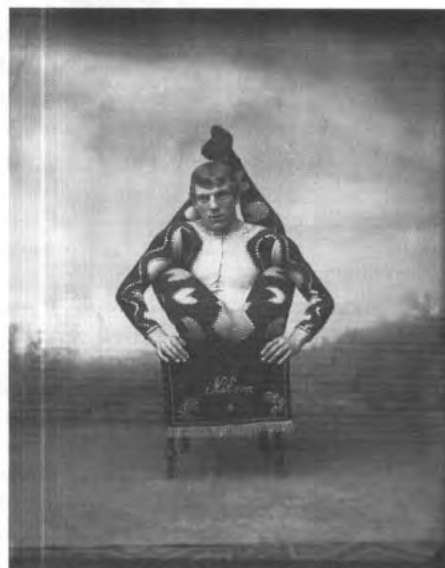
The spawn of Nyogtha result from blasphemous unions between humans, ghouls, and the Great Old One Nyogtha. The children that such a union creates swiftly degenerate into shapeless abominations after three to six decades. The spawn begin life in human form and easily pass for human unless given a detailed medical examination. Instead of blood, however, viscous black ichor pulses through their bodies. These creatures are strong, tough, and charismatic. They both serve the will of Nyogtha and seduce others into the god's dark cult.

At the onset of puberty, Nyogtha's hybrid children succumb to the will of their alien sire. At first the Great Old One fills their dreams with fantastic visions of subterranean tunnels and caverns, chanting, and black-robed figures, as well as glimpses of Great Cthulhu, Tsathoggua, and the other titan horrors who infest this planet. As the months pass, dream sendings increase in intensity until the dreams begin to cost the dreamer 1D3 points of Sanity each night. Once insane these pawns become willing extensions of the Great Old One's consciousness, allowing Nyogtha to perceive the world with their senses.

Degeneration begins 3D10+30 years after birth. Once begun, the metamorphosis occurs quickly in the span of a few months. Hideous black splotches appear on the human form's flesh, then quickly spread. At the same time the spawn becomes ravenously hungry; as it feeds, the monster grows alarmingly in weight and size. During this new growth the human form's skeleton warps and distorts into a parody of itself. Bone and muscle tissue take on ghastly elasticity, while flesh continues to bloat and blacken like a rotting corpse. Its metamorphosis complete, the monstrous form becomes a shapeless horror whose loathsome flesh squirms and writhes as if composed of a sea of foul black



THE STRANGE APPEARANCE
OVER THE HOUSE OF MR. MOMPESON
in Saducismus Triumphatus, Joseph Glanvill, first edition
London, S. Lownds, 1689



NELSON KLEK, THE RUBBER MAN
After a short, sensational career this world-renowned
contortionist disappeared without a trace in 1902.

worms. Though torso and limbs have a bloated corpulence, the monstrous form maintains skeletal hands and face, with hideously distorted features, razor-sharp talons, lupine fangs, and bulging eyes with hellish crimson orbs. At a distance, a spawn of Nyogtha might pass for human by wearing a heavy coat or robe, and a hat or hood, though nearby observers will notice that thick, disgusting slime oozing where thing has stepped.

The spawn of Nyogtha are photosensitive; the mere touch of sunlight on their exposed flesh causes excruciating pain. They are easily blinded by bright light but have excellent night vision. These creatures cannot see in the total absence of light, such as in a cave.

Once assuming their final monstrous form, most spawn make the long, dangerous journey to Nyogtha's subterranean fastness, there to dwell in the joy of everlasting darkness. Nyogtha may, at times, send its spawn back into the world of the surface-dwelling humans or into the Dreamlands.

ATTACKS: Nyogtha's spawn can employ two claw attacks and a bite in the same combat round, or can attempt to grapple an opponent and enfold him or her in its loathsome embrace. If the grapple attack succeeds, the victim needs a successful roll of STR vs. STR on the Resistance Table or be pulled into contact with the horror's cold, gelatinous flesh: if that happens, scores of worm-like tendrils sprout from the spawn's body, coiling around the victim's limbs and forcing their way in through body orifices, costing the victim 0/1D6 Sanity points. Once a grapple attack succeeds, the unfortunate victim—stuffed full of wriggling tendrils—must receive a successful CON roll each round or begin suffocating, taking 1D8 hit points of damage each round until freed from the spawn's deadly embrace or until dead.

While grappling with and suffocating a victim, the spawn can also slash with its claws, but cannot utilize its bite attack. A spawn can grapple more than one target, but then must divide and allot STR between each victim. While grappling a target a spawn's movement rate drops to one.

SPAWN OF NYOGTHA, Blasphemous Children of the Dark

	Monstrous Form	Human Form
char.	rolls/averages	rolls/averages
STR	4D6+12 / 26	2D6+12 / 19
CON	3D6+6 / 16-17	3D6+6 / 16-17
SIZ	4D6+6 / 20	2D6+6 / 13
INT	2D6+6 / 13	2D6+6 / 13
POW	3D6+6 / 16-17	3D6+6 / 16-17
DEX	3D6 / 10-11	3D6 / 10-11
APP	N/A	2D6+9 / 16
Move	6	8
Av. DB: +2D6		+1D4

Weapons: as per normal human in human form
Claw (monstrous form) 65%, damage 1D6 + db

Bite (monstrous form) 65%, damage 1D8 + db
Grapple (monstrous form) 50%, damage special

Armor: all spawn of Nyogtha, whether in human or monstrous form, are immune to bullets and weapons that impale, and take minimum possible damage from all other attacks. They are also immune to fire, acid, radioactivity, and electricity.

Spells: all spawn are given the Contact Nyogtha spell at puberty, and learn other spells easily. Once fully grown into their final monstrous forms the spawn know 2D6 spells related to Nyogtha and the other Great Old Ones.

Sanity Loss: none for a spawn still in human form. 0/1D3 Sanity points for seeing a human spawn ooze black ichor instead of blood. 1/1D10 Sanity points to see a spawn that has mutated into its final monstrous form.



OTHUUM, MINIONS OF, Lesser Servitor Race.

A black, glistening . . . heap of twisting, ropey tentacles and gaping mouths . . . the outlines of a slimy, alien face.

— Brian Lumley, "Rising with Surtsey".

Othuums' minions are a race of smaller versions of the Great Old One. The minions of Othuums are about ten feet tall, but otherwise look like their master. The minions have the ability, like the great race of Yith, to exchange minds with humans, although they may only do so when mysterious islands rise out of the ocean and Othuums' power is strongest. To exchange minds, a minion must first overcome its victim's POW with its own on the Resistance Table. When in a human body, a minion of Othuums retains its INT and POW, but otherwise has the statistics of its human host-body. A minion of Othuums also possesses its own eyes, even in a human body, so such individuals keep their eyes hidden behind dark glasses or other similar blinds, and shun bright light. In human guise, the minions work to further the plans of their alien Masters.

ATTACK: in their own bodies, minions of Othuums may attack everyone within a five yard radius with their tentacles—when held, 2D4 mouths may bite a victim.

OTHUUM, SERVANTS OF, Greater Servitor Race

char.	rolls	average
STR	8D6	28
CON	6D6+6	27
SIZ	3D6+18	28-29
INT	4D6	14
POW	5D6	17-18
DEX	2D6+12	19

Move 10 squirm / 14 swim HP 27-28

Av. Damage Bonus: +3D6.

Weapons: Tentacle 75%, damage 3D6 or Grapple
Bite automatic when Grappled, damage 2D4 per round

Armor: 7-point slimy hide.

Spells: each knows a number of appropriate spells equal to half its INT, rounded up. All know Contact Othuums.

Skills: Listen 25%, Spot Hidden 25%.

Sanity Loss: 1D2/1D8 Sanity points to see a minion of Othuums.

OTHUYEG, SPAWN OF Greater Servitor Race. *They scrambled forward on their mass of white tentacles, their single eyes staring directly at us.*

— Crispin Burnham, "The Seven Cities of Gold".

The spawn of Othuyeg are smaller versions of their sire, and together they dwell somewhere beneath the midwestern United States in the fabled Seven Cities of Gold.

Slight seismic activity proceeds an appearance of the spawn of Othuyeg, who then pour up out of the ground like a mass of writhing dark white worms and eyes.

ATTACKS: victims are grasped and dragged back down into the subterranean lair of Othuyeg and there devoured.

SPAWN OF OTHUYEG, Children of the Doom-Walker

char.	rolls	averages
STR	3D6+30	40-41
CON	3D6+6	16-17
SIZ	4D6+30	44
INT	2D6+10	17
POW	5D6	17-18
DEX	3D6+6	16-17
Move	10 / 8 burrowing / 18 flying	HP 30-31

Av. Damage Bonus: +4D6.

Weapon: Tentacle 75%, damage grasp or 1D6 + db

Armor: they suffer only minimal damage from impaling weapons.

Spells: Call Othuyeg. If a spawn's INT or less is rolled on 1D100 then it knows a number of other spells equal to 1/2 its INT.

Sanity Loss: 1D6/2D8 Sanity points to see the spawn of Othuyeg.

OUTER GODS, SERVITORS OF THE, Greater Servitor Race. *Toad-like creatures which seemed constantly to be changing shape and appearance, and from whom emanated, by some means I could not distinguish, a ghastly ululation, a piping.*

— August Derleth, "The Lurker at the Threshold".

These amorphous beings progress by rolling or slithering. They resemble frogs, as well as squids or octopi. Their ever-changing shapes are hard to describe specifically.

Servitors accompany their masters as required, though they are most commonly found in Azathoth's court. These are the demon flautists and drummers that play the outré music for their masters to dance by. They sometimes play for groups of cultists as well, as a sort of background dirge, or in order to summon various deities.

SUMMONING GODS & MONSTERS: they use their outré flutes to summon other gods or monsters of the Cthulhu Mythos. The entity arrives 1D3+1 rounds after the servitor announces it, and departs when dis-

missed by the servitor, or 2D6 rounds after the servitor's death, or when the god pleases. Summoning costs the servitor a magic point, and another magic point each five rounds that the summoned being remains.

Humans with a 75% or higher skill in some wind instrument (Art) may attempt to use a servitor's alien flute. If the investigator successfully makes his Play (Instrument) roll he has been able to produce sound from the strange flute. A second successful roll at 10% of his score produces the required notes to summon up some Mythos horror (of the keeper's secret choosing). The creature arrives in 1D3+1 rounds and all present must make a Sanity roll against whatever comes. The entity must then be successfully Bound with a second successful Art (instrument) at 10% (or by the proper spell if anyone present happens to know it and have the proper components for casting). If not bound, the monster savagely attacks the flautist and anyone else present, or perhaps just carries the flautist away, never to be seen again.

ATTACK: servitors attack with 2D6 tentacles each round. The damage from a tentacle attack is x2 its damage bonus (always a minimum of 1D6).

SERVITORS of the Outer Gods

char.	rolls	averages
STR	4D6	14
CON	3D6+6	16-17
SIZ	4D6+6	20
INT	5D6	17-18
POW	2D6+12	19
DEX	3D6+6	16-17
Move	7	HP 18-19

Av. Damage Bonus: +1D6.

Weapon: Tentacles 45%, damage = db x2

Armor: none, but no physical weapon can harm one; magical weapons do normal damage; regenerates 3 hit points per round until dead.

Spells: each knows at least 1D10 spells. Additionally, each may Summon/Bind and Call 1D10 Mythos gods and monsters of the keeper's choosing. Servitors may Summon or Call entities for which no Summon or Call spell is otherwise known.

Sanity Loss: 1/1D10 Sanity points to see a servitor.



UNUSUAL BAGPIPES

produced by the Welsh instrument maker T. Ffanwyd circa 1900 do not work. Prized by musicians from around the world who pay immense sums for them. (Private Collection)

PALLID DANCERS, Lesser Servitor Race.
Dressed in tattered rags to match their king, they also wear small golden masks. Nothing is beneath the mask and the wooden frame of a marionette complete with cut strings is found beneath their rags.

— Chad J. Bowser.

The pallid dancers are small and could be described as child-sized, but their bodies seem better proportioned as though they are simply smaller versions of full sized people. They move with the grace and rhythm reminiscent of both a ballerina and a whirling dervish at the same time. Marionettes dancing to a song only they can hear, the pallid dancers only appear when the King in Yellow is manifesting. As the entropy of Carcosa spreads through the world, the pallid dancers appear.

ATTACKS & SPECIAL EFFECTS: when confronted, the pallid dancers may launch into a complex dance of death, brandishing a scimitar while their rags also become weapons, mesmerizing a foe and draining its life as one moves past. A target must succeed in a POW Resistance Table roll with the pallid dancer or be mesmerized. In the next round, the tattered filaments of the dancer's body take on life as the dancer whirls out a razor-edged yellow maelstrom against the mesmerized target, condemned to stand motionless; the target loses 1D4-1 hit points per round from the attack. Once each round, the target can attempt to break free via another POW roll on the Resistance Table.

All pallid dancers are identical and have identical statistics.

PALLID DANCERS, Servants of the Yellow King

STR 14 CON 16 SIZ 10 INT 20 POW 25
 DEX 27 Move 15 HP 13

Damage Bonus: +0.

Weapons: Scimitar 65%, damage 1D6

Dance POW vs. POW, damage 1D4 per round of attack (see above)

Armor: none.

Spells: all pallid dancers know Summon/Bind Byakhee.

Sanity Loss: 0/1D3 Sanity points to see the unnatural grace of the pallid dancers.

PETESOUCHI, Lesser Servitor Race.
Petesouchi children and adolescents appear totally human. Not all undergo the change; some remain entirely human. Others are only partly changed, having slightly scaly skin, elongated teeth, or webbed and clawed fingers. . . . Their final mature form is that of an enormous crocodile with human intelligence.

— Marion Anderson, *The Cairo Guidebook*.

The petesouchi are also known as crocodile men. In a manner similar to deep ones, the petesouchi undergo a metamorphosis which begins at adolescence and

slowly, agonizingly changes every aspect of their body. Unlike the deep one, however, their final mature form is that of an enormous crocodile with human intelligence. Unable to communicate with other humans or even their own children, they remain in the area but are forever isolated from their families.

Petesouchi children and adolescents appear totally human. Not all undergo the change; some remain entirely human. Others are only partly changed, having slightly scaly skin, elongated teeth, or webbed and clawed fingers. Petesouchi marry very young, at the first signs of puberty, and bear children before their change begins.

Mature petesouchi are expert at overturning the boats of the unwary and devouring the wriggling and screaming contents.

The petesouchi are servants of the Great Old One Sebek. They dwell in rivers and other areas where normal crocodiles might be found.

ATTACKS: a petesouchi attacks with a bite from its massive jaws. The bite of a mature, fully transformed petesouchi is powerful enough to snap an adult human in half. The bite of younger, still mostly human petesouchi is much less deadly.

A petesouchi may also use a roll attack on a target. For this attack the creature bites its victim and then goes into the classic crocodile roll, crushing and snapping its victim to pieces.

PETESOUCHI, Crocodile Men

char.	rolls	average
STR	5D6+12	29
CON	4D6+8	22
SIZ	4D6+15	29
INT	2D6+6	13
POW	3D6	10-11
DEX	2D6	8
Move	7 / 10 swimming	HP 25

Av. Damage Bonus: +3D6.

Weapons: Bite 60%, damage 1D10 + db

Roll 60%, damage 1D10 + 4 + db

Armor: 6-point hide.

Spells: petesouchi with POW of 14 or more know 1D4 spells.

Skills: Glide Stealthily Through Water 80%, Hide 70%, Overturn Boat 70%, Sneak 40%.

Sanity Loss: 0/1D4 Sanity points to see adult petesouchi; 0/1D6 Sanity points to see transforming or partially changed petesouchi.

RAT PEOPLE, Lesser Independent Race. *For on every side of the chamber the walls were alive with nauseous sound—the verminous slithering of ravenous, gigantic rats.*

— H. P. Lovecraft, "The Rats in the Walls".

The rat people are small, hairy humanoids. They have matted gray fur, rotted teeth, and high-pitched

twittering voices. They are large man-rat hybrids that sometimes walk upright like a man and sometimes on all fours like a rat.

The rat folk were once human, but because of foul practices and inbreeding they have degenerated to near-animal state. They dwell in dank burrows and warrens beneath old buildings and in sewers. They are often found in the company of ghouls. The Boucher family of Boston is one such group that degenerated into rat people because of their inbreeding and worship of Mythos powers (Y'golonac, in the case of the Boucher family).

ATTACKS: the rat people can attack with two claws and a single bite each round. If a bite attack is successful, the creature hangs on to its victim and continues biting, striking automatically with its bite each round thereafter until it or its victim dies. While it is hanging on, the rat creature and its victim each have a +20% chance to hit each other, but others attempting to strike the rat person must make a DEX x5 roll each time they strike or they hit their friend instead. Damage inflicted by a rat person's bite cannot be healed naturally: the hit point loss is permanent.

A bitten investigator may become infected with some disease. To check, multiply the bitten investigator's CON x5 then subtract that number from 100. The result is the % chance the investigator has of becoming sick from a rat person bite (see the boxed Bite of the Rat).

The Bite of a Rat

A bitten investigator may become infected with some disease. To check, multiply the bitten investigator's CON x5 then subtract that number from 100. The result is the % chance the investigator has of becoming sick from a rat person bite.

Example: our intrepid pal Harvey Walters has a CON of 14. $14 \times 5 = 70$. $100 - 70 = 30$. Harvey has a 30% chance of contracting some disease from a rat person bite). An infected investigator becomes feverish within 1D6 hours, and is fully sick and bedridden within another 5D6 hours. A successful Medicine roll treats the sick investigator, and he suffers only the loss of adventuring time as he must remain in bed for 1D3 days. Untreated, the investigator suffers the loss of 1D2 CON and 1D2 hit points per day for 1D3 days. Afterward, a successful Medicine roll is required to restore each lost point of CON and hit points. Alternately, the investigator may stay in bed and recoup his lost hit points and CON at a rate of one each per week of bedrest.

RAT PEOPLE, Scampering Creatures from Warrens

char.	rolls	averages
STR	2D6	7
CON	2D6	7
SIZ	2D6	7
INT	2D6	7
POW	3D6	10-11
DEX	3D6	10-11
Move 10		HP 7

Av. Damage Bonus: +0.

Weapons: Bite 40%, damage 1D3 + possible disease (see above)
Claw 25%, damage 1D3

Armor: none.

Spells: none.

Skills: Hide 60%, Listen 50%, Sneak 40%, Track by Scent 35%.

Sanity Loss: 0/1D6 Sanity points to see the rat folk.



1886 HANDBILL

The "Paris Maze" freakshow, New Orleans

RAT-THINGS, Lesser Servitor Race. The bones of the tiny paws, it is rumoured, imply prehensile characteristics more typical of a diminutive monkey than of a rat; while the small skull with its savage yellow fangs is of the utmost anomalousness, appearing from certain angles like a miniature, monstrously degraded parody of a human skull.

— H. P. Lovecraft, "The Dreams in the Witch House".

Resembling ordinary rats, and easily mistaken for them at a distance, rat-thing heads are nonetheless evil caricatures of human heads, and their paws are like tiny human hands. All have extremely strong, sharp teeth. These unnatural creatures are created by malign sorcery, allowing deceased cultists to be transformed and continue to serve their masters. Though they do not die naturally, they are now very rare. Brown Jenkin, the familiar of Keziah Mason, the witch, may have been a rat-thing. Attacking rat-things climb the legs or clothes of human opponents, or drop



LITHOGRAPH

D. Goodtime, Providence, Rhode Island, 1926. (Brown University Library)

down from ceilings. Once a bite attack succeeds, the rat-thing clings and keeps on biting. Tearing away a rat-thing costs 1D3 hit points.

A bitten investigator may become infected with some disease. To check, multiply the bitten investigator's CON x5 then subtract that number from 100. The result is the % chance the investigator has of becoming sick from a rat person bite (see the boxed Bite of the Rat).

RAT-THINGS, Malevolent Mockers and Scuttling Spies

char.	rolls	averages
STR	1D3	2
CON	2D6	7
SIZ	1	1
INT	3D6	10-11
POW	2D6	7
DEX	4D6+4	20
Move 9		HP 4

Av: **Damage Bonus:** -1D6.

Weapon: Bite 35%, damage 1D3 + possible disease (see above)

Armor: none, but subtract 40 percentiles from the chance to hit a running rat-thing, and subtract 20 percentiles from the chance to hit one attached to somebody.

Spells: those of INT 14 or more know 1D3 spells of the keeper's choice; those who knew spells in life retain that knowledge as rat-things.

Skills: Dodge 95%, Hide 80%, Sneak 65%.

Sanity Loss: 0/1D6 Sanity points to see a rat-thing; if the rat-thing was known to the observer in life, however, it costs 1/1D8 Sanity points to see it.

REPTILE PEOPLE, Lesser Independent Race.
This race was more lizard-like, with bulging foreheads and devil horns, lacking noses but possessing alligator jaws.

— Keith Herter, *Keeper's Compendium*.



This race of reptilian quadrupeds predates the arrival of man and are believed to have flourished at approximately the same time as the serpent men's Second Empire. They worshiped Yig and others, and used a language similar to the serpent people's Aklo tongue. Like the serpent people, they warred with mankind including the human builders of nearby Irem.

Although dead and extinct for hundreds of thousands of years,

the reptile people are carefully preserved and it may be possible to resurrect them via magical or scientific means. This might be accomplished by inquisitive humans or possibly a villainous serpent man looking for reptilian allies. It is when referring to these creatures that al-Azrad in his *Necronomicon* first applied the strange couplet: "That is not dead which can eternal lie, and with strange aeons even death may die."

Perhaps the race will automatically revive at some future date "when the stars are right."

REPTILE PEOPLE, Reptilian Enemies of Man

char.	rolls	averages
STR	4D6	14
CON	3D6	10-11
SIZ	4D6	14
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6	10-11
Move 6		HP 12-13

Av: **Damage Bonus:** +1D4.

Weapons: Bite 50%, damage 1D6 + db
Mace 40%, damage 1D8 + db

Armor: 2-point hide.

Spells: none, normally.

Skills: Hide 35%, Listen 35%, Scent 50%, Sneak 50%, Spot Hidden 50%.

Sanity Loss: 0/1D6 Sanity points to see the reptile people.

SAND-DWELLERS, Lesser Servitor Race.
Then out of one of the caves came a Sand-Dweller—rough-skinned, large-eyed, large-eared, with a horrible, distorted resemblance to the koala bear facially, though his body had an appearance of emaciation. He shambled toward me, manifestly eager.

— H. P. Lovecraft and August Derleth, "The Gable Window".

This obscure race appears in only a few stories. Sand-dwellers look as though they are encrusted with sand. They dwell in caverns and come out at night. They are a primitive, tribal species inhabiting the arid regions on the southwester United States and Central America, as well as the desert wastes of Africa, Asia, and Australia. Sand-dwellers are an offshoot of hominid evolutionary development, although it is unknown just where they split from *homo sapiens* in their evolution. This anthropomorphic race originated on the North American continent before spreading across the globe in small, isolated bands. The sand-dwellers may in fact be the fabled lost tribe of man spoke of by various cultures. Various Aboriginal peoples know of sand-dwellers as mysterious or shunned tribes of vicious warriors and powerful shaman.

To survive in their harsh habitat, sand-dwellers have adapted and become nocturnal. By day the tribe holds up in caves and hidden burrows. When the sun goes down they come out to hunt and forage for food or do battle. Sand-dwellers, while almost blind in sunlight,

PORTRAIT OF A VISION

drawn by the English painter William Blake during a séance, 1819.

have keen hearing and night vision which allows them to thrive in a world of darkness. Sand-dwellers are omnivorous, surviving on insects, cactus, reptiles, and whatever other small animals and scrub plants they can find. Their tough, sandpaper-like hides insulate their bodies from dehydration, so they may go without water for weeks or longer if needed. They are equally hardy in the searing heat of the desert by day, or the deep chill of the desert by night.

Sand-dwellers live in organized tribal communities ruled by dominant individuals. Leadership is determined by might, and any sand-dweller may make a challenge for the position of tribal chieftain. When a challenge is made, the challenger and the leader engage in brutal combat to the death: the survivor, having proven himself or herself the most powerful of the clan, becomes the leader. Male and female sand-dwellers are of equal stature in the tribe, so chieftains, shaman, and warriors may be of either gender. Community duties, including raising the young, are undertaken by the entire clan. Only the young and strong of the race, however, act as warriors. Those few individuals who survive to a venerable age take the role of tribal elders, advising and teaching the others. Most sand-dwellers do not live to become old and feeble: their environment is harsh and unforgiving, as are some tribal customs and religious ceremonies.

A highly spiritual and superstitious race, sand-dwellers worship a primitive pantheon of deities. Nyarlathotep is chief among their gods. Yig is also of great importance to the North and Central American clans. Different communities of sand-dwellers worship various Mythos deities. The spiritual leader of the sand-dwellers is the tribal shaman. Sand-dweller shamans are always very ancient and spiritually powerful members of the clan. They wield more power than the chieftain and are among the few individuals who die natural deaths of old age. While most of the race lives between 100-150 years, a shaman may be as old as 400 years. These priests spend all of their time communing with their environment, advising the tribe, and in the worship of their alien deities. There are generally two apprentice shamans in each clan, the stronger of which to succeed the master shaman when he or she dies.

Sand-dwellers use a verbal language composed of hoots, grunts, and howls. They have no actual written language, but use pictographs and sand and cave drawings. There is little communication between different bands of sand-dwellers, and occasionally clans go to war over territorial disputes or other squabbles. Certain bands may have treaties and cooperate for the common good of the species. Some may also have pacts with other Mythos races, although such arrangements are usually tenuous at best. Generally, the reclusive sand-dwellers have little contact with humans or with other races of the Mythos.



CAVE PAINTING
in the southern Sahara

ATTACKS: sand-dwellers are fierce warriors, fighting savagely with primitive weapons or with both claws. They seldom take prisoners in battle, but eat their fallen enemies when they can. Sand-dwellers always eat the bodies of any of their own tribe when they die or are killed. By devouring the physical bodies of their fellows or even their enemies, sand-dwellers believe they have consumed the spirit and energy of the dead. This is among the holiest of rites in sand-dweller communities, and even the corpses of enemies are treated with the greatest respect. Any body parts that are not edible are ground to fine powder and cast into the desert to become one with the sand. They view this as completing the cycle of life.

SAND-DWELLERS, Stalkers of the Wastes

char.	rolls	averages
STR	3D6	10-11
CON	2D6+6	13
SIZ	2D6+2	9
INT	3D6	10-11
POW	3D6	10-11
DEX	2D6+6	13
Move	8	HP 11

Av. Damage Bonus: +0.

Weapons: Claw 30%, damage 1D6 + db
Club 25%, damage 1D6 + db
Thrown Rock 25%, damage 1D4
Spear 25%, damage 1D8 + db
Thrown Spear 25%, damage 1D8 + 1

Armor: 3-point rough hide.

Spells: those of POW 14 or more know 1D2 spells if their INT or less is rolled on 1D100.

Skills: Hide 60%, Listen 50%, Sneak 50%, Spot Hidden 50%, Track 45%. All sight-related skills are performed at 1/4 in bright sunlight.

Sanity Loss: 0/1D6 Sanity points to see a sand-dweller.

SEEKERS, Lesser Servitor Race. *But more dreadful than these are the seekers which they send out into other worlds and dimensions, beings of incredible power which they themselves have created and guised in the form of those who dwell within whatever dimension, or upon whichever worlds where these seekers be sent.*

— Robert A.W. Lowndes, "The Abyss".



LAST PORTRAIT OF THE PAINTER PHILIPP VEIT
before succumbing to a peculiar illness, 1877 (Private Collection)

Seekers are created by the adumbrali and appear as unusually perfect members of whichever race they were sent to infiltrate.

HYPNOSIS ATTACK: by overcoming an intended victim's POW with its own, a seeker shifts its victim's mind to the dimension of the adumbrali. These victims appear as though hypnotized, although they see and experiencing things in the strange dimension. A seeker can put any number of victims under its power. Once under the strange hypnosis, a victim's mind can be rescued from the dimension

of the adumbrali only by successful Psychoanalysis. When a hypnotized victim is attacked by one of the shadow-vampires, witnesses see the victim's body quickly become inexplicably pale and dry.

SEEKERS, Adumbrali Hunters in Human Form

char.	rolls	averages
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6+6	13
INT	3D6+3	13-14
POW	4D6	14
DEX	3D6	10-11
APP	1D4+14	16-17
Move 8		HP 11-12

Av. Damage Bonus: +0.

Weapons: Any at base %, damage as per weapon

Armor: none.

Spells: none.

Skills: Blend in with Society 75%.

Sanity Loss: seeing a seeker in human form costs no Sanity points.

SERPENT PEOPLE, Lesser Independent Race. *They walked lithely and sinuously erect on pre-mammalian members, their pied and hairless bodies bending with great suppleness. There was a loud hissing of formulae as they went to and fro.*

— Clark Ashton Smith, "The Seven Geases".

They resemble upright serpents, with ophidian heads and scales, but with two arms and legs. They possess tails and in their great days often dressed in robes. Yig is the greatest god of the serpent people, for he is the father of all snakes. Some blasphemers chose instead to pray to Tsathoggua in ancient times, but they were destroyed by a vengeful god millions of years ago.

The serpent people's first kingdom, Valusia, flourished before even dinosaurs walked the Earth, some two hundred and seventy-five million years ago. They built black basalt cities and fought wars, all in the Permian era or before. They were then great sorcerers and scientists, and devoted much energy to calling forth dreadful demons and brewing potent poisons. With the coming of the dinosaurs two hundred and twenty-five million years ago, the first kingdom fell, and serpent people retreated in strongholds far underground, the greatest of which was Yoth. In these times the serpent people became great scientists as well, able to manipulate life itself.

In human prehistory the serpent people raised their second kingdom at the center of the Thurian continent. It fell even more rapidly than the first Valusia, overthrown this time by humans, who later claimed the land as their own. Again and again the serpent people retreated before the human hordes until their last citadel of Yanyoga was destroyed in 10,000 B.C.

A few lurking sorcerers survive. Some especially venerable serpent folk dwell in the weird realms of the Dreamlands where they carry out bizarre experiments and sorcery. Pockets of dwarfed degenerate serpent folk also still survive. These diminutions are likely to include an occasional atavistic, fully capable serpent person who is still favored by Yig. Degenerate serpent people are likely to have characteristics lessened by as much as a third. In addition there are certain hibernating serpent people—the sleepers—who have rested for thousands of years or more. On occasion these serpent people wake, to humanity's regret. This third class of serpent people is typically more intelligent and powerful than their lurking brothers, and often know great sorcery.

ATTACKS & SPECIAL EFFECTS: serpent people may use all weapons known to man, clutching them effectively in taloned hands. Use the same base chances as for humans. In hand-to-hand combat the Bite attack can be made simultaneously with most weapon

attacks. A serpent person's venom POT equals his CON.

A common spell among them is an illusion that transforms the caster's appearance into that of a normal human, allowing him to mingle in human society.

The serpent folk feed as do other serpents, by swallowing their prey whole. A serpent man may swallow up to its own SIZ in victims. Once fed, a serpent man falls into a deep slumber for one day per SIZ of victim consumed. Serpent folk need eat only once every few months.

SERPENT PEOPLE, Full Atavism

char.	rolls	averages
STR	3D6	10-11
CON	3D6	10-11
SIZ	3D6	10-11
INT	3D6+6	16-17
POW	2D6+6	13
DEX	2D6+6	13
Move	8	HP 10-11

Av. Damage Bonus: +0.

Weapon: Bite 35%, damage 1D8 + poison (see above)

Armor: 1-point scales.

Spells: full serpent folk know at least 2D6 appropriate spells; degenerate forms are not likely to know magic.

Skills: Listen 35%, Spot Hidden 35%, +10% to all sciences.

Sanity Loss: 0/1D6 Sanity points to see a serpent person.

S'GLHUO, DENIZENS OF, Lesser Independent Race. *It was not human. It was too thin and tall, with huge pupilless eyes, and a skin covered with tiny rippling blue scales. The fingers were boneless.*

— Ramsey Campbell, "The Plain of Sound".

In the Gulf of S'glhuo, in a strange and distant universe, all of the worlds and their inhabitants are composed of sound. These strange entities may appear as vaguely reptilian creatures to humans, although in reality they are nothing more than intelligent, living sound.

The denizens of S'glhuo have the ability to mentally project messages over incredible distances. Humans pick up these messages as dreams. These sonic creatures are unable to travel outside their universe, however, without the aid of a "translator", a special device that must be activated on the world they wish to visit. The ninth volume of the *Revelations of Glaaki* contains the plans for building the alien translator device. Those receiving the S'glhuoan dream messages are guided to the strange blueprints, and are instructed to build the device.

The strange beings of S'glhuo worship the Outer God Tru'nembra—an entity, like themselves, composed

of living sound. Tru'nembra may dwell or have originated in the Gulf of S'glhuo.

The hit points for denizens of S'glhuo equal their POW.

SOUND ATTACKS: these entities attack with bursts of sound waves, ignoring most armor. Such attacks can not be Dodged.

DENIZENS OF S'GLHUO, Creatures of Living Sound

	Living Sound Form	Reptilian Form
char.	rolls (averages)	rolls (averages)
STR	N/A	N/A
CON	N/A	N/A
SIZ	N/A	3D6+6 (16-17)
INT	3D6+10 (20-21)	3D6+10 (20-21)
POW	3D10+10 (26-27)	3D10+10 (26-27)
DEX	2D10+10 (21)	2D10+10 (21)
Move	40	18
HP	26-27	26-27
Av. DB:	N/A	N/A

Weapon: Sound Blast 25%, damage 1D6

Armor: none, however as living sound these creatures are immune to all physical damage. Certain spells which affect INT or POW harm them normally, as well as particularly discordant sounds, which are especially harmful to the denizens.

Spells: normally none.

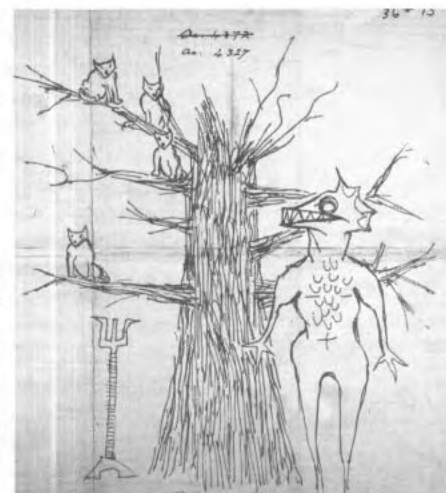
Sanity Loss: 0/1D2 Sanity points to hear the denizens of S'glhuo, and 0/1D4 Sanity points to see their blue scaled form.

SHAGGAI, Lesser Independent Race.

These experiments are so abhorred by the Shaggai that the details were not written, but apparently somehow the two species interbred. What resulted was a being that lived its pupal stage as one species and upon entering adulthood, metamorphosized into the other. Before the leaders realized what was happening, thousands of cells in the pyramid were implanted with the cross-breeds. Upon hatching these beings resembled humans and as they reached their twelfth year they would change into



SECRETS OF CHINESE MEDICINE
From the notes of a Chinese healer, Shanghai,
early twentieth century. (Private collection)



DREAM DRAWING OF A PATIENT
from the files of Dr. Roulae, Montpellier, France

abnormally large Shaggai. Their reproduction followed the Shaggai. Only certain females could reproduce. Two females would be chosen from the hive and administered the right secretions to function as replenishers of the species. The two females emerged as human children. Upon their metamorphosis, they changed into Shaggai, but far larger and superior in strength and intelligence to the others of their race. These two fought to the death for control of the hive. Often, the strongest would change first and prevail over her opponent.

— Diane Sammarco, "The Queen".

The shaggai are a hybrid race, half human and half shan. They hatch from a maggot-like egg cell as human babies, and continue to grow and develop as humans until they reach puberty, at which time they molt into enormous humanoid insect-like creatures. In their shaggai form, they are the size of adolescent humans. Their eyes become multi-faceted and they lose their nose and ears. Lips and teeth change into a short proboscis with a sucking tongue. Shaggai limbs are stiff and multi-jointed, their flesh is iridescent and hard like an insect's, and great stiff wings sprout from their backs.

Frequently a shaggai in human form does not know their true heritage. Throughout childhood they experience vivid dreams of alien worlds and creatures. As they near adolescence, the dreams become more horrific and result in Sanity loss. Male children often become aggressive and destructive, while female chil-

dren become gluttonous studiers and researchers (classic "book worms"). By metamorphosis, hybrid children have lost all of their Sanity and instinctively go off to change. After changing, shaggai seek out others of their kind.

Shaggai do not possess any of the special abilities of their shan ancestors. They cannot become immaterial, cannot read or inject thoughts into the minds of others, and have no particular affinity for Azathoth. They survive partly through shan-like photosynthesis and partly through the consumption of solid food.

QUEENS: each hive produces two possible queens. At metamorphosis, the queens battle to the death for supremacy over the rest of the hive. The survivor has total dominance and control over the rest of her hive-mates. Queen shaggai are stronger and more intelligent than the rest of their race, although they are usually smaller. Their statistics are in parenthesis.

ATTACKS: shaggai may attack with both of their claw-like hands each round. While in flight, a shaggai may make four clawing attacks per round (both arms and both legs). The more gruesome attack, however, is with their insect-like proboscis and tongue. On a successful attack, a shaggai has struck a victim with its tongue, spattering the area with a caustic acid. The acid immediately begins to dissolve living tissue which the shaggai then sucks up with its tongue. Such an attack decreases the victim's APP by 1/4 of the hit point damage done. The acid continues to inflict damage until it has been washed off, even if the shaggai's tongue has been forced off its victim or the creature killed. While lost hit points may regenerate, the APP does not. A shaggai's acid spittle also eats through most other materials, although at varying speeds: subtract the damage from the armor rating (if any) of the substance. At zero the acid has eaten its way through the material.

SHAGGAI, Shan-Human Hybrids

char.	Human Form (Queen)		Shaggai Form (Queen)	
	rolls	averages	rolls	averages
STR	3D6 (3D6)	10-11 (10-11)	3D6 (3D6+6)	10-11 (16-17)
CON	3D6 (3D6+3)	10-11 (13-14)	3D6+3 (3D6+12)	13-14 (22-23)
SIZ	2D6+4 (2D6+2)	11 (9)	2D6+4 (2D6+2)	11 (9)
INT	2D6+6 (2D6+12)	13 (19)	2D6+6 (2D6+12)	13 (19)
POW	3D6 (3D6+6)	10-11 (16-17)	3D6 (3D6+6)	10-11 (16-17)
DEX	3D6 (3D6)	10-11 (10-11)	3D6+6 (3D6+12)	16-17 (22-23)
APP	3D6 (3D6)	10-11 (10-11)	N/A (N/A)	N/A (N/A)
EDU	3D6 (3D6+12)	10-11 (22-23)	N/A (N/A)	N/A (N/A)
SAN	POWx5 (POWx2)	50-55 (32-34)	N/A (N/A)	N/A (N/A)
Move	8	(8)	6 / 20 flying	(4 / 30 fly)
HP	10-11	(11-12)	12-13	(15-16)
Av. DB:	+0	(+0)	+0	(+1D4)

Weapons: Claws (shaggai form) 35%, damage 1D4

Tongue/Spit 50% (shaggai form), damage 1D4 + APP loss each round (see above)

Armor: none in human form; 4-point hard chitinous shell-like flesh in insectoid form.

Babylon's Burning

In English, by Josiah Smith, 1967. Josiah Smith was active in the counter-culture movement in London in the 1960's. He was an influential poet and musician and advocate for hallucinogenic drugs and "experimental sex". In the mid-1960's a series of brutal sex crimes and murders in London was ultimately traced back to Smith. While in prison he wrote a rambling journal of poetry, song lyrics, incoherent dream-like fragments, graphic and bizarre sexual depictions, and self-titled prophecies he entitled *Babylon's Burning*. Josiah Smith died mysteriously in 1967 while alone in his prison cell. In reality, Smith had been inhabited by one of the insects from Shaggai since a 1963 trip to the Severn Valley. The alien creature was the cause of his mentally- and socially-disturbing habits, and ultimately his death. *Babylon's Burning* goes into graphic detail about the insects from Shaggai and their degenerate hobbies, although the shan are never actually named. The book includes bizarre sex rituals and recipes for exotic drugs. It was published in paperback in the UK shortly after Smith's death. It has not been reprinted since. *Sanity loss* 1/1D4; *Cthulhu Mythos* +2 percentiles; *average 4 weeks to study and comprehend*. **Spells:** Brew Dream Drug, Brew Plutonian Drug, Contact Shan, Cloud Memory, Dream Vision.

Spells: queens know 1D6 spells. Most other shaggai know no spells.

Skills: any as a normal human child or adolescent while in human form (queens have higher scores in knowledge-related skills such as sciences). Most skills are not applicable once the shaggai has changed into its insect form.

Sanity Loss: no Sanity loss for seeing a shaggai in human form. 0/1D8 Sanity points to see a shaggai in insectoid form. 1/1D6 Sanity points to witness the gruesome metamorphosis from humanoid to insectoid forms.

SHAGGAI, INSECTS FROM, Lesser Independent Race. *Even though they flew so fast I could, with the augmented perception of terror, make out many more details than I wished. Those huge lidless eyes which stared in hate at me, the jointed tendrils which seemed to twist from the head in cosmic rhythms, the ten legs, covered with black shining tentacles and folded into the pallid underbelly, and the semi-circular ridged wings covered with triangular scales — all this cannot convey the soul-ripping horror of the shape which darted at me. I saw the three mouths of the thing move moistly, and then it was upon me.*

— Ramsey Campbell, "The Insects from Shaggai".

These insect-beings never feed, as they live by photosynthesis, and they spend their time in decadence, in aesthetic enjoyment of abnormality, and in torture of their many slave races. Shans, as they also are known as, are extremely long-lived, taking centuries to reach adulthood, and are scientifically advanced. They have many weapons and devices that operate by focused mind-power (magic points). The insects' brains are composed of three layers, each containing separate right and left hemispheres. This six-lobed brain structure allows the shans to entertain three separate trains of thought while at the same time using their three mouths to carry on three separate conversations. They may also cast three different spells at once.

The insects from Shaggai visited Earth centuries ago, and were partly responsible for the design and construction of the pyramids in Egypt and Central and South America, based on their own temple/ships. Those first visiting shans undertook experiments with humans, and created a hybrid shan/human subspecies. Pyramids were initially used as incubation chambers for the hybrid shan. Both the insects and their human minions soon discovered the folly of their cross-breeding experiments, and set about to destroy the hybrid race which they called the shaggai. Most of the shaggai were wiped out, and those survivors are today fugitives from both the human and shan races.

The shans are now a fugitive race. Shaggai itself was destroyed by a great catastrophe, but many shan escaped in temples made of an indestructible gray metal, teleporting them to other worlds. Earth's atmosphere contains some component which prevented the shan from teleporting away once they

arrived here, and also keeps individual shan from flying any great distance.

The shans worship Azathoth with many complex rites and systems of torment. Within each shan temple/ship is the living Azathoth. This is likely possible through some alien science as there is but one Azathoth, but many shan temple/ships. Xada-Hgla—one of the few known avatars of Azathoth—is the main form of the shan's Azathoth-worship.

The insect-beings now dwelling on Earth have brought with them certain beings from the planets Xiclotl and L'gy'hx as slaves and guards. At one time they ruled a human witch-cult dedicated to finding sacrifices for Azathoth. The largest colony of shan is near Goatswood, a village of England's Severn Valley. Other colonies are suspected to exist somewhere in Asia and in the Middle East. Some Mythos scholars believe that a shan colony was the driving force behind the Spanish Inquisition, and that shans also infested the biblical cities of Sodom and Gomorrah, and that an accidental explosion of their space ship (or the unleashing of Azathoth) was the real cause of these cities' obliteration.

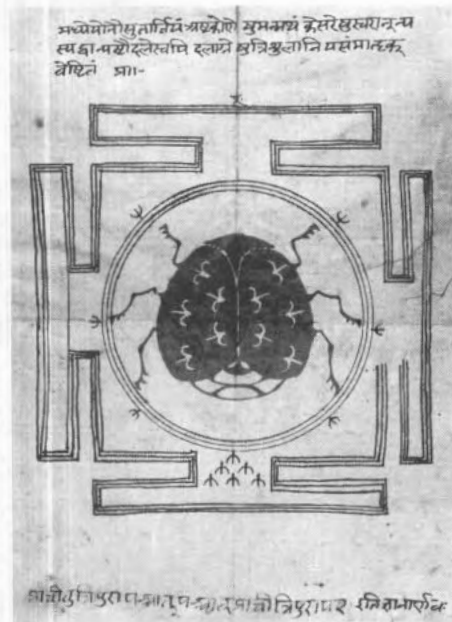
A few shans visit Earth's Dreamlands usually appearing as ugly, cackling little black dwarves.

The shans are detailed in *Massa Di Requiem Per Shuggay* and *Babylon's Burning*.

MENTAL ATTACK: Shans are parasitic and not wholly material. One of these pigeon-sized creatures can fly right through human tissue into a target's brain, wherein it crawls about and reads its hosts memories, affects target thought processes, and injects specific memories and ideas of its own. During the day, the insect is not active within the brain, leaving the



WALL HANGING
of the Sulam sect of India, probably eleventh century.
(Indian Museum, Calcutta)



VEDIC YANTRA
from India, c. 200 A.D.



SENSATIONAL NEWS
From a Mexican tabloid, 1890.

victim to do more or less as he or she pleases. But at night the shan wakes, and begins to implant memories. It can implant Sanity-destroying sights which the insect has witnessed, or riddle memory-fragments to entice the victim into performing certain actions. Eventually the host is so hypnotized that he or she gladly helps the shan. Often such progressively increasing control causes the victim to go raving mad, and thus become an unsuitable host.

NERVE WHIP ATTACK: the nerve whip is a small technical device that pro-

jects a chattering line of pallid light. When the light strikes a target, match the shan's magic points against the target's magic points. If it wins, the target is overcome by agony, and can do nothing but writhe on the ground until the weapon is turned off: If the attack

fails, the target is still in pain, and skill chances are effectively reduced by 20% for the next 24-CON hours. The attack may be renewed each round.

INSECTS FROM SHAGGAI, Mental Parasites

char.	rolls	averages
STR	1D3	2
CON	1D3	2
SIZ	less than 1	less than 1
INT	3D6+6	16-17
POW	5D6	17-18
DEX	2D6+24	31
Move 4 / 40 flying		HP 2

Av. Damage Bonus: N/A.

Weapons: Meld 60%, damage is progressive control after insect enters brain of target
Nerve Whip 50%, damage special (see above)

Armor: none.

Spells: roll 1D20 — if the result is less than or equal to the shan's INT, that many spells are known by it, usually including Call Azathoth.

Skills: Hide 50%, Sneak 50%, +40% to all sciences.

Sanity Loss: 0/1D6 Sanity points to see a shan.

SHANTAKS, Lesser Servitor Race. *Not any birds or bats known elsewhere on earth . . . for they were larger than elephants and had heads like a horse's. . . . The Shantak-bird has scales instead of feathers and those scales are very slippery.*

— H. P. Lovecraft, "The Dream-Quest of Unknown Kadath".

Shantaks brood in cavernous holes and their wings are encrusted with rime and nitre. They are always described as noisome and loathly, and are used as steeds by various of the servants of the Outer Gods. They have an extreme fear of nightgaunts and always retreat from them. Shantaks can fly through space, and have been known to carry an unwary rider straight to the throne of Azathoth. Shantaks are sometimes linked with the fishers from outside—a similar race of flying creatures.

Shantaks dwell in both the waking world and the Dreamlands.

SHANTAKS, Elephantine Mounts

char.	rolls	averages
STR	4D6+20	34
CON	2D6+6	13
SIZ	4D6+36	50
INT	1D6	3-4
POW	3D6	10-11
DEX	2D6+3	10
Move 6 / 30 flying		HP 32

Av. Damage Bonus: +4D6.

Weapon: Bite 55%, damage 2D6 + 2

Armor: 9-point hide.

Spells: none.

Skills: Listen 25%, Spot Hidden 25%.

Sanity Loss: 0/1D6 Sanity points to see a shantak.



VASE (DETAIL)
c. 390 B.C. (Acropolis Museum, Athens)

THE JOURNAL OF SIR HANSEN POPLAN

SHOGGOTHS

If the Winters-Hall and Whitney translations of the Eltdown Shards are to be believed, the race known as the shoggoths were created an unbelievably long time ago -- perhaps a full billion years.

They were constructed as simple tools that the elder things used to automate their more tedious tasks. They may not have been even truly intelligent, simply cunning and able to learn.

This original species of shoggoths seems to still exist, as is noted in the discredited records of the Pabodie Antarctic Expedition of 1930 and also in certain secret files that I have obtained related to the 1928 federal raid on the town of Innsmouth.

However, much to the horror of the elder things, it seems that a separate subspecies of shoggoths evolved over the aeons.

Some sources call these evolved shoggoths shoggoth lords. They seem weaker than their bestial brethren, but they have evolved a wily intelligence on par with humans. It was most likely these creatures which led the uprising against the elder things 250 million years ago, and it was most likely these creatures which founded the blasphemous pact between the shoggoths and the spawn of Cthulhu which lasts to this day.

If certain (questionable) modern sources can be trusted, shoggoth lords work independently of each other, but are willing to bring together groups of humans to accomplish their ends -- cultists or stooges alike. Their goals run the gamut from personal power to the return of the Old Ones. The existence of these uncaring and immortal plotters is a great danger to humanity. ♦♦♦

SHOGGOTHS, Greater Servitor Race. *The nightmare, plastic column of fetid, black iridescence oozed tightly onward. . . . A shapeless congerie of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and unforming as pustules of greenish light all over the tunnel-filling front that bore down upon us, crushing the frantic penguins and slithering over the glistening floor that it and its kind had swept so evilly free of all litter. Still came that eldritch mocking cry—"Tekeli-li! Tekeli-li!"*

— H. P. Lovecraft, "At the Mountains of Madness".

Shoggoths are among the most horrible of all the monsters of Lovecraft. Abdul Alhazred himself attempted desperately to claim that there were none on Earth itself, save in crazed dreams. Shoggoths are often found as servants of deep ones and other races, and are amphibious. They are surly servants at best, ever becoming more and more intelligent, more and more rebellious, more and more imitative. They fought their former creators, the elder things, in a rebellion. They communicate in whatever manner their master race wishes, forming special organs for the purpose.

ATTACKS: a typical shoggoth is roughly a 15-foot diameter sphere when floating free. In combat, it covers an area 5 yards square. All within the area are

attacked separately, and each must receive a successful match of STR against the shoggoth's STR on the Resistance Table, or be sucked apart. If the shoggoth attacks more than one target, it must divide its STR among all targets. Those held within the shoggoth's black bulk can strike back only



TITLE VIGNETTE
1907

on rounds in which their players successfully roll STR or less on 1D100. Each round a victim is held within a shoggoth, he or she loses hit points equal to the shoggoth's damage bonus, the damage describable as rupturing, crushing, and being sucked into pieces.

SHOGGOTHS, Fetid Iridescences

char.	rolls	averages
STR	18D6	63
CON	12D6	42
SIZ	24D6	84
INT	2D6	7
POW	3D6	10-11
DEX	1D6	3-4
Move	10 rolling	HP 63

AV. Damage Bonus: +8D6.

Weapon: Crush 70%, damage = db

Armor: none, but fire and electrical attacks do only half damage; physical weapons such as firearms do only 1 point of damage, impaling or not; a shoggoth regenerates 2 hit points per round.

Spells: none.

Sanity Loss: 1D6/1D20 Sanity points to see a shoggoth.

SHOGGOTH LORDS, Greater Independent Race. *You cannot imagine the Shoggoth Lord's mastery of shapes! His race has bred smaller since modern man last met with it. Oh, but the Shoggoth Lords are limber now! Supremest polymorphs—though what they are beneath all else, is Horror itself.*

—Michael Shea, "Fat Face."

The shoggoth lords are smaller, more intelligent descendants of their larger monstrous cousins. Through some quirk of evolution, or perhaps through the unwitting intervention of some other species or being, a handful of shoggoths have evolved into intelligent creatures able at will to mimic humans in appearance and speech.

These beings, without exception, appear in human form as grossly obese, hairless figures. They are cunning and charming, and somewhat awkward in their interactions with humans. Although a shoggoth lord may freely transmute between its human and monstrous forms it takes great concentration and control to remain in human form for any length of time. If somehow caught off guard, angered, or

distracted, a shoggoth lord quickly melts down into its terrible true gelatinous self. These creatures guard their secrets and identities well, living and feeding alone in private and quickly dispatching nosy investigators who would unmask them and expose their true horror.

Shoggoth lords find it amusing (and nourishing) to penetrate the human world; only in human beings do they find that delightful horror of comprehension that makes a thing really worth eating. Shoggoth lords care only about satisfying themselves. Though more sophisticated than most predators, they are given to the same grandiose claims of territory and to murderous squabbles among themselves. They are not social, they do not die natural deaths, nor do they breed.

Because of the great control required to sustain their human guises, certain statistics for shoggoth lords in human form are lower than when in their natural forms.

ATTACKS: these foul creatures feed by sucking living prey into their bubbling gelatinous bodies. When it takes prey, a shoggoth first grapples and holds its victim. On the next round the monster begins to suck its victim into its body mass, where it is digested. Each round the victim suffers an automatic loss of 1D6 hit points of damage as the caustic acids and digestive fluids begin to dissolve his flesh. An investigator being so attacked may try to break free of the shoggoth lord's hold by matching STR against STR on the Resistance Table each round, until free or dead. Shoggoth lords, unlike their larger cousins, may feed upon only one victim at a time. While feeding, consequently, a shoggoth lord may not use its crush attack, although it can still lash out with its powerful pseudopod fists.

SHOGGOTH LORDS, Corpulent Monstrosities

	Shoggoth Form	Human Form
char.	rolls/averages	rolls/averages
STR	4D6+10 / 24	2D6+8 / 15
CON	6D6+10 / 31	2D6+6 / 13
SIZ	1D4+15 / 17-18	1D4+15 / 17-18
INT	2D6+6 / 13	2D6+6 / 13
POW	3D6+3 / 13-14	3D6+3 / 13-14
DEX	3D6 / 10-11	3D6 / 10-11
APP	N/A	1D6+3 / 6-7
EDU	3D6+3 / 13-14	3D6+3 / 13-14
Move	10	8
HP	24-25	15-16
Av. DB:	+2D6	+1D6

Weapons: Crush (shoggoth form) 100%, damage = db

Rhino Fist (Pseudopod) 95%, damage 2D3 + db

Grapple (shoggoth form) 90%, victim is pulled into the shoggoth lord's body and suffers 1D6 hit points of damage per round until he or she is completely digested.

Armor: none, but fire and electrical attacks do only half damage; physical weapons such as firearms do only 1 point of damage per hit, impaling or not; and shoggoth lords regenerate 2 hit points per round.

Spells: most know 1D3 spells.



DETAIL OF A TABLEAU IN THE
WAXWORKS OF ANDRÉ BRETON
(Collection of Zoltán Kamondi)

Skills & Languages: various, as the keeper desires.

Sanity Loss: none in human form. 1D6/1D20 Sanity points to see a shoggoth lord in his true form. Keepers may add an additional 1/1D3 Sanity point loss for investigators who witness a shoggoth lord change from human into shoggoth.

SHOGGOTH, PROTO-, Lesser Servitor Race. *He has on rare occasions whispered disjointed and irresponsible things about "The black pit", "the careen rim", "the proto-Shoggoths", [etc.].*

—H. P. Lovecraft, "At the Mountains of Madness".

Proto-shoggoth tissue is the color and texture of human flesh, though it is mobile and can change at will. A mass of proto-shoggoth tissue looks like a large piece of human flesh, light brown or tan colored, with nipples, navels, what seem to be ridges where muscle or bone is sticking up, and even eyes or other human orifices. There may be what appear to be large open wounds that do not bleed, acting as openings to the interior, where intestines and other organs may be visible. The whole continually quivers, breathes rhythmically, and heaves. At will, it can thrust out a limb which may resemble a human limb, though it might bend in the wrong spot or have thickly corded muscles where none should be.

At whim or need, proto-shoggoths may change their body form, greatly lengthening a limb or growing new ones. They may open lipless mouths or sprout sense organs anywhere on their bodies. A proto-shoggoth's total body mass and volume cannot be changed, however, so if a long, thick appendage is stretched out from some point on the body, then some other part of the proto-shoggoth must shrink accordingly.

Proto-shoggoths are not true shoggoths, but creatures created through alien science or ancient arcane secrets. Through the creation process of dissolving and combining tissues, a proto-shoggoth may be of any SIZ. Proto-shoggoths grow only through the combining and absorption of other proto-shoggoth matter. These creatures, unlike true shoggoths, are often very intelligent and cunning. Small proto-shoggoths may move undetected among humans while in human form.

ATTACKS: may attack with limbs or they may simply engulf and crush a victim. In combat a proto-shoggoth may sprout as many limbs as it desires, but may only attack with one per every ten points, or fraction thereof, of SIZ it has. Thus, a proto-shoggoth with a SIZ of 32 may sprout a dozen limbs, but can only attack with four in any given combat round. Proto-shoggoths can engulf only a single victim at a time, and this attack inflicts damage equal to twice the monster's damage bonus.

PROTO-SHOGGOTH, Intelligent Shape-Shifters

char.	rolls	averages
STR	10D6	35
CON	7D6	24-25
SIZ	8D6	28
INT	2D6+6	13
POW	3D6+6	16-17
DEX	3D6	10-11
Move 8		HP 26-27

Av. Damage Bonus: +3D6.

Weapons: Crush 100%, damage = db x2
Limb 50%, damage = db
Bite 25%, damage = 1/2 db

Armor: none, but proto-shoggoth matter suffers only minimum damage from any attack against it. Proto-shoggoths also regenerate two hit points per round.

Spells: none, normally. If a proto-shoggoth was created from humans who knew spells, it retains the knowledge and use of those spells.

Skills: proto-shoggoths retain most of the skills they had as humans.

Sanity Loss: 1/1D10 Sanity points for seeing a proto-shoggoth.

SHUB-NIGGURATH, DARK YOUNG OF, Greater Servitor Race. *Something black in the road, something that wasn't a tree. Something big and black and ropy, just squatting there, waiting, with ropy arms squirming and reaching. . . . It came crawling up the hillside . . . and it was the black thing of my dreams — that black, ropy, slimy jelly tree-thing out of the woods. It crawled up and it flowed up on its hoofs and mouths and snaky arms.*

—Robert Bloch, "Notebook Found in a Deserted House".

These beings are enormous writhing masses, formed out of ropy black, earthworm-like tentacles. Here and



ST. GEORGE AND THE DRAGON
oil on canvas, artist unknown. (Göteborgs Konstmuseum, Göteborg, Sweden)



DRAWING BY COMMODORE PERRY'S
DISTURBED SON
Yokohama, 1855

there over the surfaces of the things are great puckered mouths which drip green goo. Beneath the creatures, thicker tentacles end in enormous black hooves, on which they stamp. The monsters roughly resemble trees in silhouette — the trunks being the short legs, and the tops of the trees represented by the ropy, branching bodies. The whole mass of these

things smell like open graves. Dark young stand between 12 and 20 feet tall.

Such entities are the “young” referred to in Shub-Niggurath’s epithet, “Black Goat of the Woods with a Thousand Young”. They are closely connected to her, and are found only in areas where she is worshiped. Dark young act as proxies for Shub-Niggurath in accepting sacrifices, accepting worship from cultists, devouring non-cultists, and spreading their mother’s faith across the world. Luckily, they are rarely met with. A dark young occasionally slips into the Dreamlands, but encounters there are even rarer than in the waking world.

ATTACKS & SPECIAL EFFECTS: in its masses of tentacles, a typical dark young has four thicker sinuous tentacles with which it attacks. Each of these thicker tentacles can strike out to injure or to grab and capture once per round, conceivably at four different targets. If a victim is grabbed, he or she is held to one of the horrible sucking mouths and drained of 1D3 STR per round. This STR loss cannot be restored. While being drained, a victim is capable only of ineffectual writhing and screaming. The dark young can also trample with its massive hooves, typically hooting and bellowing as it does.

DARK YOUNG of Shub-Niggurath

char.	rolls	averages
STR	4D6+30	44
CON	3D6+6	16-17
SIZ	4D6+30	44
INT	4D6	14
POW	5D6	17-18
DEX	3D6+6	16-17
Move 8		HP 30-31

Av. Damage Bonus: +4D6.

Weapons: Tentacle 80%, damage = db + 1D5 STR drain

Trample 40%, damage 2D6 + db

Armor: dark young are of non-terrene material and make-up, so that any successful firearm attack does only 1 point of damage. A firearm impale does 2 points of damage. Shotguns are exceptions, and do minimum possible damage, whatever that is. Hand-to-hand weapons do normal damage; attacks

dependent on heat, blast, corrosion, electrical charge, or poisoning have no effect.

Spells: each dark young knows a number of appropriate spells equal to half its INT; round fractions up. All know Call Shub-Niggurath.

Skills: Hide in Woods 80%, Sneak 60%.

Sanity Loss: 1D3/1D10 Sanity points to see a dark young.

S HUGORAN, Lesser Servitor Race. *I well recall the hide which hung over the bar at the Traders' Club in Singapore, and which, according to tradition, represented the infant of this fabulous creature: its wings were black, like the skin of a Hottentot.*

— T. E. D. Klein, “Black Man with a Horn”.

Shugoran is the name of both a servitor race and an avatar of Nyarlathotep. These creatures look like smaller versions of Nyarlathotep’s Shugoran form: black, catfish-like hides with small wings or fins and long proboscises.

PROBOSCIS ATTACKS: in a successful proboscis attack the creature has fastened its proboscis over the nose and mouth of its victim. Such victims must immediately start saving against suffocation each round until freed or dead. While struggling to breathe, an investigator may take no other action, although a friend may attempt to free him from the shugoran’s proboscis.

SHUGORAN, Amphibious Horrors

char.	rolls	averages
STR	3D6+8	18-19
CON	3D6+12	22-23
SIZ	2D6+8	15
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6+8	18-19
Move 8 / 10 swim		HP 18-19

Av. Damage Bonus: +1D6.

Weapons: Claw 25%, damage 1D6 + db

Proboscis 30%, damage is suffocation (see above)

Armor: 3-point slime and hide.

Skills: Sneak 50%.

Spells: all know Call Shugoran (deity), plus 1D2 others as the keeper wishes.

Skills: Hide 35%, Sneak 55%.

Sanity Loss: 0/1D6 Sanity points to see one of the shugoran.

S SPACE EATERS, Lesser Independent Race. *From the ceiling to the floor it towered, and it threw off blinding light. . . In the center of the room, between the ceiling and the floor, the pages whirled about, and the light burned through the sheets, and descending in spiraling shafts entered the brain of my poor friend. Into his head, the light was pouring in a continu-*

ous stream, and above, the Master of the light moved with a slow swaying of its entire bulk.

— Frank Belknap Long, "The Space Eaters".

The space eaters are a monstrous interstellar race. They appear as shimmering columns of twisting shafts of light. Though their bodies are incorporeal, they are able to create temporary limbs in order to perform physical tasks such as attacking.

The arrival of one or more space eaters in a given area causes a slight drop in temperature, followed by a pervasion of fog and mist. The air becomes cold and wet and clammy, and the space eaters hunt prey in the affected area.

These creatures occasionally reach Earth, by "eating their way through space"—apparently some form of natural Gate-like ability. The process is heralded by a droning sound given off as the space eater attempts to break down the walls of space and time to bring others of its kind.

ATTACKS: when it has found prey, a space eater forms a thin, pale-white artificial armlike limb with a small hand attached, with which it then attacks its prey's head. On a successful attack it bores a bloodless, painless hole into the skull and begins draining out the victim's brain. The victim has a terrifying sensation of burning cold within his skull. If the creature reduces the victim's INT, POW, or Sanity to zero, it has drawn out the entire brain, killing her or him. The brain may then be condensed into an immaterial state and stored in the limb until the space eater can reform it later for more thorough ingestion.

A victim who escapes before his brain is completely drained may become violently delirious. If he survives he recovers one point of POW per week of hospital care, but lost INT is lost forever.

A space eaters' artificial limb has only (STR) and (DEX) characteristics.

SPACE EATERS, Masters of the Light

char.	rolls	averages
STR	(2D6)	(7)
CON	4D6	14
SIZ	8D6+6	34
INT	4D6	14
POW	4D6+6	20
DEX	(3D6)	(10-11)
Move	5 float / fly	HP 24

Av. Damage Bonus: N/A.

Weapon: Artificial Hand DEX x5%, damage 1D6 drained from INT, POW, & Sanity (roll separately for each).

Armor: none, but their insubstantial bodies can be harmed only with magic or flame. Cold and most physical weapons have no effect against the space eaters.

Spells: if a space eater's INT x3 or less is rolled on 1D100 it knows 1D6 spells.

Sanity Loss: 0/1D3 Sanity points to see the space eaters' artificially created limbs; 0/1D6 Sanity points to view the space eaters' actual form.

SPAWN OF THE WINDS, Greater Servitor Race. For as the Ancient One descended, so His son rose up to meet Him—[the son], racing up the wind in sure-footed bounds and leaps, roaring with a hurricane voice that tore the sky asunder and blasted the clouds back across the heavens in panic flight—[the son], expanding, exploding outwards until his outline, lined against the frightened sky, became as great as that of his alien Sire—[the son], Son of Ithaqua, whose clawing hands now reached in a raging blood-lust, whose snarling, bestial, darkening features demanded revenge!

— Brian Lumley, "Born of the Winds".

The spawn of the winds are the half-breed offspring of Ithaqua and a human female. They appear to be normal humans in all ways, until they reveal their true nature. At their choosing (or when angered), a spawn of the wind transforms into a huge, monstrous parody of its former human self, and looking more like its Great Old One father than human mother.

ALTER WEATHER: the spawn of the winds have violent tempers, and when angered may call down powerful storms: blizzards, thunder and lightning and driving rain, or tornados. The keeper establishes the base weather conditions. Every five magic points sacrificed effects one level of change (see further below). A spawn may expend as many magic points as it is able.

The effective radius of a spawn's weather control is two miles; this area can be widened for a cost of 5 magic points for each additional mile. The change in the weather lasts thirty minutes for every 5 magic points of the total contributed, but violent weather such as a tornado lasts a much shorter time.

Five weather components can be changed, in varying levels of effect. One level costs 5 magic point to change: thus to change the two levels from partly cloudy to heavy clouds takes 10 magic points to change. For snow to fall, the temperature must be 30°F or lower, otherwise the precipitation is rain, not snow.

Cloud Cover Levels: (1) clear, (2) foggy, (3) partly cloudy, (4) cloudy, (5) heavy clouds.



THE VISION OF HILDEGARD von BINGEN
in the Rupertsberger Codex of 1170

Wind Direction Levels, the eight compass points: (1) north, (2) northeast, (3) east, (4) southeast, (5) south, (6) southwest, (7) west, (8) northwest.

Wind Speed Levels: (1) calm, (2) breezy, (3) gusty, (4) strong steady wind, (5) gale, (6) local hurricane, (7) tornado.

Temperature Levels: one level raises or lowers the temperature in the area of effect by five degrees Fahrenheit.

Precipitation Levels: (1) dry, (2) drizzle or mist, (3) rain [snow], (4) hail [snow], (5) heavy rain [heavy snow], (6) thunderstorm [blizzard].

SPAWN OF THE WINDS, Children of Ithaqua

	Human Form	Monstrous Form
char.	rolls/average	rolls/average
STR	3D6+8 / 18-19	5D6+16 / 33-34
CON	3D6+6 / 16-17	6D6+24 / 45
SIZ	2D6+6 / 13	10D6+30 / 63
INT	2D6+6 / 13	2D6+6 / 13
POW	3D6+6 / 16-17	3D6+6 / 16-17
DEX	3D6+12 / 22-23	3D6+12 / 22-23
APP	3D6 / 10-11	N/A
EDU	3D6+3 / 13-14	N/A
SAN	N/A	N/A
Move	8	30 flying
HP	14-15	54
Av. DB	+1D4	+5D6
Punch	50% / damage 1D6 + db	N/A
Claw	N/A	60% / damage 1D6 + db (damage ignores armor)
Armor	none	6-point

Spells: all spawn of the winds know Call Ithaqua, and any others the keeper feels appropriate.

Skills: any as per a normal human, while in human form.

Sanity Loss: none until the creature reveals its true self, and then 1D4/1D10 Sanity points to see a spawn of the wind.

SPECTRAL HUNTERS, Lesser Servitor Race. Spectral hunters are large, hideous humanoids about 6-7 feet in height. Rubbery, jet-black flesh covers their bodies. Their eyes are large and red and their mouths are wide and filled with rows of shark-like teeth. A long, tapering nose matches their general appearance—horribly thin and reedy with the exception of a distended abdomen. Their limbs terminate in gross appendages. While their feet resemble those of a man, their hands are only huge, crab-like pincers. Because they are slightly immaterial at all times, they often seem to float or hover over the ground like big, ugly balloons.

— John Carnahan, "Devil's Canyon".



SUMMONING CEREMONY c. 1100
Academia de Lisboa

Spectral hunters are a created race made from the bodies of those who knowingly volunteer to become monsters. They are often left behind to guard some important site or object. Spectral hunters have no known language, and may dwell in both the waking world and the Dreamlands.

The spectral hunters are formidable foes but are easily destroyed by those who know how. They can become invisible at will, at which time they lower their opponent's chances of striking them by the hunter's POW x5%. When in immaterial form

the spectral hunters take damage only from enchanted weapons or spells. Their major disadvantage is that certain forms of light make them visible. Certain types of lenses can reveal the creatures, assuming that they are in direct line of sight of the lens. Another weakness of the spectral hunters is that they are always tied to some kind of artifact or ceremonial device that holds their soul. They can never leave the one-mile area around this object, and if the artifact is destroyed properly the spectral hunter dies.

ATTACKS: a spectral hunter can attack once per round either with a bite or a pincer. The hunters are able to parry with their pincers and can do this every round in addition to attacking. They usually attack when invisible, which gives them a +20% chance to hit.

SPECTRAL HUNTERS, Monstrous Guardians

char.	rolls	averages
STR	3D6x2	21
CON	2D6+1	8
SIZ	3D6+8	18-19
INT	2D6+6	13
POW	5D6	17-18
DEX	3D6	10-11
Move 8		HP 13-14

Av. Damage Bonus: +1D6.

Weapons: Pincer 50%, damage 1D6 + db
Bite 30%, damage 3D6

Armor: 1-point hide.

Spells: a spectral hunter knows 1D6 spells if its INT x2 or less is rolled on 1D00.

Skills: Listen 30%, Spot Hidden 30%.

Sanity Loss: 1/1D6+2 Sanity points to see a spectral hunter.

SPHINX, CHILDREN OF THE, Lesser Servitor Race. I would not look at the marching things. That I desperately resolved as I heard their creaking joints and nitrous wheezing above the dead music and the dead tramping. It was merciful that they

did not speak . . . but God! their crazy torches began to cast shadows on the surface of those stupendous columns. Hippopotami should not have human hands and carry torches . . . men should not have the heads of crocodiles.

— H. P. Lovecraft and Harry Houdini, "Imprisoned with the Pharaohs".

These Sphinx-spawned monstrosities come in great variety: men with the heads of bulls, ibises, falcons, cats, crocodiles, hippopotamuses, jackals, etc. The children of the Sphinx may come in any human-animal composite as long as the grouping has some basis in Egyptian religion and mythology. They always wear robes or other clothing.

Children of the Sphinx are found in Egypt and surrounding arid regions, Earth's Dreamlands, and elsewhere only by special reason.

ATTACKS: all children of the Sphinx can attack in some form or another. Many will have special attacks, based upon their animal half.

CHILDREN OF THE SPHINX, Denizens of the Desert

char.	rolls	averages
STR	4D6	14
CON	2D6+6	13
SIZ	2D6+8	15
INT	3D6	10-11
POW	3D6	10-11
DEX	2D6	7
Move 7		HP 14

Av. Damage Bonus: +1D4.

Weapons: Fist (all) 50%, damage 1D3 + db

Kick (all) 25%, damage 1D6 + db

Beak-stab (falcon-head) 30%, damage 1D4

Beak-stab (ibis-head) 25%, damage 1D3

Beak-rip (vulture-head) 35%, damage 2D3

Bite (donkey/horse-head) 35%, damage 1D8

Bite (baboon-head) 40%, damage 1D4

Bite (cat-head) 35%, damage 1D3

Bite (rabbit-head) 30%, damage 1D2

Bite (cheetah-head & lion/lioness-head) 40%, damage 1D10

Bite (crocodile-head) 35%, damage 1D10 + db

Bite (hippopotamus-head) 35%, damage 1D10

Bite (jackal-head & hyena-head) 40%, damage 1D6

Bite (snake-head) 35%, damage 1D3 + POT 10 poison

Gore (bull/cow-head) 35%, damage 2D6 + db

Gore (ram/goat-head) 35%, damage 1D6 + db

Tusk-Gore (boar-head) 30%, damage 1D4 + db

Armor: 2-point skin. Robes and clothing may afford them additional armor.

Spells: none.

Sanity Loss: 0/1D8 Sanity points to see the children of the Sphinx.



PHOTOGRAPH FROM THE ESTATE OF HOWARD CARTER

STAR POOL, LURKER IN THE, Unique Entity.

The pond was churning. Dense forms were rising to their shadows and breaking the surface. Webbed appendages lashed among the foaming waters—flat faces, lizard-eyed shark maws splashed towards the shore. . . . The forms that were bobbling towards the bank were soaked black with the leakage and seepings of a putrid hell . . . A humped, bubbling gob lurched out of the pool and sprawled over [a victim]. For an instant, Rapf thought he could see

[the victim's] shocked, screaming face in the milky translucence, then there was only a red cloud in the midst of a throbbing amoebic thin. . . . A beaked, squid-headed mauler slobbered to shore and with gangling limbs pursued him. . . . The creature was on him, all the seams and pleats of its throat fibrillating insanely as it hoisted him up with one pincer, blotched arm. Even after the green-scaled beak crushed him, he was kicking spastically, swivelling his arms.

— A. A. Attanasio, "The Star Pools".

Lost within the smoky hills of Haiti, beyond the swamps commonly found in the deserted back country, there are a series of large green ponds whose edges are devoid of all vegetation. On the shores of these ponds are monoliths of black rock carved with ancient inscriptions, and huge mammocted trees that suggest alien ancestry. The pools themselves number a half dozen, are ellipsoid, mirror flat, and of the purest green. It is in the waters of these Star Pools that the Lurker waits ready to devour intruders.

The Lurker in the Star Pool is one of the Million Favored Ones of Nyarlathotep, possibly one of the Outer God's offspring. For aeons it has dwelled in the Star Pools, and today is in the servitude of the Floating Horror cult. Highly mobile, the Star Pool Lurker has large membranous wings for flying and webbed appendages for swimming or walking on land. The creature's full appearance is confusing to behold as it appears to be a mass of multiple independent wriggling and squirming monstrosities.

ATTACKS: The Lurker in the Star Pool can attack multiple opponents simultaneously with a variety of appendages. While attacking with a pincer, the creature attempts to Grapple the victim with a STR versus STR roll. Those victims held by a pincer are fed to the thing's beak on the next round.

THE LURKER IN THE STAR POOL, One of the Million Favoured Ones of Nyarlathotep

STR 55 CON 40 SIZ 50 INT 10 POW 35
DEX 25 Move 10 / swim 12 / fly 14 HP 45

Damage Bonus: +6D6.

Weapons: Maws 30%, damage 1D6

Pincers 50%, damage 2D8 + db or STR vs. STR to Grapple
Glob 40%, damage 1D20 SIZ per round -- STR vs STR each
round to break free

Beak 30%, damage 1D10 + db

Armor: none, but takes minimum possible damage from all non-magical attacks and cannot be impaled. If reduced to zero or fewer hit points, the Lurker is dispelled back to its original dimension.

Spells: Contact Nyarlathotep, as well as others as desired by the keeper.

Sanity Loss: 1D10/1D100 Sanity points to see the Lurker in the Star Pool.

STAR VAMPIRES, Lesser Independent Race.
The dim outlines of a presence came into view; the blood-filled outlines of that unseen shambler from the stars. It was red and dripping; an immensity of pulsing, moving jelly; a scarlet blob with myriad tentacular trunks that waved and wavered. There were suckers on the tips of the appendages, and these were opening and closing with ghoulish lust. . . . The thing was bloated and obscene; a headless, faceless, eyeless bulk: with the ravenous maw and titanic talons of a star-born monster. The human blood on which it had fed revealed the hitherto invisible outlines of the feaster.

— Robert Bloch, "The Shambler from the Stars".

These loathsome things are normally invisible, their presence signaled only by a sort of ghoulish titting. After feeding, they become visible through the blood they drink. Summoned from the depths of space, some can be controlled to serve powerful wizards or other beings.

ATTACKS & SPECIAL EFFECTS: in an attack, 1D4 talons can grasp a given target at once. The victim will then be drained of blood, whether or not dead, and living victims lose 1D6 STR per

round, as blood loss. If not killed, the victim replaces this loss quickly, in three days or less.

Against an invisible creature, halve the chance to hit, even if it is tittering. After feeding, the star vampire remains visible for six rounds, when the fresh blood metabolizes into a transparent equivalent. While it can be seen, attacks can be made at a normal chance to hit.

STAR VAMPIRES, Invisible Raveners

char.	rolls	averages
STR	4D6+12	26
CON	2D6+6	13
SIZ	4D6+12	26
INT	3D6	10-11
POW	1D6+12	15-16
DEX	1D6+6	9-10
Move	6 / 9 flying	HP 20

Av. Damage Bonus: +2D6.

Weapons: Talons 40%, damage 1D6 + db

Bite 80%, damage 1D6 STR drain per round

Armor: 4-point hide. Bullets do only half damage to the extra-terrene integument of the star vampire.

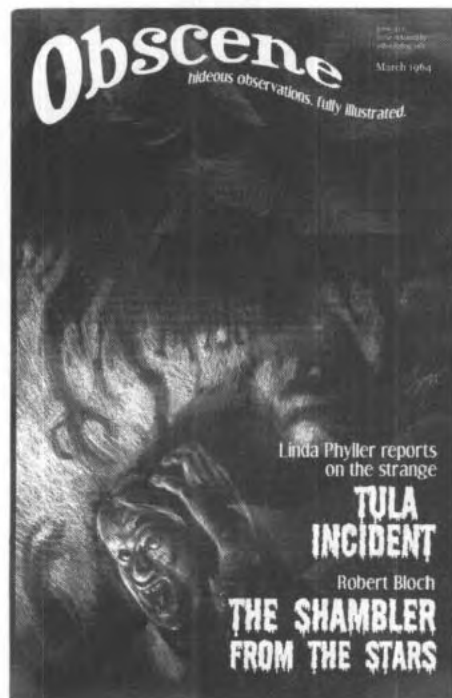
Spells: though magical attack is unusual, a 1D100 roll of INT x3 or less gives 1D3 spells to a star vampire.

Sanity Loss: 1/1D10 Sanity points to see a star vampire or experience its attack.

SWINE FOLK, Lesser Independent Race. *It had a grotesquely human mouth and jaw; but with no chin of which to speak. The nose was prolonged into a snout; this it was, that, with the little eyes and queer ears, gave it such an extraordinary swine-like appearance. Of forehead there was little, and the whole face was of an unwholesome white colour. The mouth kept jabbering, inanely, and once emitted a half-swinish grunt. I think it was the eyes that attracted me the most; they seemed to glow, at times, with a horribly human intelligence. . . . It appeared to be supporting itself, by two claw-like hands upon the window-sill. These claws, unlike the face, were a clayey brown hue, and bore an indistinct resemblance to human hands, in that they had four fingers and a thumb; though these were webbed up to the first joint, much as are a duck's. Nails it had also, but so long and powerful that they were more like the talons of an eagle than aught else.*

— William Hope Hodgson, *The House on the Borderland*.

Swine people are a degenerate race of subterranean-dwellers. They sometimes walk upright on their hoofed hind legs, and sometimes on all fours. They are strange, pig-like horrors with deathly pale flesh and pig-like snouts and ears. Some have great curved tusks—probably older males. The swine folk appear to be particularly attracted to areas of time and space instabilities, although for unknown reasons. They somehow sense the presence of time or space irregularities, including Gates. They are usually encountered in large packs, and fight savagely and generally to the



AMERICAN MAGAZINE COVER
1964. (collection of Forrest J. Ackerman)

death. They may be encountered in either the waking world or the Dreamlands.

ATTACKS: swine people may attack with their claws or with a bite or with a tusk gore (for those that have tusks).

SWINE FOLK, Subterranean Horrors

char.	rolls	average
STR	2D6+8	15
CON	3D6	10-11
SIZ	2D6+8	15
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6	10-11
Move 8		HP 12-13

Av. Damage Bonus: +1D4.

Weapons: Claw 30%, damage 1D6 + db
Bite 25%, damage 1D4
Tusk Gore 20%, damage 1D8 + db

Armor: none.

Spells: normally none, however, a swine person with an INT of 17 or higher may know 1D4 spells. Spells known will generally deal with Yog-Sothoth, Daoloth, Chaugnar Faugn, or other time and space-related horrors.

Skills: Climb 80%, Listen 60%, Scent 80%, Sense Time/Space Instability/Gate 75%, Track 65%.

Sanity Loss: 0/1D6 Sanity points for seeing the swine folk.

TCHO-TCHOS, Lesser Servitor Race. *Our attackers . . . were a horde of little men, the tallest of them no more than four feet, with singularly small eyes set deep in dome-like, hairless heads. These . . . attackers fell upon the party and had killed men and animals with their bright swords almost before our men could extract their weapons.*

— August Derleth and Mark Schorer, "The Lair of the Star-Spawn"

The blasted Plateau of Tsang is one of the incursions of dread Leng into our space-time. On it and in a few other far-removed regions dwell the tribes of the Tcho-Tchos. In the beginnings of time, Chaugnar Faugn made a race of beings, the miri nigri, to serve him. The miri were a race of dwarfs fashioned from the flesh of primitive amphibians. The Tcho-Tchos are said to come from humans who intermingled with the horrible miri, forming a hybrid race of evil intent. Descendants are outwardly human-like, and actually of various sizes and costume, but the taint of the miri curses all Tcho-Tchos with half-normal sanity at birth, rapidly eroded by horrid ceremonies and deeds. The various Tcho-Tcho tribes worship a variety of Great Old Ones, not just Chaugnar Faugn. A Tcho-Tcho priest or acolyte knows at least three spells, usually including a Contact Deity spell and the Voorish Sign. Tcho-Tcho frequent the Dreamlands, and some speculate that they are the waking world counterparts to the Dreamlands' degenerate men from Leng.



THE ABDUCTION OF THE MANDARIN HSU
ink on parchment, thirteenth century. (Shaanxi History Museum, Xi'an, China)

In the mid-1990's, thousands of Tcho-Tcho emigrated to North America, bringing with them their vile religious and cannibalistic practices. Many of the relocated Tcho-Tchos quickly form triad-like criminal organizations. Mixing their dark cult practices with organized crime, the Tcho-Tchos spread the chaos of their masters, the Old Ones.

TCHO-TCHO TRIADS: each triad marks out its own territory, using legitimate businesses as cover. The three most powerful North American triads are: the House of the Star-Treader under the guise of the Two Dragons Trading Company in Toronto; the House of the Black Lotus under the guise of the Sleeping Buddha Trading Company in New York City; and the House of the Dreaming-Master under the guise of the Happy Octopus Trading Company in San Francisco. Business types commonly fronting Tcho-Tcho triads include ethnic restaurants, investment companies, small hotels, and construction and building companies. The House of the Star-Treader worships Zhar and Lloigor; the House of the Black Lotus worships Chaugnar Faugn; and the House of the Dreaming-Master worships Cthulhu. Other Tcho-Tcho triad gods include Shugoran, Shub-Niggurath, Hastur, and Atlach-Nacha.

These triads are involved in prostitution, extortion, illegal gambling, gun-running, smuggling, money laundering, assassination, the manufacture and distribution of illegal drugs—and, by the early 21st century, terrorism. They use the money and power gained through their illicit businesses to fur-

The Black Lotus

Ebon-hued flower from Khitai, an eastern country of the Hyborian Age. It is still grown by the Tcho-Tcho people, who consider it vital in the worship of Zhar and Lloigor.

Modern cults occasionally use the lotus to create drugs such as Liao that open up the mind to dreams of other dimensions; the type of drug created and the method of its application may vary. Taken improperly, however, it may incite the user to homicidal frenzies or uncontrolled hallucinations. The black lotus itself is sometimes seen in these visions, and it could be that the flower itself exerts a malign influence through them.

(From *Encyclopedia Cthulhiana*, by Daniel Harms)

BLACK LOTUS SLEEP DRUG: made from a concentrated extract from black lotus nectar. Anyone ingesting or inhaling this clear-black drug must match their CON against the drug's POT of 18 on the Resistance Table. If overcome, he falls into a deep sleep for 24-CON hours. If he resisted, he remains awake but highly disoriented, making all skill and movement rolls at 1/2 for 24-CON hours. A sleeping victim may be awakened normally, however, he suffers the disorientation and skill penalties for his 24-CON hours, while continually falling back to sleep (once awake he may attempt to stay awake by matching half his CON against the drug's POT of 18). While asleep, victims experience wild and possibly horrific dreams. This requires a SAN roll and the loss of 0/1 Sanity point. Ten gallons of black lotus nectar yields 1 ounce of the black lotus sleep drug (roughly four doses).

BLACK LOTUS POISON: made from a highly concentrated extract from black lotus nectar. Injecting or ingesting even the tiniest amount of this tarry black stuff could prove deadly. Even a pin-prick of the poison is enough to kill a man. Black lotus poison has a POT of 25. Once in the body, the poison begins to work immediately. Victims first begin to hallucinate, and then the breathing and heart beat quickens until the heart gives out and he dies. This all happens in less than a minute. If a victim survives black lotus poisoning, he suffers the immediate loss of 1/2 his hit points as well as half his CON. Hit points and CON regenerate at a rate of 1 each per week, or 1/3 each per week with medical treatment (successful Medicine rolls). Survivors must also make a SAN roll and lose 0/1 Sanity point for hallucinations caused by the drug. Twenty gallons of black lotus nectar yields a half ounce of black lotus poison (roughly four doses).

BLACK LOTUS DREAM DRUG: made from the dried and crushed flowers of the black lotus. This black powder has a POT of 16. Anyone ingesting and overcome by this mind-altering

drug slips into a trance-like state, where he experiences vivid, wild, and sometimes horrific hallucinations. While under the influence of this drug, the user is not completely aware of his surroundings, and drifts in and out of consciousness. To the user, their hallucinatory world is as real and tangible as the real waking world. The effects of the drug last for 100-SAN minutes, and requires a SAN roll and the loss of 1/1D10 Sanity points. Each time the drug is ingested there is a cumulative 5% chance that the user becomes addicted to the drug. An addict craves the black lotus drug, and must have it at least once a day. Prevented from getting his "fix", an addict begins to suffer the loss of 1 Sanity point each day as he slowly slips into madness. Such addicts become violent, suicidal, or homicidal. To be cured of black lotus drug addiction, the addict must be successfully treated with a Medicine roll once a day for 30-CON days. Such recovering addicts require restraining and sedating while undergoing treatment. There is also a non-cumulative 10% chance each time the drug is taken that the user will gain 1 point of Cthulhu Mythos knowledge. Investigators experienced with dreaming and the Dreamlands may go there while under the influence of the black lotus dream drug. While there under the influence of the drug, such dreamers gain +10% to their Dreaming skill — this skill bonus is gone when the effects of the drug wear off. If an investigator resists the drug, he simply falls into a deep sleep for 100-SAN minutes. One pound of black lotus flowers yields 1 ounce of black lotus dream drug (a single dose).

BLACK LOTUS INCENSE: made from the dried and crushed flowers of the black lotus. Sprinkled over hot coals, this powdered incense has the same effects as the black lotus dream drug, but is not addictive. The fumes are inhaled and cause hallucinations and visions. The effects of black lotus incense last for 100-SAN minutes, and requires a SAN roll and the loss of 1/1D10 Sanity points.

Although non-addictive, there is a non-cumulative 10% chance each time the incense is used that the user will gain 1 point of Cthulhu Mythos knowledge. There is also a non-cumulative 10% chance each time the incense is used that the harsh smoke causes tiny lacerations in the lungs. If this happens the investigator begins to suffer chest pains, experiences difficulties breathing, and coughs up small amounts of blood, causing the loss of 1 point of CON. This CON regenerates normally in a week if the black lotus incense is not inhaled again. One pound of black lotus flowers yields 2 ounces of black lotus incense (about two doses).

ther the goals of the Great Old Ones and Outer Gods. Triad membership is exclusive to those of Tcho-Tcho blood, and members take the secrets of the organization to their graves. Murder and power-struggles between and within triads is not uncommon, and many high-level triad leaders murder their way to the top. Triad members routinely combine religious zealotry and cut-throat thugism. After the September 11, 2001 attacks on the World Trade

Center in New York City, the Tcho-Tchos realized the full potential of international terrorism, and as the 21st century progresses, they look more and more to terrorism to further their cause.

The San Francisco-based House of the Dreaming-Master is the chief world-wide grower of the exotic black lotus. Acres of lotus ponds are located not far from San Francisco, where they are raised, harvested, and guarded by the Tcho-Tcho.

DOCTOR DREAM: Doctor Dream is a drug produced and distributed by the Tcho-Tcho starting in the late 1980's and early 1990's. It is made from the potent hallucinogenic black lotus. Doctor Dream is most often made into black and white pills, although it may be used in dried or liquid form. It has a POT of 15. If an investigator successfully resists the drug on the Resistance Table, he falls into a deep sleep for 100-SAN minutes. Overcome by the drug, however, he experiences vivid and wild hallucinations for 100-SAN minutes, and must make a SAN roll and lose 0/1D6 Sanity points. Each time the drug is ingested there is a cumulative 10% chance that the user becomes addicted to it. An addict craves Doctor Dream, and must have it at least once a day. Prevented from getting his fix, an addict begins to suffer the loss of 1 Sanity point each day as he slowly slips into madness. Such addicts become violent, suicidal, or homicidal.

To be cured of Doctor Dream addiction, the addict must be successfully treated with a Medicine roll once a day for 30-CON days. Such recovering addicts require restraining and sedating while undergoing treatment. There is also a non-cumulative 10% chance each time the drug is taken that the user will gain 1 point of Cthulhu Mythos knowledge. Investigators experienced with dreaming and the Dreamlands may go there while under the influence of Doctor Dream. While there under the influence of the drug, such dreamers gain +10% to their Dreaming skill — this skill bonus is gone when the effects of the drug wear off.

Street names for Doctor Dream include Dr. D., D&D, Doc, Dee-Dee, and Dream.

ATTACKS: they use a variety of weapons. Before their emigration to North America, Tcho-Tcho relied on tribal weapons such as knives and blow guns. With their arrival in the United States and Canada they began to utilize more modern weapons like guns and explosives. Tcho-Tcho in triads may even have access to machine guns and very powerful explosives. Many still use traditional cult weapons to kill sacrificial victims.

TCHO-TCHOS, Tribal Mythos Faithful

char.	rolls	averages
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D4+8	13
INT	2D6+8	15
POW	3D6	10-11
DEX	3D6	10-11
APP	2D4+1D6	8-9
EDU	2D6	7
SAN	1/2POW x5	26-27
Move 8		HP 11-12

Av. Damage Bonus: +0.

Weapons: Any at base%, damage as per weapon

Armor: none.

Spells: Tcho-Tcho wizards and shaman know 1D10 spells, always pertaining to their patron deity or deities, and any servitor races associated with the god or gods.

Skills: as per normal humans.

Sanity Loss: there is no Sanity loss for seeing a Tcho-Tcho.

TERRORS FROM BEYOND, Lesser Independent Race. *Indescribable shapes both alive and otherwise were mixed in disgusting array, and close to every known thing were whole worlds of alien entities Foremost among the living objects were inky, jellyfish monstrosities which flabbily quivered in harmony with the vibrations from the machine. They were present in loathsome profusion, and I saw to my horror that they overlapped; that they were semi-fluid and capable of passing through one another and through what we knew as solids. These things were never still, but seemed ever floating about with some malignant purpose. Sometimes they appeared to devour one another, the attacker launching itself at its victim and instantaneously obliterating the latter from sight.*

— H. P. Lovecraft, "From Beyond".

When seen, terrors from beyond appear as putrescent, translucent bags of semisolid flesh trailing nests of writhing tendrils. Most of the tendrils are sense organs, but the thickest tendril ends in a cruel fanged mouth. Predatory in the extreme, terrors—also known as astral parasites—constantly prey on each other in their own realm.

The terrors exist a dimension beyond human dimensions of space and time in a realm which overlays normal reality. They are but one example of a realm beyond the comprehension of most mortal minds. Normally, terrors from beyond and creatures on Earth are unaware of each other. Specific triggers, mechanical or psychic, sometimes allow humans to become aware of the terrors—and the terrors to likewise become aware of their unfortunate observers.

The astral parasites are normally invisible. Only when it is seen or otherwise sensed by a material creature may a terror attack that creature. The terror can only interact with material creatures that can sense it.

An investigator with psychic abilities, such as "second sight" may be able to see a terror, even if others around him cannot. The use of the powder of Ibn-Ghazi, or an ultraviolet projector reveals the terror to all present.

Certain spells which cause physical damage may affect terrors from beyond. All other spells automatically fail because the terrors partially exist on another plane of existence. Investigators can still harm them with normal weapons, however, only those who can see an astral parasite may attack and harm it.

ATTACKS: an astral parasite may only attack a material creature who has sensed it. Always hungry, it uses

its main tendril to bite chunks of flesh away from its victim. To those who can't sense the creature, the wounds appear from nowhere. To successful attack, an astral parasite must overcome its intended victim's POW with its own.

If a victim is rendered unconscious, the terror grabs its prey with its tendrils, dragging the prey bodily into its own mad realm, where the creature can dine at leisure. Only the victim's clothes and effects remain behind, and anything clutched in the victim's hands takes a one-way trip beyond.

TERRORS FROM BEYOND, Astral Parasites

char.	rolls	average
STR	N/A	N/A
CON	N/A	N/A
SIZ	N/A	N/A
INT	3D6	12
POW	4D6	14
DEX	N/A	N/A
Move = POW x2		HP = POW

Av. Damage Bonus: N/A.

Weapon: Tendril Bite special, damage 1D8 + 3

Armor: 4-point; regenerates 4 hit points per round.

Spells: a terror from beyond with an INT of 14 or more may know up to 1D4 spells.

Sanity Loss: 1/1D10 Sanity points to see a terror from beyond.

THINGS, Lesser Independent Race. *The room stiffened abruptly. It was face up there on the plain, greasy planks of the table. The broken half of the bronze ice-ax was still buried in the queer skull. Three mad, hate-filled eyes blazed up with a living fire, bright as fresh-spilled blood, from a face ringed with writhing, loathsome nest of worms, blue, mobile worms that crawled where hair should grow.*

— John W. Campbell, "Who Goes There?"

Things are creatures from a distant world orbiting a blue star far warmer than the Earth's sun. Twenty million years ago a torpedo-shaped spaceship built by the things crashed in Antarctica. Trapped, the things were frozen in the ice until discovered and revived in 1938 by an America research expedition. The humans destroyed the things' ship, but not before one of the creatures managed to wipe out half their group.

Things are an insidious race of shape-shifters who can take on the form of any creature they consume (the above description is of a thing in its natural state). Eating a victim requires 1 minute per point of SIZ digested through the thing's jellylike protoplasm, which it spews over its food. As it consumes victims it also absorbs the dead creature's memory, skills, and mannerism. In this way a thing can accurately imitate any living organism. The transformation from one animal to another requires 1 round per SIZ of the Thing. A thing can fully transform or can choose body parts to transform, such as creating teeth or claws

quickly to attack or defend itself. These creatures have no organs or centralized brain, rather every cell in their body operates as independent, intelligent organisms. Even a thing's blood moves to escape harm.

As a thing eats it increases its STR, SIZ, and CON 1 point each per 1 SIZ consumed. Things can also bud to create independent organisms. This may be done when two or more victims have been consumed and it wishes to imitate both simultaneously. Because of this budding ability, dismembered body parts take on lives of their own, becoming separate creatures. Even a thing's blood is dangerous, and if left unchecked tries to get inside a victim, eating them slowly while creating a new thing from the inside out. Things that bud split the characteristics of STR, CON and SIZ among their multiple bodies, but each separate entity retaining the same INT, POW and DEX as the original.

Like the fungi from Yuggoth and shans, these aliens are a technologically advanced race known to have manufactured anti-gravity packs, fusion power packs, and energy beam weapons. They have the capacity to travel in vessels through interstellar space and possibly even time.

INFECTION: anyone touched by a thing must make a Luck roll or become infected. During the next 3D6 minutes the victim transforms as the alien's body consumes him, creating another of its species.

ATTACKS: things can use any weapon or form of attack useable by any human or animal which they mimic. In its natural form, a thing attacks with tentacled limbs which it uses to restrain victims. On the next round, the thing attacks its victim with its mouth.

THING, Shape-Changing Alien

char.	rolls	averages
STR	3D6*	17-18
CON	3D6*	17-18
SIZ	3D6*	10-11
INT	3D6+6	16-17
POW	5D6	17-18
DEX	3D6+12	22-23

Move: 10 in natural form HP 14

Av. Damage Bonus: +1D4*.

*base amount: increases as a thing feeds.

Weapons: Attack with the same skill and damage capability of any creature that it mimics

Claw 50%, damage 1D8 + db + infection (see above)

Tentacle 60%, damage restrain victim on STR vs STR roll + infection (see above)

Mouth 40%, damage 3D6 + infection (see above)

Armor: dependant on the creature it mimics, but regenerates 1 hit point per round until dead. In its natural form it has 2 points of armor. Wounds from fire, electricity, acid or magical weapons do not regenerate or spawn new things.

Skills: Imitate Consumed Victim 99%, Read Minds Telepathically 99%.

Spells: a thing knows spells known by victims that it has consumed and impersonates. Otherwise, none.

Skills: Hide 50%, Sneak 50%.

Sanity Loss: 1/1D8 Sanity points to see a thing in its natural state, or when it is transforming from one disguise to another.

TINDALOS, HOUNDS OF, Greater Independent Race. *"They are lean and athirst!"* he shrieked. . . . *"All the evil in the universe was concentrated in their lean, hungry bodies. Or had they bodies? I saw them only for a moment, I cannot be certain."*

— Frank Belknap Long, "The Hounds of Tindalos".

Tindalos is a nightmare city of corkscrew towers that exists separate from conventional time and space. Some sources claim that Tindalos exists on some distant alien world in or near a black hole, while others believe it lies in Earth's far past. The hounds of Tindalos inhabit the angles of time, while other beings (such as mankind and all common life) descend from curves. This concept is hard to imagine, and only seems to be used with respect

to them (and the other even more horrible denizens of Tindalos). The hounds lust after something in mankind and other normal life, and follow victims through time and space to get it. They are immortal.

Just what these creatures look like is unknown, since those who meet them seem not to survive. A hound of Tindalos is hardly likely to look like a hound dog, but the name from the story is so evocative that is how they always are pictured.



SCENERY FROM LUIS BUÑUEL'S FILM
UN CHIEN ANDALOU

destroyed in a fire in 1928. (Archives du Film du
Centre National de Cinématographie, Bois d'Arcy, France)

Tindalosian Time-Space Effects

All creatures from or associated with Tindalos have the following special time-space abilities. See each being's individual description for specifics.

HYPER-SIGHT: can see an area as if they were in the fourth dimension—all directions, behind walls, in containers, etc., all at once. They cannot see into magically protected areas or behind round or spherical spaces.

STEP-THROUGH: as long as sharp angles are within ten feet, can step through via hyperspace to another angle anywhere in the spacetime it inhabits. It takes one round to open the angle, from whence mist begins to trickle forth. It takes a second round to step out through the exit angle.

TWIST SPACE: can ripple local space-time around it. Those outside this area see everything twisting and elongating in odd directions. Those inside see themselves being twisted and stretched, and lose 1/1D4 SAN. To resist being incapacitated by the twisting and stretching effects for 2D6 rounds, those inside the area must roll CON x 1 or POW x 1, whichever is better. Those outside the radius who are firing ranged weapons into the area of effect suffer a 75 percentile reduction to hit; those attacking from within the radius suffer an 85 percentile reduction. A character inside or outside the area of effect can negate the ranged attack penalty with a successful Cthulhu Mythos roll (or a Mathematics or Physics roll at half normal percentile rating) and a sacrifice of 1 SAN. (With a successful roll, the viewer is able to comprehend the angles of the distortion).

CHARNEL ODOR: all within smelling range must make a CON x5 roll or be incapacitated by vomiting for 1D6 rounds.

Because of their relationship with the angles of time, they can materialize through any corner if it is sharp—120° or less. The rooms of most human houses have walls that meet at 90°. When a hound manifests, it first appears as smoke pouring from the corner, from which the head and then the thing's body emerges.

Once a human has become known to one of these creatures, it will follow through anything to get to him. To figure the time before the hound of Tindalos reaches its prey, determine the number of years between the prey's present time and the time when spotted by the creature. Then divide the number of years by 100,000,000 to get the number of days travel time for the hound. Driven off by a target, a hound of Tindalos usually gives up. Unfortunately, such a creature is difficult to drive off. Friends who come to a target's aid also will be attacked.

EXAMPLE: Harvey Walters has found a mysterious gem which, when meditated upon, allows him to see into the distant past. He looks 3,000,000,000 years back, sees a hound of Tindalos, and is seen as well! Though Harvey faints, breaking the connection; the hound of Tindalos is out for blood! The travel time for the creature is about 30 days. Harvey has a month to prepare for an unwelcome visitor.

TIME-SPACE ABILITIES: a hound's Hyper-Sight extends to an area of up 1 mile in radius. A hound can use its Step-Through abilities at will. For one round per 5 magic points sacrificed, a hybrid can Twist Space around it within a radius of POW x10 feet. See the nearby boxed text for details.

ATTACKS: it may use its paw or its tongue to attack within a round, but not both. It usually attacks with its paw. For random determination, roll 1D6. On a

result of 1-4, it uses its paw. A result of 5-6 indicates a tongue attack.

A hound of Tindalos is covered with a sort of bluish pus. When a victim is struck by a paw attack, a gout of this mucoid stuff is smeared over him. This pus-like stuff is alive and active, doing poison damage to the target as if he or she had ingested a poison of POT 2D6, and new damage is done in the same amount for each round that the ichor remains on the victim's body. The ichor can be wiped off with a rag or towel with a DEX x5 or less roll on 1D100. It could also be rinsed off with water or some other agent. Fire would kill the ichor, though 1D6 hit points would be lost to burns from the flame.

With a successful tongue attack, a deep penetrating (though bloodless and painless) hole is formed. The victim takes no physical damage, despite his peculiar wound, but loses 1D3 POW permanently.

HOUNDS OF TINDALOS, Time Scavengers

char.	rolls	averages
STR	3D6+6	16-17
CON	3D6+20	30-31
SIZ	3D6+6	16-17
INT	5D6	17-18
POW	7D6	24-25
DEX	3D6	10-11
Move 6 / 40 flying		HP 23-24

Av. Damage Bonus: +1D6.

Weapons: Paw 90%, damage 1D6 + ichor (see above) + db
Tongue 90%, damage 1D3 POW drained per round
Charnel Odor of Decay and Death 100%, damage nausea (see nearby box)

Armor: 2-point hide; regenerates 4 hit points per round, unless dead; mundane weapons have no effect on a hound, though enchanted weapons and spells do full damage.

Spells: each knows at least 1D8 spells, as the keeper finds appropriate.

Sanity Loss: 1D3/1D20 Sanity points to see a hound of Tindalos.

TINDALOS, LORDS OF Greater Independent Race. . .

Monstrous shapes were now moving, with a rapidity that seemed in some quite terrible way unnatural. In aspect they were vaguely wolflike, with blazing eyes and clashing jaws. But their contours kept shifting as they advanced, as if all the evil in the universe were

reshaping them, from instant to instant, to make them increasingly more frightful in their destructiveness.

— Frank Belknap Long, "Gateway to Forever".

As are hounds of Tindalos, the lords are more creatures of spirit and otherworldly material than solid flesh and ichor. Their shapes look wolflike only in that something within the human soul recognizes their innate predaciousness. Their shape is perceived as made up of sharp angular pieces. Since the things exist in higher planes, they appear to shift and change sizes and contours as different segments pop in and out of earthly space-time.

The lords of Tindalos and Yog-Sothoth have struggled since the beginning. Yog-Sothoth's globe-like forms show its affiliation with curved time, while the lords of Tindalos are in a manner Yog-Sothoth's counterparts in angular time.

TIME-SPACE ABILITIES: a lord's Hyper-Sight extends to an area of up to ten miles in radius. A lord can use its Step-Through abilities at will. For one round per five magic points sacrificed, a lord can Twist Space around it within a one mile radius. See the boxed text on page 93 for details.

ATTACKS: a lord of Tindalos, besides its arsenal of Time-Space abilities, may attack each round with a Claw, Bite, or Tongue. The Claw attack leaves behind the same blue ichor associated with the hounds of Tindalos (inflicting poison damage of POT 2D6 each round until wiped off). With their Bite attack, a lord of Tindalos may swallow whole anything up to a SIZ of 100. The Tongue attack drains both POW and STR (blood): the POW loss is permanent, although the drained STR returns at a rate of 1 point per week of bed rest. Lords add one magic point per point of POW drained, up to their original maximum.

LORDS OF TINDALOS, Horrors from Angular Time

char.	rolls	average
STR	4D10+20	42
CON	4D10+20	42
SIZ	4D10+20	42
INT	3D6+6	16-17
POW	4D10+20	42
DEX	2D6+13	20
Move 20 / 60 flying		HP 42

Av. Damage Bonus: +4D6.

Weapons: Claw 95%, damage 1D6 + ichor (see above) + db
Bite 90%, damage swallow whole (up to SIZ 100)
Tongue 95%, damage 1D10 POW drain + 1D10 STR drain
Charnel Odor of Decay and Death 100%, damage nausea (see box on page 93).

Armor: 8-point skin; ordinary weapons do no damage; magic weapons and spells do full damage. Further, they regenerate 8 hit points per round until dispelled.

Spells: any, as the Keeper desires, particularly those dealing with time and space.

Sanity Loss: 1D6/1D20+1D3 Sanity points to see a lord of Tindalos.



PICASSO'S "LAURENÇO" (1908)
frequently described as the spark for Cubism (Louvre, Paris)

TINDALOSIAN HYBRIDS, Lesser Independent Race. *The figure that appeared was sharp and angular and unrecallable as a burst of static electricity. It was dark and it stood upright, and there was a vaguely lupine air about it as it sprang forward . . . also something cold and partaking of primal hunger which nothing in the new universe might fully satisfy.*

— Roger Zelazny, *The Changing Land*.

Tindalosian hybrids look like living Cubist paintings, all angles and sharp shapes. They generally try to maintain their human form, but their image often wavers and ripples. Tindalosians exist across hyperdimensional realms, and thus appear to shift and change when mere three-dimensional mortals can see only segments of their being. They often dress in hooded robes, billowy garments and veils, or long trench coats and wide-brimmed hats to hide their Tindalosian features. When they don't bother to keep human shape, their visible portions change radically. Their hands appear as conglomerates of triangular crystals reminiscent of wolfish claws. Their face is replaced by what seems to be a wide gaping mouth, with a set of long crystalline fangs. (The rest of a Tindalosian hybrid is in other dimensions). Their shape constantly shifts, as if small parts of them were popping in and out of existence. Their exposed substance appears as a conglomerate of many angles, with no curves at all. The hybrids can extend a snake-like tongue of bluish color from these jaws. Although not obvious by sight, the soul immediately senses that this is a predator, a wolf-like creature whose prey is one's inner essence.

Tindalosian hybrids are not a naturally-occurring species. They come into being through magic and accident. By ingesting a bit of the blue ichor left behind by a hound of Tindalos, a human may become infected (if he does not die first) and mutate into a Tindalosian hybrid. Certain spells or elixirs may produce the same effect.

A hybrid's first priority is feeding, and it must do so at least once a day. They like eating tasty souls, and always attack those with the highest POW first. If surrounded or rushed, a Tindalosian hybrid just rips, tears, and tosses people about. If it has enough magic points, it delights in allowing opponents to flee and then popping up in front of its prey, smiling as only they can. It is very hard for a Tindalosian hybrid to keep itself looking human, since their evil forms constantly shift, as is blatantly obvious in daylight. This is why they generally try to hide themselves beneath robes and coats. When they attack, they try to do it in the shadows.

TIME-SPACE ABILITIES: a Tindalosian hybrid's Hyper-Sight extends to an area of up to its POW x10 feet in radius per 1 magic point per round. For 4 magic points per use, a hybrid can Step-Through to another angle within POW x20 feet of itself. For one round per

5 magic points sacrificed, a hybrid can Twist Space around it within a radius of POW feet. See the nearby boxed text for details.

ATTACKS: Tindalosian hybrids may attack with their hands/claws each round. They also have several special attacks and effects.

BITE: if a Tindalosian hybrid receives a special success and the victim fails to Dodge, the hybrid's mouth seems to enlarge to the victim's size, while the victim seems to elongate, shrink, and be sucked into the maw. The character is gone. A hybrid can swallow up to its own SIZ x2 (average 26).

TONGUE: the process leaves a small painless hole in the chest surrounded by traces of blue ichor. Hybrids gain 1 magic point per point of POW drained, up to their original maximum. The tongue sucks the soul and all bodily fluids out of the victim at the rate of 1D2 POW and 1D6 CON per round (the POW stays lost, but blood transfusions can restore the CON up to half of the total lost points). The tongue stays attached until the hybrid disengages or the victim dies or breaks away (STR vs. STR).

TINDALOSIAN HYBRIDS, Half-Breed Killers

char.	rolls	averages
STR	3D6+12	22-23
CON	3D6+12	22-23
SIZ	2D6+6	13
INT	1D6+12	15-16
POW	5D6	17-18
DEX	3D6+6	16-17
APP	3D6* / N/A	10-11* / N/A
EDU	3D6+3	13-14
SAN	N/A	N/A
Move	10	HP 17-18

*only in human form – N/A in Tindalosian form

Av. Damage Bonus: +1D6.

Weapons: Claw 45%, damage 1D3 + 2D6

Bite 38%, damage 1D6 + 2D6 + swallow whole (see above)

Tongue 70%, damage 1D2 POW drain (see above)

Charnel Odor of Decay and Death 100%, damage nausea (see nearby box)

Armor: 2-point skin. Regenerates 3 hit points per round. Mundane weapons do minimum damage. By expending 4 magic points per round, a hybrid can shift its physical essence further into hyperdimensional space, becoming completely immune to mundane weapons. In all cases, magical weapons and spells have full effect. If a hybrid's hit points drop to zero or below, it shatters into numerous crystal fragments, which mostly dissipate. It is up to the keeper whether the Tindalosian hybrid is then truly dead, or whether some fragments regenerate over a long period of time.

Spells: all hybrids know 1D10 spells, at the keeper's discretion.

Skills: Dodge 75%, Hide 75%, Jump 70%, Listen 70%, Scent Humans 85%, Sneak 80%, Spot Hidden 75%, and other normal human skills, although usually with higher levels of science and psychology-related skills.

Sanity Loss: none in human form; to see Tindalosian hybrid form costs 1D2/1D12 Sanity points.

TOMB-HERD, Lesser Servitor Race. Horrible white, gelatinous shapes flopped across the landscape toward the forefront of the scene . . . and as in a dream saw those frightful shapes move upon the statues nearby, and watched the outline of those statues blur and then begin to move. Then swiftly, one of those dreadful beings rolled and flopped toward me. I felt something cold as ice touch my ankle.

— Ramsey Campbell, "The Church in High Street".

The tomb-herd has connections to Earth through certain tombs and crypts where they feed upon the extradimensional excrescences of the crypts' inhabitants, which are accessible to them on their home world. Special half-humanoid, half-crustacean statues are placed within certain tombs by the followers of Yc-g-Sothoth, to be used as host bodies by the tomb-herd on this plane.

Tomb-herd gates to this dimension are triggered by a living presence near the gateway in their tomb; the tomb-herd immediately enter the specially-prepared statues in the crypt to attack intruders and feast.

CALLING CARD
London, 1920s



POSSESSION: if a statue is unavailable to a member of the herd it can attempt to possess a human in the tomb by touching him and winning a POW vs POW struggle on the Resistance Table. If overcome by the

alien, the target needs a roll of POW or less on 1D00 or he passes out. Whether or not the victim passes out, the herd-member immediately uses the unfortunate "host" to feed in the tomb. A conscious host of one of these foul feasting creatures must make a SAN roll and loses 1D3/2D4 from participating in such a ghoulish repast. The feeding complete, the herd-member leaves its temporary host, returning to its

home plane and leaving its victim otherwise unharmed.

SPACE FOLDING: a unique ability of the tomb-herd is their ability to fold or disarrange space in small regions (this can be done only while the herd-member is in its natural, insubstantial form). This warping of space acts like an involuntary Gate spell and drains one SAN and one magic point from anyone passing through the disarranged area. This unusual attack is directed at a specific individual, and can be avoided only if the target can successfully roll his POW or less on 1D100. It costs a herd-member one magic point for each folding of space it does; this need be done but once per victim, who continues to experience the warping until he can roll his POW or less on 1D100. This Gate-like disarranging usually has a range of less than 5 miles. The tomb-herd use this power to repeatedly return a victim to their tomb or similar location; sometimes they merely keep a victim within the town or area in which the aliens were encountered. Large groups of victims are usually separated so that they can be tormented individually; while some of the tomb-herd are bewildering their enemies in this manner, others alert their human allies to the presence of intruders.

THE STATUES: when not occupied by the herd, the special statues have hit points equal to their SIZ, plus three points of armor; impaling weapons do only half damage to unoccupied statues. The tomb-herd automatically cross into their home dimension if their statues are tampered with.

TOMB-HERD, Lurkers at the Threshold

	Natural Form	Statue Form
char.	rolls/averages	rolls/averages
STR	N/A	2D6+6 / 13
CON	3D6 / 10-11	3D6 / 10-11
SIZ	1D6 / 3-4	2D6+6 / 13
INT	3D6 / 10-11	3D6 / 10-11
POW	3D6+6 / 16-17	3D6+6 / 16-17
DEX	3D6 / 10-11	2D6 / 7
Move	10	6
HP	7	11-12
Av. DB:	N/A	+1 D4

Weapons: none, usually Grapple or other physical attacks (Statue Form) STR+DEX%, damage = db

Armor: in natural tomb-herd form, the herd is immune to all damage inflicted by non-enchanted physical weapons. Magic, fire, and acid do normal damage to the insubstantial herd-form. In statue form they take normal damage; however they then also have 3-point armor.

Spells: normally none.

Sanity Loss: 0/1D6 Sanity points to see the natural form of the tomb-herd, 0/1D3 Sanity point loss for the uninhabited statues used by the herd, and 1/1D6 Sanity point loss to see a statue in use.



X-RAY OF A FEMALE PATIENT
International Sanatorium, Davos, Switzerland

TRAVELERS, Lesser Independent Race. *In this form we have inhabited the densest brainless of three hundred races, lain intricately snug within them like thriving vine on trellis work. We've looked out from too many variously windowed masks to regret our own vestigial senses . . . Far better to slip on as we do, whole living beings and wear at once all of their limbs and organs, memories and powers—wear all as tightly congruent to our wills as a glove it to the hand that fills it.*

—Michael Shea, "The Autopsy".

Travelers in larval form migrate from world to world through the depths of space in small, translucent vessels no larger than basketballs. To avoid detection the travelers steer their ships to planetary surfaces within the cover of meteor showers. The alien parasites can destroy their ships if they suspect detection: the explosion caused by the auto-destruct system of a traveler's ship is powerful enough to level a city block. Anyone within five yards suffers 10D6 damage; anyone with six to ten yards suffers 8D6 damage; those eleven to fifteen yards away suffer 6D6 damage, etc. A traveler stays hidden until it can invade the body of a suitable host. In doing this, it savors each moment of pain and horror it inflicts, patiently stalking a host, then taunting and torturing the trapped consciousness.

There are four stages in the life of this alien parasite. Only the larval form is capable of any movement beyond sluggish oozing. A larvae is equipped with crude appendages and grasping hooks used to secure itself once it has found a host. A traveler enters the host body through the mouth, usually of sleeping or otherwise immobile victims. Once inside, the larvae develops through three instars, growing in power. During these transformations the traveler changes from worm-ish larvae to a compact brain-like entity pulsing at the nexus of a network of whip-like filaments. These filaments interface with the host's normal nerve paths. After three days of development, the invading traveler has full control of its host.

ATTACKS: when attacking, a mature traveler whips a nerve tendril from the mouth or other orifice of its host's body. The touch of this tendril exudes a powerful neuro-anaesthetic. If the alien's neuro-anaesthetic of POT 7D6 overcomes the target, he is paralyzed for 1D100-CON minutes. A second filament is extended into a paralyzed victim's heart so that the parasite can feed on the blood. A traveler feeds its host body on the flesh of its bloodless victim, often storing corpses and returning to them over a period of weeks to feed the host on the decayed meat. Travelers can animate corpses by inserting filaments into

the brain to awaken dead memories. The parasites can also manipulate their host's body even if the host is killed, giving the creature a chance to find a new host. These special filament attacks are not possible until a traveler has reached maturity.

TREE-MEN OF M'BWA, Lesser Servitor Race. *The tree farthest left stood like a clumsy giant a hundred feet high, the one on the right looked more like an ordinary man. Between them were the other trees in rising scale. No branches or leaves like trees I knew—just one limb hanging down on each side and a round lump in the middle where a head would be . . . for the smallest tree was looking back at me with the eyes of a living man! The arms hung limply down. The other trees grew bigger toward the end one which hardly seemed human at all except for its huge limbs and gnarled five branches like fingers that trailed down from the end of each limb.*

—Donald Wandrei, "The Tree-Men of M'bwa".

The tree-men of M'bwa are silent, motionless guardians. They appear as oddly humanoid trees of varying ages and sizes. These beings were once human. They were turned into the weird tree-men by the zombie M'bwa for whatever unthinkable plan by his alien master, the God of the Red Flux. In the earliest stages of transformation many human qualities are still visible—even eyes. Some tree-men in early transformation are still capable of speech, although madness usually overtakes them, making whatever they have to say difficult to understand. The human mind remains eternally alive, if mad, within the tree-man.

TRANSFORMATION: tree-men go through four stages of transformation from human to tree-man.

TRAVELERS, Parasitic Aliens

char.	Larvae rolls/averages	2nd Instar rolls/averages	3rd Instar rolls/averages	Adult rolls/averages
STR	1 / 1	1 / 1	1 / 1	1 / 1
CON	2D6 / 7	4D6 / 14	6D6 / 21	7D6 / 24-25
SIZ	1 / 1	1 / 1	1 / 1	1D2 / 1-2
INT	5D6 / 17-18	6D6 / 21	7D6 / 24-25	8D6 / 28
POW	2D6 / 7	3D6 / 10-11	4D6 / 14	5D6 / 17-18
DEX	1D6 / 3-4	1D6+1 / 4-5	2D6+1 / 8	5D6+1 / 18-19
Move	6	1	1	1
HP	4	7-8	11	13
Av DB:	N/A	N/A	N/A	N/A
Weapon (adult stage only): Filament Whip 80%, damage paralysis for 1D00-CON minutes if overcome by 7D6 POT neuro-anaesthetic				
Armor:	none	none	none	none
HP Regen	1D6 / 3-4	1D6+1 / 4-5	1D8 / 4-5	1D10 / 5-6
Spells:	none	none	none	none
SAN Loss	0/1D3	0/1D4	0/1D4	0/1D6



ANTHROPOMORPHIC VESSEL, "NKISI MBWA"
from the exhibit Totem and Myth, Wismar, Germany, 1909

The victim's legs immediately take root to the spot, effectively trapping him. Then, over slow decades, the serum transforms the victim into an ugly towering tree-man. If carried off by a friend within the first few days of transformation, the victim may be saved from this awful fate, although he will forever carry the telltale signs of his encounter in thick woody skin or rootlike growths. To be moved, a tree-man must have his legs cut off or roots dug up. Lopping off a tree-man's legs inflicts 2D6 hit points of damage to it. If left for more than a

week or so, the process is irreversible.

The first stage is immediately upon drinking M'bwa's tree-serum. The second stage occurs by 25 years; the third stage by 50 years; the final stage at 100 years. Initially, a tree-man appears as a man with woody skin and stiff limbs. Transformation is progressive, and by the final stage, any semblance of a tree-man's former human self is totally gone.

ATTACK: tree-men in the first three stages of transformation are still capable of crude attacks with their

branch-like limbs. By the final stage no movement is possible.

There may be tree-men in other parts of the world besides M'bwa's blasted African valley.

TRIFIDS, Lesser Independent Race. He inspected the straight stem, and the woody bole from which it sprang. He gave a curious, if not very penetrative attention to the three small, bare sticks which grew straight up beside the stem. He smoothed the short sprays of leathery green leaves between his finger and thumb as if their texture might tell him something. Then he peered into the curious, funnel-like formation at the top of the stem . . . to look inside that conical cup and see the tightly wrapped whorl within. It looked not unlike the new, close-rolled frond of a fern, emerging a couple of inches from a sticky mess in the base of the cup. I did not touch it, but I knew the stuff must be sticky because there were flies and other small insects struggling in it. . . . For the short time the scene was on, I stared at it, fascinated. There was our mysterious rubbish-heap plant grown to a height of seven feet or more. There was no mistaking it—and it was 'walking'! The bole, which I now saw for the first time, was shaggy with little rootlet hairs. It would have been almost spherical but for three, blunt-tapered projections extending from the lower part, supported on these, the main body was lifted about a foot clear of the ground. When it 'walked' it moved rather like a man on crutches. Two of the blunt 'legs' slid forward, then the whole thing lurched as the rear one drew almost level with them, then the two in front slid forward again. At each 'step' the long stem whipped violently back and forth: it gave one a kind of seasick feeling to watch it.

— John Wyndham, *The Day of the Triffids*.

TREE-MEN, Tortured Souls

	Stage 1	Stage 2	Stage 3	Stage 4
char.	rolls/averages	rolls/averages	rolls/averages	rolls/averages
Age	immediate	+25	+50	+100
STR	former+1D6 / 14	+2D6 / 21	2D6 / 28	+2D6 / 35
CON	former+2D6 / 17-18	+1D6 / 21	+1D3 / 23	+1D3 / 25
SIZ	former+1D2 / 14-15	+3D6 / 25	+4D6 / 39	+5D6 / 56-57
INT	former / 13	-1D6 / 5-10	-1D6 / 6	0 / 0
POW	former+1D3 / 12-13	+1D3 / 14-15	+1D3 / 16-17	+1D3 / 18-19
DEX	former-1D6 / 7	-1D6 / 3-4	0 / 0	0 / 0
APP	former-1D6 / 7	-1D6 / 3-4	N/A	N/A
SAN	3/4 former	1/2 former	1/4 former	0
Move	0	0	0	0
HP	16	23	31	40-41
Av. DB:	+1D4	+2D6	+3D6	N/A
Limb/damage	20% / 1D6+db	10% / 1D5+db	5% / 1D6+db	N/A
Armor:	2	4	6	8
Spells:	those already known	none	none	none
Sanity Loss:	0/1D3	0/1D4	0/1D4+2	1/1D6

Triffids are intelligent, sentient carnivorous plants that grow 7 to 10 feet in height and thrive in every climatic condition except deserts and ice fields. Originally the product of secret biological research, triffid seeds have spread world-wide. Wherever triffid seeds germinate they quickly become an uncontrollable menace, particularly in tropical rainforest regions. It takes four to five years for a triffid to reach maturity. Upon reaching maturity, the plant's deadly stinger becomes operable and the triffid begins to walk. When not walking,

they bury their roots to obtain nutrients from the earth like normal plants. Like all other carnivorous plants, triffids hunt, kill, and consume insects and animals for additional nutrients. Unlike other carnivorous plants, however, triffids also feed on larger mammals—including humans. To feed, they sting prey, poisoning and killing them quickly. Then the triffid waits for their kill to decay for several days before stripping away and eating the rotten flesh.

Triffids normally ambush their prey, hiding amongst other foliage until an unsuspecting victim passes close enough for the plant to lash out with its sting. Plants, triffids have no eyes, but do sense noise, and are attracted en masse to the sounds of human activity. Triffids communicate by tapping their three straight sticks onto their bole, drumming out a rhythm to call others of their kind. Triffids learn and remember, so traps set to capture or kill them only work one or two times before they learn to avoid them.

ATTACKS: triffids attack by lashing out with their 5-foot long stingers, aiming for their victim's eyes and face. The sting is covered with a fast-acting poison equal to a triffid's CON in potency. If overcome by the venom, the victim is permanently blinded and loses 1 hit point per round until he has lost hit points equal to the triffid's poison POT. If the victim successfully resists the plant's poison, he has avoided blindness but still loses 1 hit point per round up to half the triffid's poison POT. Facemasks and thick clothing covering the entire body are usually sufficient to thwart a triffid's poisonous sting. Triffid's without a sting are harmless to humans, but a sting grows back in one to two years.

TRIFFIDS, Walking Killer Plants

char.	rolls	averages
STR	3D6	10-11
CON	3D6	10-11
SIZ	4D6	14
INT	2D6	7
POW	1D6	3-4
DEX	5D6	17-18
Move: 8		HP 12

Av. Damage Bonus: N/A.

Weapon: Sting 40%, damage poison (see above)

Armor: impaling weapons cause minimum possible damage to a triffid. Attacks specifically directed at the stinger are at half normal chance.

Spells: none.

Skills: Hide 80%, Listen 80%, Sneak 80%, Track 75%.

Sanity Loss: 0/1D6 Sanity points to see a triffid.

TROLLS, Lesser Servitor Race. Trolls are large apelike creatures descended from prehuman hominids. (Their own name for themselves is unpronounceable; they are called "trolls" here for convenience.) They are slightly smaller than humans. They have dull white coats and dark eyes, and are scavenging

omnivores. Their faces are almost indescribably ugly, and they have a pronouncedly unpleasant rancid smell.

— Marcus L. Rowland, "Nightmare in Norway".

Trolls normally avoid mankind, hiding so well that they are almost forgotten. For much of the year they lair in glacial caves, only emerging at night to forage for roots, small rodents, and carrion. They have extremely good night vision. In winter they are more active, but their camouflaged pelts and reclusive habits make them almost undetectable. Like wolves they will attack humans if the odds are right.

Trolls have a crude language consisting mostly of growls and hoots, and a primitive tribal culture based on food sharing and the placation of their deity, Tsathoggua. These creatures are the direct decedents of the voormis and may be the link between the voormis and sasquatch.

ATTACKS: Trolls may attack with both of their clawed hands each round or with primitive weapons or a bite.

CALL BLIZZARD: This is a special ability granted by Tsathoggua to protect the trolls who are the last descendants of its original voormis worshippers. It requires the permanent expenditure of one point of POW plus a magic point an hour, and affects 100 yards radius from the casting point, doubling in radius for each additional magic point used. The storm created brings several feet of snow, gale force winds, and temperature reduction of 10D6°F from an initial temperature of 28°F. Humans caught in such a storm lose 1D2 hit points per minute of exposure if a roll of CON x5 is failed. It takes 20D6 minutes for this spell to be cast and take effect; storms last 2D6 hours.

TROLLS, Degenerate Voormis

char.	rolls	averages
STR	4D6+6	20
CON	4D6+8	22
SIZ	2D6+2	9
INT	1D6+6	9-10
POW	3D6	10-11
DEX	2D6	6-7
Move: 11		HP 15-16

Av. Damage Bonus: +1D4.

Weapon: Bite 45%, damage 1D6

Claws 60%, damage 1D8

Club 25%, damage 1D10 + db

Thrown Object (Stones, Logs, etc.) 15%, damage 1D8

Armor: 3-point thick fur.

Spells: roll 1D100 — if the roll is higher than the troll's INT, it knows no spells; if equal to or lower than INT, it may know that many spells, as chosen by the keeper. Appropriate spells would be those concerning the weather and any related to Tsathoggua and its servitor creatures.

Skills: Hide 80%, Listen 80%, Scent 75%, See In the Dark 95%, Sneak 80%, Track 75%.

Sanity Loss: 0/1D4 Sanity points to see a troll.

TSATHOGGUA, FORMLESS SPAWN OF Lesser Servitor Race. When the men of K'n-yan went down into N'kai's black abyss with their great atom-power searchlights, they found living things—living things that oozed along stone channels and worshipped onyx and basalt images of Tsathoggua. But they were not toads like Tsathoggua himself. Far worse—they were amorphous lumps of viscous black slime that took temporary shapes for various purposes. The explorers of K'n-yan did not pause for detailed observations, and those that escaped alive sealed the passage.

— H. P. Lovecraft and Zealia Bishop, "The Mound".

These black, protean beings change shapes in an instant, from toad-like lumps to elongate things with hundreds of rudimentary legs. They ooze through small cracks and enlarge their appendages at will. They are closely associated with Tsathoggua, often found in



INK BOTTLE
circa 1900

his temples or in sunless caverns. Some formless spawn make their way into the Dreamlands.

Due to their extreme fluidity and the countless different forms available to them, each has at least four attack forms which they may vary at will from round to round, though not within a single round.

WHIP & BLUDGEON ATTACKS: the whip attack is

used to either Grapple or do damage, range is always the monster's SIZ in yards. The bludgeon attack inflicts 2D6 points of damage or the creature's damage bonus per successful strike—whichever is higher.

TENTACLE ATTACK: may strike at 1D3 opponents in a round, and may seek to Grapple rather than do damage, range equals the monster's SIZ in yards.

BITE ATTACK: the victim is instantly swallowed. Each round thereafter the victim takes 1 point of damage from constriction, the damage done per round progressively increasing by 1 point (e.g., on the second round he takes 2 points of damage, and so forth). While swallowed, the victim may take no action whatsoever, though friends may attempt to slay the monster to free him or her. A formless spawn can make one Bite attack per round and can continue to swallow prey until having swallowed its own SIZ in prey. While digesting a victim, a spawn may continue to fight but

may not shift location without disgorging what it has swallowed.

FORMLESS SPAWN of Tsathoggua

char.	rolls	averages
STR	1D6+6 to 6D6+6	9-27
CON	3D6	10-11
SIZ	1D6+12 to 6D6+12	15-33
INT	2D6+6	13
POW	3D6	10-11
DEX	2D6+12	19
Move	12	HP 13-22

Av. Damage Bonus: +1D6.

Weapons: Whip 90%, damage 1D6 or Grapple

Tentacle 60%, damage = db

Bludgeon 20%, damage 2D6 or db—whichever is higher

Bite 30%, damage special (see above)

Armor: they are immune to all physical weapons, even enchanted ones, and wounds made by them simply snap closed after being opened. Spells may affect them, as may fire, chemicals, or other forces.

Spells: a formless spawn knows one spell if its INT+POW or less can be rolled on 1D100. A few spawn know many spells. If spells are known they always include Contact Tsathoggua.

Skills: Hide 50%, Sneak 50%.

Sanity Loss: 1/1D10 Sanity points to see a formless spawn of Tsathoggua.

TSATHOGGUA, SCIONS OF Greater Servitor Race. I heard from within a hideous high-pitched tittering and then the disgusting squashy sound as if a great, jelly-like bulk was being forced through the window. I could have sworn I heard a faint swish of gigantic wings. . . . A foul, unspeakable slime smeared the window sill, and in the center of the room lay [a victim], his head crushed and fattened and on the red ruin of skull and face, the plain print of an enormous hoof.

— Robert E. Howard, "The Thing on the Roof".

The scions of Tsathoggua are enormous, bloated, greasy toad-things. They possess four or more thick legs terminating in mastodonic hooves, dozens of tentacles, and a pair of huge, tattered, membranous wings which sprout from their slimy backs. Curving fangs extend from bony ridges in a wide mouth, and their numerous unblinking, throbbing eyes are milky white. The stinking, blubbery hide of Tsathoggua's servants is ebony black and covered in dripping slime. These entities produce an unnerving, child-like tittering and are sometimes referred to as the Children of Tsathoggua..

Scions of Tsathoggua dwell in caverns and temples where their alien sire is worshiped. They represent the Great Old One's presence by accepting sacrifices and worship, and acting as guardians. Anyone removing an item from a temple of Tsathoggua, or otherwise angering the slothful Great Old One, is tracked down and killed by one of its scions. Purloined items are retrieved by these servants and returned to their proper places in the nighted realms of Tsathoggua.

Tsathoggua's scions came from Saturn with him and are innumerable old. Some of them were worshiped as gods themselves by early man. Although connected to the formless spawn of Tsathoggua through their association and servitude to the Great Old One, the scions of Tsathoggua and the formless spawn are distinctly separate races. These toad-like, winged beings may also be connected in some way with the minor Great Old One known as Gol-goroth. Some early sources may have even confused these entities with Gol-goroth, particularly in one instance where a toad-like horror speculatively identified as Gol-goroth was reported to have been killed by a group of men. The Great Old One Ossadagowah also appears to be somehow connected to the scions, and may be an extremely powerful member of the race.

ATTACKS: in combat, scions of Tsathoggua use their mass of tentacles to crush opponents, bite with their broad, fanged mouth, or trample a victim beneath their massive hooves. A scion may attack with 2D6 tentacles and a single bite or with a single trample each round.

SCIONS OF TSATHOGGUA, Relentless Guardians

char.	rolls	averages
STR	6D6+34	55
CON	3D6+6	16-17
SIZ	6D6+42	63
INT	2D6+6	13
POW	3D6+6	16-17
DEX	3D6	10-11
Move 7 / 10 flying		HP 39-40

Av. Damage Bonus: +6D6.

Weapons: Tentacles 45%, = 1/2 db
Trample 35%, damage 2D10 + db
Bite 25%, damage 1D6

Armor: because of the mucous-like makeup of their bodies, scions of Tsathoggua suffer minimum possible damage from physical, non-enchanted weapons. Fire, chemicals, electricity, and spells and enchanted weapons harm them normally.

Spells: all know the Contact Tsathoggua, Call Ossadagowah, and Contact Formless Spawn spells. These entities may know 1D6 other spells as well if their INT or less is rolled on 1D100.

Sanity Loss: 1D2/1D10 Sanity points to see a scion of Tsathoggua.

TUNNELERS BELOW, Lesser Independent Race. *They were worms about as long as a man and as thick as a man's thigh, cylindrical and untapering. From end to end, as many as a centipede's legs, were pairs of tiny wings, translucent like a fly's, which vibrated unceasingly, producing an unforgettably sinister low-pitched hum. They had no eyes—their heads were one circular mouth lined with rows of triangular teeth each like a shark's.*

— Fritz Leiber, "The Terror from the Depths".

The tunnelers below are so-called because no proper name for them is known. This mysterious and rarely encountered species is gifted with great psychic powers, most notably a powerful form of telepathy that



BALINESE SHADOW PUPPETS
(Asian Civilizations Museum, Singapore)

allows them to communicate with any living creature. Tunnelers can also use this ability to invade dreams, steal thoughts and memories from unwilling victims, and even communicate with spirits long since dead. Tunnelers use this telepathy to fuel their insatiable lust for Mythos knowledge. These strange creatures are drawn to all aspects of the Mythos and are known to congregate underneath strong sources of mystical energy, psychic power, and the most alien-influenced earthly locations.

The tunnelers live in a globe-spanning web of caves, traversing far beneath even the beds of the oceans. They have a large nexus point beneath the sunken city of R'lyeh, a favorite spot where they can glut themselves on the psychic death-dreams of mighty Cthulhu and his retinue.

ATTACKS: tunnelers below are not hostile unless provoked. If disturbed, a favorite tactic to dispose of pests is to burrow a series of fragile tunnels beneath the home of the chosen target and eventually bring the structure crashing down. If encountered in person, a tunneler can attack with its massive maw of shark-like teeth. However, the most dangerous aspect of a tunneler is something it can't control, a by-product of its very presence and its incredible psychic powers.

PSYCHIC SENDINGS: every tunneler continuously communicates Mythos findings, ideas, and knowledge to every other and sometimes, if there are a number of these creatures within close proximity to humans, these telepathic communications can be picked up unwittingly by sensitive humans. When this happens, the hapless recipient of such thoughts experiences vivid dreams, may begin to sleepwalk when he or she has never done so before, and eventually hears constant, whispering voices imparting secrets of the Mythos at all hours of the day and night. A human

picking up the telepathic thoughts of the tunnelers below starts to lose 1D4 Sanity points per week and add +1% Cthulhu Mythos Knowledge per week. Within a number of months equal to 20 minus the sufferer's POW, these whispering voices and dreams become constant. When constant, the victim loses 1D6 Sanity points per day and adds +3% Cthulhu Mythos Knowledge per day. This goes on until the sufferer dies, goes completely insane, or until the tunnelers below are somehow driven off. If these telepathic communications are accidental, the target's suffering may be relieved simply by moving; if the sendings are deliberate, there is no place on earth where relief can be long-lasting.

THE TUNNELERS BELOW, Psychic Parasites

char.	rolls	averages
STR	3D6+6	16-17
CON	3D6+12	22-23
SIZ	3D6	10-11
INT	3D6+6	16-17
POW	6D6+12	33
DEX	2D6	7
Move 4 / 2 burrowing		HP 16-17

Ave. Damage Bonus: +1D4.

Weapon: Bite 80%, damage 2D6 + db

Armor: suffers only half damage from normal, non-magical weapons and attacks, round down any fraction; regenerates 2 hit points per round after wounded, but dies immediately upon reaching zero hit points.

Skills: Communicate Telepathically (automatic), Impart Cthulhu Mythos Knowledge 70%, Invade Dreams 70%.

Spells: every tunneler knows 2D4 spells of the keeper's choosing.

Sanity Loss: 1D3/1D10 Sanity points to see a tunneler below.

TYPHONIAN BEASTS, Lesser Servitor Race. *Set was represented by the so-called Typhonian animal, or wore its head on human shoulders. This strange animal with its long curving snout, square upstanding ears and upright tufted tail has not been identified.*

—Veronica Jons, *Litrary of the World's Myths and Legends* – Egyptian Mythology.

These black, jackal-like creatures inhabit a dark and distant dimension. They are lean and agile, covered in short coarse black hair. They have long fang-filled snouts, tall stiff ears, and long stiff tails ending in a brush of sharp hairs. Their eyes are narrow, slanted, and glow red in the dark. Typhonian beasts are about the size of a very large dog.

ATTACKS: a typhonian beast may attack with two claws or a bite and one claw each round. Their spectral glowing eyes have a hypnotic influence over humans, who must overcome the beast's POW with their own or stand paralyzed with fear. The paralysis lasts only 1D4 rounds, or until the victim suffers physical damage. A paralyzed victim may attempt to break free of

the beast's hold each round by matching his POW against the beast's. A typhonian beast may automatically strike a hypnotized victim with either its claws or claw and bite attack.

SKILLS: a typhonian beast may Dodge any non-magical attack by successfully making its Dodge roll, although it may not then attack that round. Typhonian beasts may jump a distance equal to their STR + DEX in feet. They may leap on a victim from great distances by making a successful Jump roll. Their senses are very keen, and they easily hear, see, or smell victims from up to their INT + POW yards away with successful Listen, Spot Hidden, or Track by Scent rolls.

The typhonian beasts accept human sacrifices for Set, act as guardians of sacred places, or provide protection and guidance to particularly favored Set worshippers.

TYPHONIAN BEASTS, Servants of Set

char.	rolls	averages
STR	3D6+6	16-17
CON	5D6	17-18
SIZ	2D4+4	9
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6+6	16-17
Move 15		HP 13-14

Av. Damage Bonus: +1D4.

Weapons: Claw 50%, damage 1D6 + db
Bite 50%, damage 1D6

Armor: the other-dimensional bodies of the typhonian beasts grant them 1D6 points of armor. The keeper must roll a 1D6 for each separate attack on a typhonian beast to determine its armor at that moment.

Spells: none, normally. A typhonian beast with a combined INT + POW of 30 or more may know 1D3 spells.

Skills: Dodge DEX x2 + 10% (43% average), Jump 75%, Listen 75%, Sneak 50%, Spot Hidden 50%, Track by Scent 75%.

Sanity Loss: 0/1D6 Sanity points to see a typhonian beast.

UBBO-SATHLA, BROOD OF, Greater Servitor Race. *The grey, formless efts of the prime and the grisly prototypes of terrene life. . . .*

—Clark Ashton Smith, "Ubbo-Sathla".

The brood of Ubbo-Sathla are the primal spawn of the Outer God. They are similar in appearance to giant versions of protozoans and other one-celled creatures. Ubbo-Sathla constantly produces offspring from its formless mass. The Outer God snatches up and devours some of its brood while others escape. Those surviving fulfill every whim and urge of their primal, mindless sire. Generally encountered only in Ubbo-Sathla's primal grotto, no two spawn are exactly alike.

ATTACKS: all prefer surprise attacks from ambush: some attack with sticky filaments, some with pseudopods, some with gelatinous tentacles, and so on.

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PACTS TO THE GREAT OLD ONES AND OUTER GODS

For the most part the Great Old Ones and Outer Gods lie imprisoned, unable to affect the world except by their thoughts and dreams. On occasion, however, a human is foolish enough to summon one of these imprisoned gods from its dark prison.

For some reason bargains seem to have a particular power over many of the Great Old Ones and Outer Gods. Perhaps they are unable to bring their full powers to bear without the consent of the target. Perhaps they in turn are bound by some ancient promise to even older gods. Perhaps they simply consider it an amusing game. In any case, the dark gods seem prepared to offer pacts to their summoners when called forth and they typically follow the rules of these pacts to the letter.

Hastur is the best known example. In return for certain favors often related to Mythos knowledge or artifacts from faraway stars he asks that one "afford a haven for Him Who is not to be Named." Hastur takes as a haven the body of he who made the promise, and so an Unspeakable Possessor is born.

Nyarlathep is well known for offering pacts in many of his aspects. As the Black Man he takes people to the court of Azathoth so that they may sign the Book of Azathoth. This costs the signer no less than his soul. In return he gets certain magical powers or spells, to better rule in this world.

Tsathoggua has been known to bargain too, but he typically takes a more utilitarian approach. In return for letting a bargainer live, he demands some payment.

There are, without a doubt, many dark gods who do not offer bargains, simply taking what they want; there are also many who will offer mortals pacts. The rewards wealth, power, perhaps even immortality can be hard to ignore. ♦♦♦

Whatever the attack, a success draws the target into the creature's body, where it is digested at the rate 1D6 hit points per round. Once swallowed, no action is possible, though friends may attempt to free the victim.

BROOD OF UBBO-SATHLA, Spawn of Ubbo-Sathla

char.	rolls	averages
STR	1D6 to 6D10+6	3-4 to 39
CON	3D6+6	16-17
SIZ	1D6 to 6D10+10	3-4 to 41
INT	0	0
POW	3D6	10-11
DEX	4D6	14
Move	1D10+3	8-9
		HP 19-20

Av. Damage Bonus: +1D4 to +4D6.

Weapon: Swallow Attack (various) 75%, damage 1D6 per round

Armor: immune to blows and cuts; fire, magic, and enchanted weapons harm them normally.

Spells: none.

Skills: Sneak 90%.

Loss: 1/1D8 Sanity points to see one of the brood of Ubbo-Sathla.

UNSPEAKABLE POSSESSORS, Lesser Servitor Race. And certainly they saw the thing that came crying out at us from the sinking ruins behind, the distorted caricature of a human

being, with its eyes sunk to invisibility in thick masses of scaly flesh, the thing that flailed its arms bonelessly at us like the appendages of an octopus.

— August Derleth, "The Return of Hastur".

Unspeakable possessors are creatures created by Hastur when it collects on a binding oath (known as the Unspeakable Promise) made to it by a human. Eventually Hastur possesses all who make the Unspeakable Promise. When it happens, the mind of the Great Old One takes over and transforms the victim's body. The body must still be alive (if the victim is dead, the transformation begins anyway, but stops after a few hours). If the caster of the Unspeakable Promise is deceased, Hastur possesses his or her nearest blood relative instead, after a delay of 1D6 days. The victim's skin takes on a gray-green, scaly texture, the body becomes a bloated parody of a humanoid shape, and the limbs become boneless and fluid.

Once possessed, the resulting thing is usually content to wreak whatever havoc is deemed most vital, often merely killing and devouring.

As with most Hastur-related spells, the hideous product is affected by the position of Aldebaran and collapses comatose at Aldebaran's setting or at sunrise, whichever comes first, losing 1D20 from STR and SIZ. If either statistic is ever brought to zero or less, the

VOORMIS, Lesser Independent Race. *They stood only half-erect, and their shaggy heads were about his thighs and hips, snarling and snapping like dogs; and they clawed him with hook-shaped nails.*

— Clark Ashton Smith, "The Seven Geases".

The voormis are a race of primitive dog-like humanoids that dwell in deep, dark caverns. Normally nocturnal, these creatures are savage, cunning hunters who fiercely defend their mates and offspring. These brutes know no fear and the females are even more savage than the males. The voormis worship the Great Old One Tsathoggua and possibly Rhan-Tegoth.

Although the voormis are mostly extinct today a few isolated tribes may still exist in the northern hemisphere and in the Dreamlands. These creatures are thought by some to be the ancestors of the sasquatch and yeti. The Mythos race known as trolls are the degenerate descendants of the voormis, and may be the devolutionary link between voormis and sasquatch.

ATTACKS: they may attack with two claws and a bite each round.

VOORMIS, Savage Humanoids

char.	rolls	averages
STR	2D6+8	15
CON	3D6	10-11
SIZ	2D6+3	10
INT	1D4+6	8-9
POW	3D6	10-11
DEX	3D6	10-11
Move 8		HP 10-11

Av. Damage Bonus: +1D4.

Weapons: Claws 30%, damage 1D6 + db
Bite 30%, damage 1D4

Armor: 2-point thick fur.

Spells: if a voormi's INT xl or less is rolled on 1D100, it knows 1D3 spells: Contact Tsathoggua and Contact Formless Spawn of Tsathoggua are spells commonly known by voormis.

Skills: Listen 50%, Scent 75%, Spot Hidden 50%, Track 75%.

Sanity Loss: 0/1D6 Sanity points to see a voormi.

VOORS, Lesser Independent Race. *A writhing mound of bleached and glistening white bodies, beslimed and pulpy as putrescent worms. Yet they were not worms, no, not with those swollen and infantile heads, those bloated and hairless limbs . . . the puffy embryonic faces atop those squirming naked shapes bore no slightest vestige of eyes, naught but smooth pulpy swellings, nostril-slits, and wet, working sphincter-like mouths.*

— Lin Carter, "The Secret in the Parchment".

The voors were a powerful and prosperous race pre-dating humankind. They built cities in the pre-glacial times and worshiped dark and nameless gods. With

the coming of the Hyperboreans and the rise of mankind, the voors were driven underground into the darkness of caves and caverns. Eventually the dwarfish race was all but forgotten, though cryptic bits of their civilization were occasionally unearthed. After generations of living in the lightless worlds beneath the earth, the voors became blind, albino creatures, hunting and surviving by sound and smell.

Today the voors may be nearly extinct. At the very least they have moved deeper into the bowels of the earth to escape detection. The voorish folk still worship their dark gods, including perhaps Tsathoggua, Abboth, Atlach-Nacha, Ubbo-Sathla, and other primordial, subterranean entities of power.

Voors are encountered in large groups, and they attack by swarming victims, biting and clawing at them blindly. The voors are attracted by sound and smell. Although the brightness of the sun would most certainly inflict great harm upon a voo, they are not normally injured by artificial light. They dwell in both the Dreamlands and the waking world.

VOORS, Subterranean Dwarves

char.	rolls	averages
STR	3D3	6
CON	3D6	10-11
SIZ	2D3+3	7
INT	3D6	10-11
POW	3D6	10-11
DEX	2D6+6	13
Move 8		HP 8-9

Av. Damage Bonus: N/A.

Weapons: Claws 30%, damage 1D3
Bite 25%, damage 1D2

Armor: none.

Spells: none normally, but if a voo can roll its INT or less on 1D100 it knows 2D3 spells. Spells known are those dealing with Tsathoggua, Abboth, Atlach-Nacha, Ubbo-Sathla and their minions.

Skills: Listen 95%, Track by Scent 75%.

Sanity Loss: 0/1D4 Sanity points to see the voors.

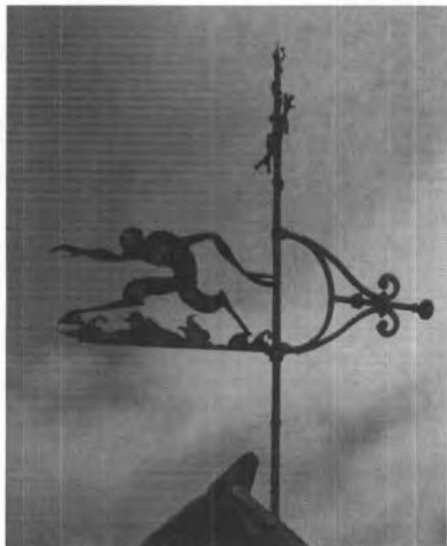


INDIAN BARK BASKET
tribe unknown, possibly Kwakwaka'wakw
(Vancouver Museum of Anthropology)

WATCHERS, Greater Servitor Race. *Resembles a gigantic, bloated leech, its thick, glistening black*



SCRAPS OF PAPER
found in the pocket of an unidentified corpse in an
East German mine, 1932 (German Mining Museum, Bochum)



IRON WEATHERVANE
customary in the north of Finland

hide rising bonelessly to a gaping maw lined with hundreds of serrated teeth that can shred a human body in seconds. It is a blind thing, but its other senses compensate, making it a deadly predator. . . . The creature possesses three snakelike grasping tentacles which extend from its underside just below the yawning orifice of its mouth.

— Murk Eley "Watcher in the Bayou".

Watchers are giant leech-like horrors that dwell in murky lakes and deep rivers. They are generally

employed by forces of the Mythos to watch over and guard important artifacts or locations.

Watchers are immune to fire, have armor in their thick rubbery hides, and regenerate 1 hit point per round. If reduced to a third of its original hit points or less, a watcher attempts to flee, diving to the bottom of its lake where it burrows into the mud. There, the watcher slowly regenerates, returning to its duty when fully healed.

ATTACKS: a watcher attacks with its three grasping tentacles, paralyzing victims who are overcome by the creature's POT 9 poison. Those overcome by the thing's poison are helpless as the tentacles pull them into the thing's maw. The leech-thing fastens onto the chest of its victim, its teeth tearing through clothing and flesh and opening up a wound through which it can draw out blood. The initial bite causes hit point damage equal to the thing's damage bonus plus 3 points. Thereafter the victim suffers the loss of 1D3 points of STR per round as the thing sucks out his blood and body fluids. The effects of a watcher's paralyzing toxin lasts for 1D6 hours.

WATCHERS, Giant Leech Horrors

char.	rolls	averages
STR	3D6+18	28-29
CON	3D6+16	26-27
SIZ	6D6+24	45
INT	1D6	3-4
POW	2D6+6	13
DEX	2D6	7
Move	25 deep water / 5 shallow water	
HP	35-36	

Av. Damage Bonus: +4D6.

Weapons: Tongues 50%,
damage 1D6

Bite 40%, damage 3 + db

Blood Drain automatic on bite, damage 1D3 STR

Armor: 3-point rubbery hide; regenerates 1 hit point per round.

Watchers are immune to fire.

Spells: none.

Skills: Hide in Water 80%, Sneak in Water 80%.

Sanity Loss: 3/1D8 Sanity points to see a watcher.

WENDIGO, Lesser Servitor Race. He found no difficulty in following the tracks for the first few miles. The stride soon began to increase in length, till it finally assumed proportions that seemed absolutely impossible for any ordinary animal to have made. Like huge flying leaps they became. The feet that printed the surface of the snow thus far had now, apparently, left the ground! . . . The face was more animal than human, the features drawn about into wrong proportions, the skin loose and hanging.

— Algernon Blackwood, "The Wendigo".

The wendigo are a savage race of hoofed or footless humanoids who worship Ithaqua in the cold northern regions. Wendigo subsist on a diet of moss, fungus, and frogs, although by far their favorite food is human flesh, which they seek out at every opportunity. Occasionally, a wendigo captures hunters or trappers for Ithaqua to transform into additional wendigo. Wendigo have the ability to run through the air and often accompany Ithaqua as he races through the icy night sky.

wendigoism

People transformed into wendigos retain a semblance of their human selves, although savage and wild-looking, and with burnt stumps where their feet had been. Such transformed individuals retain their memories and knowledge, at least for a short while. Eventually, however, they completely change into monstrous and savage beasts. Humans who participate in cannibalism have a greater chance of becoming wendigo, regardless of their association with Ithaqua, wendigo, or the Cthulhu Mythos. The keeper may decide the chance of transformation, be it 1% chance per act of cannibalism, or higher. Transformation is irreversible and permanent, although shaman of certain North American tribes may know secret sorceries to change a wendigo back into a man. Otherwise, there is no cure for wendigoism. Seeing a friend transformed into a wendigo adds an additional and automatic 1D2 points of sanity loss.

Characters who become wendigo gain +1D3+3 points of STR and CON, +1D2+2 points of SIZ and DEX, and lose all of their SAN. EDU and APP are no longer applicable. Knowledge of any spells known is retained.

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WORMS OF THE EARTH

I have written elsewhere of the serpent people, and more specifically of the degenerates, those members of the serpent people race which have interbred with humans and fallen to a bestial level far below that of their scientific and sorcerous fellows. Recently I have come across the journals of one Bran Mak Morn, and they give in-depth information on one particular race of degenerates, the Worms of the Earth.

The Worms of the Earth live in tunnels below central Britain. They extend as far west as Dagon Moor, at the edge of Wales, and as far north as Serpent Gorge and Kestrel Scaur, near Hadrian's Wall. The tunnels that the Worms call home are numerous and underlie everything they can be used to spy or surprise.

The Worms themselves are hybrids of humans and serpent people. In general they seem to have devolved and no longer possess the keen intellect of their ancestors. They still interbreed with the nearby human villagers, and thus the taint of the snake can be seen in some surface dwellers as well.

The Worms seem to have good relations with their animalistic ophidian brothers. Giant snakes are tamed and trained. In addition the Worms are said to also breed with giant snakes, and perhaps worse monsters beneath the Earth, producing a race of mutant hybrids named the Crawlers. The Hellworm is a particularly monstrous snake they worship perhaps even a minor Great Old One.

The Black Stone is an item of particular religious significance to the Worms of the Earth. It is said to rest upon the Altar of the Black Stone, a phosphorescent altar of human skulls. It has magical powers, and can turn snakes into men, and men into snakes. Ancient legends say it once lay at the center of Stonehenge. ♦♦♦

They are savage, solitary, territorial creatures. Only while under the sway of sorcery or the influence of Ithaqua, do wendigo cooperate and coexist. Otherwise, when two or more wendigo meet they fight to the death, the victor eating the fallen wendigo, and destroying its heart with fire.

ATTACKS & SPECIAL EFFECTS: the wendigo may attack with a claw and a bite each round. A bitten victim must successfully make a POW x5 roll or become struck with an absolute, chilling terror. Anyone so terrified immediately drops everything and flees the area. This icy terror lasts for 100 minutes minus the victim's current Sanity points. A successful Psychoanalysis roll quells the fear immediately. Even worse, however, is the chance that a bitten investigator will himself become a wendigo. For every bite inflicted, there is a 1% cumulative chance of the victim being inflicted with wendigoism.

The only way to truly slay a wendigo is to melt its icy heart, either by piercing it with a sharp object heated to incandescence, or by removing the heart, crushing it, and throwing it into a fire. If the heart is not destroyed, the "slain" wendigo rises from the dead at the next sunset, fully regenerated. Even removing its head or limbs does not prevent the wendigo from

regenerating fully. A truly slain wendigo quickly decomposes into a skeletal mummified husk that shortly crumbles to dust and blows away on the wind.

WENDIGO, Savage Beasts of the Cold Wastes

char.	rolls	average
STR	3D6+6	16-17
CON	3D6+6	16-17
SIZ	2D6+10	17
INT	3D6	10-11
POW	3D6	10-11
DEX	2D6+10	17
Move	8 / 90 flying	HP 16-17

Av. Damage Bonus: +1D6.

Weapons: Claw 30%, damage 1D8 + db

Bite 25%, damage 1D4 + fear + possible wendigoism (see above)

Armor: 6 points of thick hide. Piercing a wendigo's heart with something hot instantly kills it. To strike a wendigo's heart the investigator must roll 10% of his or her attack skill. If its heart is not destroyed by fire, a wendigo rises from the dead at the next sunset, fully regenerated.

Spells: a wendigo knows 1D3 spells if its INT x5 or less is rolled on 1D100. Spells are usually those concerning Ithaqua or other elemental forces native to the northern part of the world.

Skills: Hide in Woods or Snow 75%, Listen 75%, Scent 75%, Sneak in Woods or Snow 75%, Spot Hidden 75%, Track in Woods or Snow 75%.

Sanity Loss: 0/1D6 Sanity points to see a wendigo; 0/1D2 Sanity points for hearing the eerie howl of these creatures.

WORM THAT WALKS, THE, Unique Entity. *The Worm that Walks is an loathsome being, looking like a human corpse decayed into tones of green, black, and blue, with dripping pieces of flesh hanging from it. Prodigious claws or talons dangle from this apparition's fingers, and from the undead monster's eye sockets stare lidless, bare eyeballs.*

— Sandy Petersen, "The Worm that Walks".

The Worm that Walks has the ability to cloak its body with the appearance of a normal human for brief periods of time. Reading its intended victim's mind, the thing may take on the shape of someone trusted by him. The Worm masquerades as a normal human to get close to its victims and can not fully manifest itself until it has siphoned off a portion of their magic points.

PSYCHIC DRAIN: the Worm is a blood-lusting horror. The creature must, however, have a psychic link to its victim. The thing creates this psychic link with its target by overcoming his or her POW with its own on the Resistance Table. Once it has overcome its target's POW with its own, the Worm that Walks immediately drains six magic points from the victim. These stolen magic points are used by the creature to fully manifest itself. Until it has gotten some of its intended victim's magic points it can not appear in its true form, but instead appears as a normal human. The Worm that Walks can glut its appetite for blood only when it is fully manifested in its true form. The creature may visit its intended victim several times, its hideousness cloaked and disguised until it has managed to overcome the target's POW.



THE KISS

woodcut, A. Gracht, 1538 (Rijksmuseum, Amsterdam)

Once the Worm has formed the psychic link with a victim and has drained off a portion of their magic points it does not flee or try to escape confrontation. It instead fights and slays as many as it can. Only after killing its victim does it vanish back to its alien dimension.

OTHER ATTACKS: attacks twice each round with its great claws, rending a victim to bits. In its false forms it can cause any bullets or other weapons to pass through its immaterial manifestations, leaving the creature unharmed; it can

not be harmed by material weapons except when in its true form. In that form firearms are still useless, doing no damage, although all other types of weapons inflict normal damage to the thing. If the Worm that Walks is slain, its essence escapes back to its plane, where it reforms. The physical body left behind looks like nothing more than a horribly decayed human corpse with long, cracked fingernails.

THE WORM THAT WALKS, Putrefied Horror

STR 16 CON 15 SIZ 11 INT 12 POW 11
DEX 15 Move 8 HP 13

Damage Bonus: +0.

Weapon: Claws 50%, damage 1D6

Armor: none, but the Worm that Walks can be harmed only when in its true form and then only by non-firearm weapons.

Spells: none.

Skills: Sneak 50%.

Sanity Loss: 0/1D10 Sanity points to see the true form of the Worm that Walks.

WORMS OF THE EARTH, Lesser Independent Race. *Erect, it could not have been five feet in height. Its body was scrawny and deformed, its head disproportionately large. Lank snaky hair fell over a square inhuman face with flabby writhing lips that bared yellow fangs, flat spreading nostrils and great yellow slant eyes. I knew the creature must be able to see in the dark as well as a cat. Centuries of skulking in dim caverns had lent the race terrible and inhuman attributes. But the most repellent feature was its skin: scaly, yellow and mottled, like the hide of a serpent. A loincloth made of a real snake's skin girt its loins, and its taloned hands gripped a short stone spear and a sinister-looking mallet of polished flint.*

— Robert E. Howard, "People of the Dark".

The worms of the earth are the remains of the serpent people who ceased worshipping their father Yig, and turned to Tsathoggua instead. Cursed by Yig, they have devolved from humanoid form toward snake form. Others bred with early humans, leading to similar deformities and devolution. They speak in a harsh sibilant language and use crude weapons of stone, wood, and bone. The worms withdrew into Britain during their people's decline.

When the Picts first arrived on the isles, they fought against the worms and made them retreat deep into the hills. These creatures have given rise to many Celtic and pre-Celtic myths and legends regarding the "little people": the sprites and faeries, and the dark aboriginal inhabitants of England and Europe. This bestial race tends toward the more malevolent aboriginal myths, due to their limited intelligence. Sometimes an atavistic serpent person is present among the hybrids, in which case the degenerate forms follow and worship the untainted example of their race's former glory.

The worms of the earth worship an artifact of obscure origins, the Black Stone, marked with symbols of terror. It is said that anyone succeeding in stealing the Black Stone may be granted a service in return, although in the end he or she may still incur the wrath of the worms.

There are three stages to the serpent men's devolution and one "family" of degenerates may breed true to their stage for centuries before devolving further.

STAGE ONE: they are dwarves compared to their non-devolved kin, averaging only three feet six inches in height with shortened arms and legs. Their intellect also drops sharply. Stage one worms are capable of speech and spell use.

STAGE TWO: they are essentially large snakes with rudimentary arms and legs, but with no guarantee of both sets of limbs. They move by slithering like snakes and pulling/pushing themselves with any tiny limbs they may possess. Again intellect takes a sharp drop. Some stage two worms may still speak and very rare ones may cast spells. When the Curse of Yig is inflicted upon a human, it often produces creatures like this.

STAGE THREE: now devolved into a snake looking almost like a natural one. They still possess more intelligence than natural snakes but have lost all spell use.

CURSE OF THE LITTLE PEOPLE: this spell is unique to the aboriginal creatures living in the wilderness areas of the British Isles. Each use requires the caster one round to cast and the expenditure of 1D3 magic points. The range varies according to the trick being performed: those physically affecting the target such as tripping, pushing, pinching, or momentarily deluding, can be cast on anyone within the caster's sight. Tricks such as causing food to spoil (even milk within the cow), wine to sour, plants to wither, grain to go bad, etc. require the caster to touch the targeted substance or the container in which it is stored. If used to physically affect a target the caster must overcome the target's magic points with its own. If it succeeds, the trick works, otherwise there is no effect.

Victims who are pushed or tripped must roll their DEX x5 or less to avoid injury. Failure equals one point of damage from the minor fall; fumbles are slightly more serious, incurring 1D3 damage.

Only stage one and two worms may utilize the Curse of the Little People.

ATTACKS: their bite inflicts a venom POT equal to half the creature's CON. Stage one and two worms may also claw twice or utilize primitive weapons, if they have functioning hands.

WORMS OF THE EARTH, Degenerate Serpent Folk, Children of the Night

	Stage One	Stage Two	Stage Three
char.	rolls/averages	rolls/averages	rolls/averages
STR	3D6 / 10-11	2D6 / 7	1D6 / 3-4
CON	3D6 / 10-11	3D6 / 10-11	2D6 / 7
SIZ	2D6 / 7	2D4 / 5	2D4 / 5
INT	3D4 / 7-8	2D6 / 7	1D6 / 3-4
POW	3D6 / 10-11	3D4 / 7-8	2D6 / 7
DEX	2D6+6 / 13	3D6 / 10-11	3D6 / 10-11
APP	1D4 / 2-3	1D2 / 1-2	N/A
Move	8	8	8
HP	8-9	7-8	6
Av DB:	+0	+0	+0
	(never negative)	(never negative)	(never negative)
Bite	35%/ 1D6 + poison	30%/ 1D4 + poison	25%/ 1D3 + poison
Weapon	base%/ as per weapon	base%/ as per weapon	N/A
Armor:	1-point	1-point	1-point
Spells: stage one worms may know 1D4 spells if the creature has POW and INT greater than 11; stage two may know 1D2 spells if the creature has POW and INT greater than 11; stage three worms know no spells.			
Skills: (stage 1/stage2/stage3) Climb 80%/60%/N/A, Hide 85%/70%/60%, Sneak 80%/70%/50%.			
Languages: (stage 1/stage2/stage3) Aklo 35%/25%/N/A, English 15%/10%/N/A, Serpent Tongue 50%/40%/N/A, Welsh 35%/25%/N/A.			
Sanity Loss:	0/1D6	0/1D6	none

XICLOTL, BEINGS FROM, Lesser Independent Race. *I had almost collided, I thought, with a metallically grey tree . . . about sixteen feet high with very thick cylindrical branches . . . cylinders further divided into six flat circular extensions. This might merely have been a natural distortion, and such an explanation might also have accounted for the strange arrangement of the branches in a regular circle at the apex of the trunk; but I could reach for no natural explanation when those branches nearest me suddenly extended clutchingly in my direction, and from the top of what I had taken for a trunk rose a featureless oval . . . an orifice gaping at the top.*

— Ramsey Campbell, "The Insects from Shaggai".

These carnivorous aliens come from the planet of Xiclotl. The Xiclotlans are enslaved by the insects from Shaggai for their great strength and feeble intellect, and are used as brute laborers. On their home world, the Xiclotlans worship a legendary species of plant-creature, periodically voluntarily sacrificing themselves to these plants.

ATTACKS: Xiclotlans can simultaneously use all six of their tentacles in combat. Each tentacle does damage equal to half the creature's damage bonus.

Once seized, the victim's player must make a successful STR against STR roll on the Resistance Table or the victim is lifted to the being's mouth in the next

round. The Xiclotlan can swallow one creature a round but cannot swallow anything larger than one-third its SIZ. Normally a Xiclotlan tears into pieces prey too large to swallow. Victims who are swallowed whole take damage each equal to the devourer's damage bonus.

After the Xiclotlan has eaten prey of total SIZ equal to the Xiclotlan's own SIZ, it can no longer swallow prey, though it can continue to fight.

XICLOTL, Beings From

char.	rolls	averages
STR	6D6+30	51
CON	3D6+24	34-35
SIZ	4D6+30	44
INT	2D6	7
POW	3D6	10-11
DEX	4D6	14
Move 8		HP 39-40

Av. Damage Bonus: +5D6.

Weapons: Tentacle 50%, damage = 1/2 db + Grapple

Swallow Whole automatic when Grapple, damage 5D6 per round

Armor: 8-point hide.

Spells: none, normally.

Skills: Hide in Woods 35%, Sneak in Woods 35%.

Sanity Loss: 0/1D6 Sanity points to see a being from Xiclotl.

XICLOTL, DEATH-VINES OF Greater Independent Race. *Then came a splashing in that darkness, and a huge purple moist blossom rose from it, its petals opening and closing hungrily. But the greatest abnormality of the thing which splashed out of*

the pit was its green tentacles, tipped with many fingered hands of unholy beauty, which it held yearningly toward the point where the sacrifices threw themselves off.

— Ramsey Campbell, "The Insects from Shaggai."

This race of intelligent plant-things dominates the planet Xiclotl, demanding of the other inhabitants the periodic sacrifice of a number of their race. Also known as zy'tl q'ae, they dwell in darkness, thriving on the sustenance they derive from the living sacrifices and other prey they capture in their grasping tendrils and snapping blossoms.

These carnivorous horrors reproduce by discharging hard, warty seeds about the size of a human skull. The force of this seed discharge is strong enough to propel some of the material through the atmosphere of the planet and into space. Eventually some seeds fall to ground on other worlds and there germinate, spreading the species from world to world.

POLLEN ATTACK: the plant-creatures have an unusual hypnotic ability to lure prey into their clutches by sending out clouds of pollen-like spores. The inhaler of this alien pollen must match its POW against that of the plant-being producing the spores. If overcome by the pollen, the target is drawn to the lair of the waiting, voracious plant-things. Those who overcome the spores temporarily lose 1D3 points of CON and suffer from headaches, dizziness, and fever; lower skill points connected to sight, DEX, or STR by an amount equal to the plant-creature's POW.

The penalty lasts only as long as the effects of the spores, and no skills are reduced below 1%. These symptoms subside, and the CON returns in 1D10 hours, or in about one hour if treated by someone with medical skills.

ATTACKS: a death-vine can attack either with its snapping purple blossoms or with its grasping tendrils. A victim caught in the moist flower suffers 1D10 + 3 points of acid damage each round as corrosive digestive enzymes begin to dissolve the prey. The creatures' tendrils may either crush a victim, or grasp and hold him or her until the following round when the victim is automatically scooped up by one of the ghastly blossoms. A victim caught by the zy'tl q'ae may break free by overcoming the plant-creature's STR with his or her own on the Resistance Table.

DEATH-VINES OF XICLOTL, The Zy'tl q'ae, Botanical Nightmares

char.	rolls	averages
STR	4D6+10	24
CON	3D6+6	16-17
SIZ	6D10+20	53
INT	5D6	17-18
POW	4D6	14
DEX	4D6	14
Move 0		HP 34-35

Av Damage Bonus: +4D6.

Weapons: Blossom 60%, damage engulf & 1D10 + 3 acid damage each round

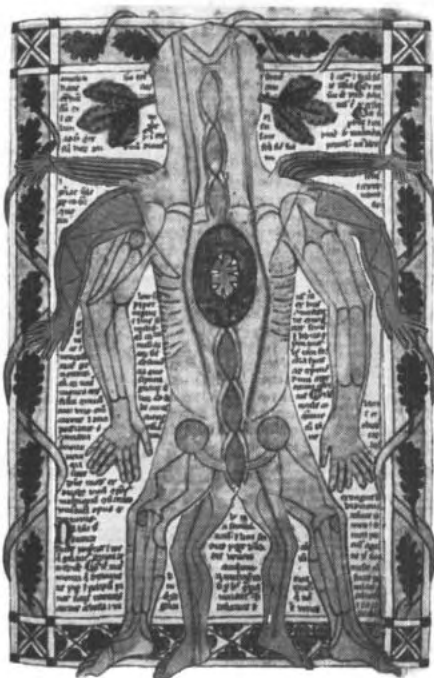
Tendrils 75%, damage 1D6 + db Crush, or Grapple

Armor: none, regenerates 1D10+10 hit points each round.

Spells: none.

Sanity Loss: 1D4/1D10 Sanity points to see one of the death-vines of Xiclotl.

XO TL'MI-GO, Lesser Independent Race. *I saw, dimly in the streetlight, the empty craters where its eyes had been—empty but for two red dots,*



DEPICTION OF A "TREE-MAN"
in a medieval manuscript, c. 1350. (Bodleian Library, Oxford)

like tiny beads—and the gaping red ring of its mouth, like the sucker of some undersea creature. The face was alien and cold, without human expression, yet I swear that those eyes regarded one with utter malevolence—and that they recognized me. . . . I struggled to rise, and felt . . . the touch of naked limbs, smooth, rubbery flesh, hands that scuttled over me like starfish.

— T. E. D. Klein, "Children of the Kingdom".

The xo tl'mi-go are gangly humanoids with pale, slick skin, webbed hands, and tapeworm-like heads. They dwell beneath the ground in tunnels, burrows, and caverns, only venturing out during times of darkness. They are an aggressive, pitiless race driven to attack and impregnate human women, even though they possess no reproductive organs. Male xo tl'mi-go produce semen through a strange masturbatory activity and then manually insert the reproductive fluid into a human female. An aroma of sour milk and a peculiar snoring sound are indicative of their rape attacks. Female xo tl'mi-go appear to be sexually barren.

The Chibcha Indians of South America believe the xo tl'mi-go to be "children of God", but children God made wrong. Their legends explain xo tl'mi-go eyelessness and barrenness as curses from God for their vicious pillaging and assaults. Others claim the race are devils; still others say that they are a lost tribe of man. Connections between the xo tl'mi-go and the subterranean peoples of K'n-yan, Yoth, and N'kai have been inferred. They may be encountered occasionally in the Dreamlands.

ATTACK: xo tl'mi-go attack with their claws. If successful, the xo tl'mi-go may then attempt to bite the victim with their hooked teeth. They normally attack and pillage in groups of two to ten, or more. They may also employ clubs or edged weapons.

XO TL'MI-GO, the Children of the Kingdom

char.	rolls	averages
STR	2D6+8	15
CON	3D6+6	16-17
SIZ	2D6+6	13
INT	3D6	10-11
POW	2D6+3	10
DEX	3D6	10-11
Move 9		HP 14-15

Av. Damage Bonus: +1D4.

Weapons: Claws 30%, damage 1D6 + db

Bite 25% when holding with claws, damage 1D6

Armor: 1-point rubbery skin.

Spells: none, normally.

Skills: Hide 70%, Jump 55%, Listen 75%, Sneak 80%.

Sanity Loss: 0/1D6 Sanity points for seeing the xo tl'mi-go.

YADDITH, DENIZENS OF, Lesser Independent Race. Throngs of clawed, scouted beings . . . rugose, partly squamous, and curi-

CREATURES OF THE MYTHOS

ously articulated in a fashion mainly insect-like yet not without a caricaturish resemblance to the human outline.

— H. P. Lovecraft and E. Hoffman Price, "Through the Gates of the Silver Key".

The inhabitants of the planet Yaddith were a race of brilliant scientists and powerful wizards. Among the inventions of the Yaddithians were devices known as light-wave envelopes: machines capable of carrying passengers through all of time and space. Although Yaddith has since been laid waste by the monstrous dholes, some of the denizens of Yaddith escaped and may be encountered on Earth, in the Dreamlands, or in other times or places. Yaddithians have been known to disguise themselves as humans with bulky robes, cumbersome mittens, big hats or turbans, and masks with thick facial hair.

ATTACKS: attack with their claws or possibly with advanced weapons. All members of this race also know and utilize magic.

DENIZENS OF YADDITH, Alien Sorcerers & Scientists

char.	rolls	averages
STR	3D6+6	16-17
CON	2D6+6	13
SIZ	3D6+3	13-14
INT	3D6+6	16-17
POW	2D6+6	13
DEX	3D6	10-11
Move 8		HP 13-14

Av. Damage Bonus: +1D4.

Weapon: Claw 30%, damage 1D6 + db

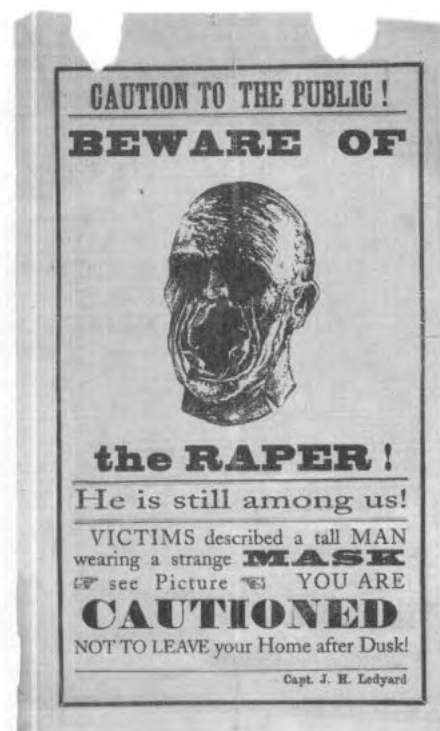
Armor: 2-point chitinous shell.

Spells: all know 1D6+2 spells.

Skills: +15% to all sciences.

Sanity Loss: 0/1D6 Sanity points to see one of the denizens of Yaddith.

YEKUB, INHABITANTS OF, Lesser Independent Race. It was a gigantic, pale-grey worm or centipede, as large around as a man and twice as long, with a disk-like, apparently eyeless, cilia fringed head bearing a purple central orifice. It glided on its rear pairs of legs, with its fore part raised vertically—



POLICE CIRCULAR
Coalville, Leicestershire, 1892 (Loughborough Library)

THE JOURNAL OF SIR HANSEN POPLAN

VISIONS FROM YADDITH

It was while researching the legends of Xoth that I first came across the tales of the lost planet of Yaddith.

My best source on Yaddith was a small set of poems called *Visions from Yaddith* (which also mentioned Xoth, ever so peripherally, hence my interest), but I have also been able to consult the journal of one Hareton Paine as well as a few fragments from the legendary Tablets of Nhing.

Yaddith lies between five multi-colored suns, but it is closest to one that we of Earth know as Deneb. Deneb is one of the brightest stars in our sky despite being some 1,400 light years away. It is in the constellation of Cygnus, and its name is Arabic for "tail."

The tale of Yaddith as recounted in *Visions from Yaddith* is one of tragedy. It speaks of the Outer God Shub-Niggurath and how she was worshiped by two peoples on Yaddith: the nug-soth, or Yaddithians, who lived on the surface, and the dholes who dwelled under the ground. The two races were locked in war, with the dholes eating away at the very planet that the Yaddithians tried to dwell upon.

The Yaddithians scoured the twenty-eight galaxies in their light-beam envelopes, attempting to fight a cure for the dhole scourge, but they were ultimately unsuccessful. The dholes destroyed Yaddith, the Yaddithians fled, and afterward the dholes continued to hunt the Yaddithians across the universe.

Whether fugitive Yaddithians have ever come to Earth I cannot say, but I would fear such a visitation, for the dholes would be haunting their dreams.

Still, we can only wonder at what such a visitation could mean. With light-beam envelopes and the chance to fly between the stars, to visit Elysia and Aldebaran alike, surely the universe would be ours. ♦♦♦

the legs, or at least two pairs of them, serving as arms. Along its spinal ridge was a curious purple comb, and a fan-shaped tail of some grey membrane ended its grotesque bulk. There was a ring of flexible red spikes around its neck, and from the twistings of these came clicking, twanging sounds in measured, deliberate rhythms.

— H. P. Lovecraft, A. Merritt, Robert E. Howard, C. L. Moore, and Frank Belknap Long, "The Challenge From Beyond".



COMMEMORATIVE PLAQUE
100-Year Anniversary, c. 1900

The worm-creatures from the planet Yekub are a race of interstellar invaders who have the ability to exchange minds with other creatures, similar to the great race of Yith. However, while the great race uses natural abilities, the Yekubians employ advanced alien technology. Strange, crystalline cubes

roughly four inches square with a cuneiform-inscribed disk embedded within them are expelled randomly into space. Eventually falling to the surface of distant planets, they attract the interest of any intelligent creatures who, upon looking into the cube, have their minds drawn into a machine on Yekub. There, an alien worm-creature interrogates the imprisoned mind and then swaps bodies, sending its own mind into the vacated body of its prisoner so that it may explore the new world. When finished, the Yekubian uses the cube to transport its mind back.

According to the *Eltidown Shards*, the great race, while dwelling in the cone-shaped bodies of the beings of ancient Australia, found one of these cubes. Upon discovering its nature they locked it safely away. When the great race abandoned that time period, the Yekubian cube was lost, probably left behind in the ruins of one of their cities. Other cubes may have fallen to Earth, as well.

Yekubian minds have difficulty controlling humans for very long. Within a matter of days or hours after the mental swap, the invading worm-creature begins to lose control as the human body unaccountably regresses to a bestial state. The uncontrolled human body ultimately destroys itself, killing the invading

mind as well unless it manages to escape to another body or back to its alien world.

INHABITANTS OF YEKUB, Mental Invaders

char.	rolls	averages
STR	6D6+12	33
CON	4D6+10	24
SIZ	5D6+26	43-44
INT	4D6+6	20
POW	3D6+6	16-17
DEX	3D6+6	16-17
Move 9		HP 33-34

Av. Damage Bonus: +4D6.

Weapons: Tentacle 40%, damage = 1/2 db
Crush 35%, damage = db

Armor: 6-point thick skin and blubber.

Spells: they rarely utilize magic but a given member has a chance equal to its INT or less on 1D100 to know 1D3 spells.

Skills: Control Human Body 50%.

Sanity Loss: 0/1D8 Sanity points to see one of the inhabitants of Yekub.

Y'GOLONAC, SERVANTS OF, Lesser Servitor Race. *And beyond the wall rises Y'golonac to be served by the tattered eyeless figures of the dark. Long has he slept beyond the wall, and those which crawl over the bricks scuttle across his body never knowing it to be Y'golonac.*

— Ramsey Campbell, "Cold Print".

The servants—or Children—of Y'golonac appear as small, deformed, and eyeless humanoids. Cloaked in tattered rags, they grope blindly about in the dark, mindlessly awaiting the day when their sire will be free to walk the Earth once more.

Due to their blindness, the servants of Y'golonac have heightened hearing and sense of smell.

ATTACKS: they have mouths in the palms of their hands. These crippled figures may attack with three bites per round: one for the mouths on each of their hands, plus the one on their face. When encountered in groups, these near-mindless creatures swarm over victims, attacking them in packs.

SERVANTS OF Y'GOLONAC, Tattered Eyeless Figures of the Dark

char.	rolls	averages
STR	2D6	7
CON	3D6	10-11
SIZ	2D4	5
INT	1D4	2-3
POW	2D6	7
DEX	3D6	10-11
Move 10		HP 7-8

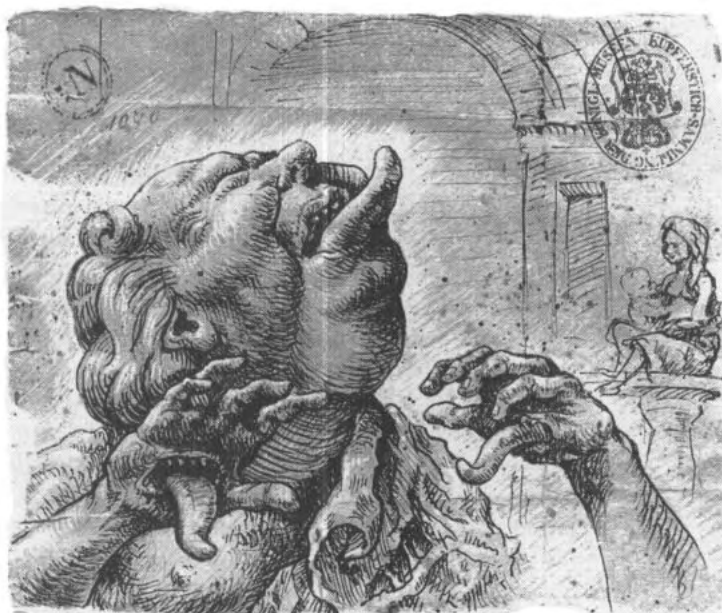
Av. Damage Bonus: +0.

Weapon: Bite 30%, damage 1D2 + db

Armor: none.

Spells: none.

Skills: Listen 80%, Scent 80%, Sneak 80%.



STUDY FOR THE ISENHEIM ALTAR
Matthias Grünewald, 1516 (Alte Pinothek, Munich)

Sanity Loss: 0/1D4 Sanity points to see one of the servants of Y'golonac.

YIG, CHILDREN OF, Lesser Servitor Race. *Even as the snakes are Yig's children. It was bad that [the woman] killed the children of Yig.*

— H. P. Lovecraft and Zelia Bishop, "The Curse of Yig".

The children of Yig, or sacred snakes of Yig, are large members of local venomous species with white crescents on their heads. The snakes are always of a species indigenous to the area (rattlesnakes in North America, cobras in Asia, etc.). For characteristics and statistics use the maximum score for the particular species and add +1D2 to every statistic. The snake appears so swiftly that the victim is always startled and automatically hit unless he or she can react swiftly (the player must roll DEX or INT x5 or less). On subsequent rounds, the investigator must successfully Dodge to avoid being bitten by the snake, which will pursue and continue to attack unless it is killed. No anti-venom can save someone bitten by a sacred snake of Yig—bitten, he or she always dies after a few minutes of agony. Although larger than others of its kind, and under the control of Yig, a child of Yig has no unnatural or unusual abilities or powers, such as



ENGRAVING OF PANDORA ON
A HELLENISTIC BRONZE CASKET
(Pelizaeus Museum, Hildesheim, Germany)

spells. There is normally no Sanity loss for seeing a sacred snake of Yig, although seeing a large writhing mass of them may call for the loss of 0/1 Sanity points.

YIG, SPAWN OF, Lesser Servitor Race. *The moving object was almost of human size, and entirely devoid of clothing. It was absolutely hairless, and its tawny-looking back seemed subtly squamous in the dim, ghoulish light. Around the shoulders it was rather speckled and brownish, and the head was very curiously flat. As it looked up to hiss at me I saw that the beady little black eyes were damnably anthropoid, but I could not bear to study them long. They fastened themselves on me with a horrible persistence, so that I closed the panel gaspingly and left the creature to wriggle about unseen in its matted straw and spectral twilight.*

— H. P. Lovecraft and Zealia Bishop, "The Curse of Yig".

The spawn of Yig are the offspring of Yig and a human, or more commonly between Yig and a serpent hybrid. Spawn may also be the result of the Curse of Yig. Such births often produce a large egg, and kill the mother.

Spawn of Yig take on the characteristics of both parents. Skin is scaly and colored similarly to that of a snake, while limbs are shrunken and dangle uselessly from the body. The face is partially human, but the

eyes are cold and lidless. Spawn of Yig are rarely seen above ground, preferring instead to inhabit dark underground places. If a spawn is killed, its body rapidly decomposes, leaving a sticky black goo covered with swarms of flies.

ATTACKS & SPECIAL EFFECTS:

spawn of Yig attack by raising their heads high, then striking like normal snakes. Gregarious eaters, spawn normally

strike to consume victims, and can swallow a number of victims equal to their own SIZ.

A spawn's venom's POT equals half its CON. A bitten victim must roll his CON against the venom's POT on the Resistance Table. If overcome by the venom, the victim automatically dies. If successful against the venom, the victim suffers the loss of 1D10 hit points and falls unconsciousness for 20+2D6 hours. No anti-venom exists for this poison although First Aid and

Medicine skill rolls can reduce the poison's effects by half.

SPAWN OF YIG, Reptilian Monstrosities

char.	rolls	averages
STR	5D6+6	23-24
CON	5D6+6	23-24
SIZ	5D6+6	23-24
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6+12	22-23
Move 9		HP 23-24

Av. Damage Bonus: +2D6.

Weapons: Swallow 35%, damage 1D10 from engulfment + 1D10 per round from constriction, suffocation & stomach acid burns until dead.

Crush 20%, damage 3D6 + 4

Bite 30%, damage 1D6 + venom (see above)

Armor: 2-point scaly skin.

Spells: none.

Skills: Listen 50%, Hide 70%, Sneak 70%, Swim 70%.

Sanity Loss: 2/2D4+1 Sanity points for seeing the spawn of Yig.

YITH, GREAT RACE OF, Greater Independent Race. *Enormous, iridescent cones, about ten feet high and ten feet wide at the base, and made up of some ridgy, scaly, semi-elastic matter. From their apexes projected four flexible, cylindrical members, each a foot thick, and of a ridgy substance like that of the cones themselves. These members were sometimes contracted almost to nothing, and sometimes extended to any distance up to about ten feet. Terminating two of them were enormous claws or nippers. At the end of a third were four red trumpetlike appendages. The fourth terminated in an irregular yellowish globe some two feet in diameter and having three great dark eyes ranged along its central circumference. . . . Surmounting this head were four slender grey stalks bearing flowerlike appendages, whilst from its nether side dangled eight greenish antennae or tentacles. The great base of the central cone was ringed with a rubbery grey substance which moved the whole entity through expansion and contraction.*

— H. P. Lovecraft, "The Shadow Out of Time".

Their bodies are native to this Earth. They were a species of mental entities, fleeing their own world's destruction. They came to Earth and took over the minds of the cone-shaped beings dwelling here. The combination of the Earth-born bodies and the minds of the aliens made the great race. They taught their young their own technology and culture. Those young grew up as true inheritors of the mentalists, and the new bodies were natural to them. In the aeons that followed the great race divided up the Earth between themselves, the mi-go, and Cthulhu's kin. Cthulhu and his kind ruled from the Pacific, and the lost lands of R'lyeh and Mu. The mi-go controlled the north. In the south the great race were supreme. Their greatest city was Pnakotus, in modern-day Australia.



THE SNAKE BALL

plate from *Unusual Behavior in the Natural World*, 1788
(Cameron Trading Post, Arizona)

THE JOURNAL OF SIR HANSEN POPLAN

TRANSCERENCE OF MINDS

I have written previously of past lives, and how we may actually exist serially from one life to the next. The whole question of what "we" are is much more complex than that, however. What if alien entities could pluck our consciousness from our body and host it within another? The question is not academic if the Winter-Hall translation of the Eltdown Shards is to be believed.

That document tells the story of a race known as the Yithians which is able reach across the bounds of not just space but time also and so switch minds with innocent victims that they have never met, never seen.

And, they are not alone, for there are also the Yekubians. Weaker than the Yithians, they are only able to swap minds across space, and even then they require their victim to be holding a special cube which they have manufactured.

However, while the Yithians are mostly harmless scientists, the Yekubians embody the conqueror worm, a race of warlords who wish to subjugate all that is. We may only be thankful that the Yekubians have showed themselves adversaries of the Yithians, and so hope that the one may hold back the other.

I have also found references to certain spells which may be used to swap minds. No doubt there are technological artifacts that might perform similarly.

Overall, this leaves us with two questions. First, where is the soul? If it can be swapped, not just through space but across all of time, where does it truly dwell?

Second, can you trust anyone? Who is to say that a time-traveling Yithian, a wormy Yekubian, or a blasphemous sorcerer does not look out from behind your neighbor's face? We must understand that malevolent plans live behind a hundred masks of normalcy. ♦♦♦

This race flourished from about four hundred million years ago until fifty million years ago, when they were exterminated by the flying polyps, an ancient race which they had imprisoned when they first came to Earth. However, the minds of the great race had already fled their doomed bodies into the future bodies of a beetle-like race to succeed mankind—the new great race.

The great race reproduce by means of spores, but do so infrequently because of long individual life spans (4,000 to 5,000 years). Members feed solely on liquids.

The Yithians are a race of socialist individuals. They value intelligence above all else, and use it as their criterion for immigration. Resources are shared among their kind out of a sense of intellectual logic and proportion. Strife is rare. The great race worship no gods.

TIME TRAVEL: the great race are so-named because they conquered time so thoroughly—the only race known to have done so. A member of the race can send its mind forward or backward through time and across space, pick out a suitable subject, and trade minds with it; whenever a member of the great race takes over the body of a being, that being's mind is put into

the body of the great race individual, there to stay until the being now inhabiting its old body sees fit to return and trade places once more. With this technique the race has traveled en masse through time and space, and conquered other planets. Some members may even be found living in the Dreamlands.

Keen students of history, an individual exchanges places with a select individual in the era it wishes to study. The minds are switched for about five years. On Earth, friends notice many differences about the substitute: an Idea roll would be appropriate to notice this.

The victim who has been forced into the alien great race body is caused to write down everything he knows about his own time. The great race are fairly kindly and permit their captives to travel about and see the country, as well as allowing them to meet other victims like themselves, generally from far distant planets or eras. When the time comes to restore a victim to his own body, the great race blank his memory of what has happened to him while he was trapped in their age. This erasure is imperfect: the victim may dream and have nightmares of being held by the great race.



MAYAN ALTAR STONE
depiction of a relief on a Mayan altar, Copán, Honduras

Some cases of alleged “demonic possession” may be attributed to Yithian mind-swapping.

A cult on present-day Earth aids and abets great race visitors. In exchange, the visitors share technological or magical knowledge. Time-travel is the primary means by which a member of this race could be met in its original cone-body, though there have been scattered cases involving stasis cubes and sorcerous summonings across the aeons.

Millennia ago, the great race discovered one of the crystal cubes of the worm-beings from Yekub. The worm-

beings used the cube to exchange minds with a Yithian and investigate the possibility of invading Earth. The great race soon discovered the truth behind the strange cube and the Yekubian worm-things, and locked the alien device away beneath their great city. After the great race fled their city the cube was lost.

ATTACKS: in combat, a member of this race may use both pincers simultaneously. However, this civilized race avoids hand-to-hand combat, preferring camera-shaped weapons that fire great goutts of electricity, weapons that were originally created to destroy the flying polyps.

There are many varieties of lightning-guns. A common one contains a pack of 32 charges, and takes 1 round to reload. As many charges as desired may be

fired as a single shot, but each charge past 4 fired at once gives a 5 percentile accumulating chance of burning out the gun. Thus, if 7 charges were fired at once, the gun would be ruined on a separate 1D100 result of 15 or less.

Each charge does 1D10 points of damage to the target, so that 3 charges would do 3D10 points of damage. The gun has a basic range of 100 yards. For each 100 yards fired past that base, subtract 3 points from the total damage done and subtract 20% from the chance to hit.

GREAT RACE OF YITH, Mental Time-Travelers

char.	rolls	averages
STR	12D6	42
CON	4D6+12	26
SIZ	8D6+36	64
INT	4D6+6	20
POW	2D6+6	13
DEX	2D6+3	10
Move 7		HP 45

Av. Damage Bonus: +6D6.

Weapons: Pincer 40%, damage 1D6 + db

Lightning Gun 30%, damage 1D10 per charge

Armor: 8-point skin.

Spells: they rarely learn magic; a random member has a chance equal to its INT or less on 1D100 to know 1D3 spells.

Skills: +30% to all sciences.

Sanity Loss: 0/1D6 Sanity points to see one of the great race.

YITH (NEW), GREAT RACE OF, Lesser Independent Race. *The hardy coleopterous species immediately following mankind, to which the Great Race was some day to transfer its keenest minds en masse in the face of horrible peril . . .*

— H. P. Lovecraft, “The Shadow Out of Time”.

Under assault from the subterranean flying polyps, the great race of Yith mentally transferred far into the future of Earth, well beyond the extinction of humanity, into swarms of intelligent beetle-like creatures.

Each individual is a hive-mind, composed of 2D4 x500 insects that can walk or fly. Though their bodies are dark or jet-black, their wings when spread reflect brilliant metallic hues of blue, gold, and green. Viewing a swarm at work, an observer always gains an impression of intelligence and decisive judgment. These superior beings need few tools of war, but might quickly produce any conceivable weapon.

In each swarm the hive-mind remains intact until at least 75% of the swarm has been destroyed. After that there is rapid loss of coordination, and the swarm becomes an undirected mass of individuals. Such a swarm can fly for up to 100 yards, or walk. Typically, half the swarm flies ahead and lands, then the rest fly to catch up or to leap-frog ahead.



INSECTICIDE LABEL
Germany, c. 1910

Swarms are effectively immortal, since new insects are born as old ones die. In the stats, STR, CON, and SIZ are for individual bodies. POW, INT, and DEX are for the swarm.

NEW GREAT RACE, the Coleopterans

char.	rolls	averages
STR	1D2	1-2
CON	1D3	2
SIZ	1	1
INT	5D6+6	23-24
POW	2D6+6	13
DEX	2D6+6	13
Move	4 / 10 fly	HP 1-2

Av. Damage Bonus: N/A

Weapon: Bite 35%, damage 1D2

Spells: this species finds magic upsetting to its intellectual disciplines, but a swarm has an INT% chance of knowing 1D3 spells.

Sanity Loss: 0/1D4 Sanity points to see a new great race swarm.

YOG-SOTHOTH, SONS OF, Greater Servitor Race. *Bigger'n a barn . . . all made of squirmin' ropes . . . hull thing sort o'shaped like a hen's egg bigger'n anything, with dozens o' legs like hogsheads that haff shut up when they step . . . nothin'solid ababout it—all like jelly, an' made o' sep'rit wrigglin' ropes pushed clost together . . . great bulgin' eyes all along the sides, big as stovepipes, an' all a tossin' an' openin' an' shuttin' . . . all grey, with kinder blue or purple rings . . . an' Gawd in heaven—that haff face on top!*

— H. P. Lovecraft, "The Dunwich Horror".

The spawn of Yog-Sothoth are formed when the Outer God mates with a human, creating a hybrid creature. Because of the hybrid qualities of these creatures, no two are exactly alike. Some appear horrible and monstrous, while others may look mostly human, with perhaps but a few monstrous traits. All monstrous sons of Yog-Sothoth remain invisible except when feeding.

The half-breed spawn of the All-in-One grow rapidly and require great quantities of fresh, raw flesh to feed upon. These creatures also have an insatiable hunger for knowledge of the Cthulhu Mythos and greedily obtain and study all Mythos tomes they can, eagerly learning spells and researching ways in which their sire may be brought into the world of men.

The most famous sons of Yog-Sothoth are the unfortunate Wilbur Whateley and his monstrous brother.

SONS OF YOG-SOTHOTH, Progeny of an Outer God

	Monstrous Son	Human Son
char.	rolls/averages	rolls/averages
STR	2D6x5 / 35	3D6+12 / 22-23
CON	2D6x5 / 35	2D6x5 / 35
SIZ	4D6+30 / 44	2D6+6 / 13
INT	6D6 / 21	6D6 / 21
POW	6D6 / 21	6D6 / 21
DEX	3D6+6 / 16-17	3D6 / 10-11
APP	N/A	2D6 / 7
EDU	N/A	3D6+6 / 13-14
SAN	N/A	0
Move	10	8
Av. DB:	+4D6	+1D6

Weapons: Grasp and Suck (monstrous son) 100%, damage 1D6 crushing every round + 1D10 blood drain (HP) every round after the first.

Fist (human son) 75%, damage 1D3 + db

Armor: none, but monstrous son cannot be harmed by physical weapons. Enchanted weapons do minimum damage. These creatures are susceptible to magic. They remain invisible except when feeding. Human son may be harmed as normal humans.

Spells: all know Call Yog-Sothoth plus a number of spells equal to the creature's INT.

Skills (human son): Library Use 75%, others as per normal humans.

Sanity Loss: when invisible, monstrous son cost 1/1D8 Sanity points; when visible 1D8/3D10 Sanity points. 0/1D2 Sanity points for human son with only minor monstrous mutations; 1/1D6 Sanity points for more horrible human son of Yog-Sothoth.

YUGGS, Lesser Servitor Race. *It . . . told a nightmarish and rambling story of a fleet of fishing boats manned by Ponape natives caught in a thick fog off the island and attacked by monstrous and horrible sea-slugs, swollen to fantastic proportions, which slithered into the boats in some cases, catching the native fishermen in their mouths and dragging them over the side.*

— Lin Carter, "Out of the Ages".

These are large, pale gray worm or slug-like creatures up to four feet in diameter and twelve or more feet in length. Resembling chthonians, they lack the long anterior tentacles, instead sporting a large, round sucker-mouth similar to a lamprey or hagfish. The mouth contains several rows of hornlike teeth and is surrounded by a half dozen small tenta-

Meldungsbuch



Antrag UNGÜLTIG
Geburtsurkunde fehlt!

des

Vor- und Zuname: *Karl Bein*

Geburtsdag und -ort:

Land: *Steiermark*

From the papers of the Austrian antiquarian Karl Bein

YUGGS

They are perhaps one of the most overlooked of the Mythos races. They dwell deep beneath the sea. They do not have the humanoid characteristics that make ghouls and deep ones so terrifying, and so we do not see ourselves reflected in them. Still, we must not ignore the yuggs, for they are fearsome, and their plots are dark and dangerous. What follows is drawn primarily from the Ponape Scriptures and the Zanthu Tablets.

The yuggs are a race of worm-like beings that seem to be extraterrestrial in origin, having descended from stars with Cthulhu and his kin. They may very well be the native inhabitants of a planet circling the star Koth.

The beast named Ubb is said to be their leader and progenitor. He lives in the Abyss of Yhe with Ythogtha, but may be called up with the Xothic Key. He also seems to have the ability to roam freely, traversing both the seas and the lands of the Earth.

The yuggs serve two Great Old Ones, Ythogtha and Zoth-Ommog. Ythogtha is imprisoned in the Abyss of Yhe, and Zoth-Ommog in a deep near the Isle of the Sacred Stone Cities, both in the Pacific, not far from R'lyeh. The main goal of the yuggs is said to be the freeing of these two gods.

On occasion the yuggs have worked with human cultists toward their ends. They accept the "Red Offering" from their cultists, which is to say human sacrifice in the name of their dark gods.

It is disturbing to note that yuggs seem able to breed with half-breed deep ones, perhaps marking some yugg influence in the evolution of the deep ones on Earth. The result are the yuggya, humanoid shapeshifters with utterly alien minds. The yuggya are even more dangerous than their worm-like progenitors. ♦♦♦

cles six inches to two feet in length. Like snails, they leave stinking trails of slime behind them.

Yuggs dwell almost exclusively in the depths of the Pacific Ocean. Near the island of Ponape a deep trench is said to hold the tomb of their god, Zoth-Ommog.



FROM THE DISCOVERY NARRATIVE OF TORIBIO ALONSO DE SALAZAR, 1526
(Biblioteca Nacional, Lisbon)

Occasionally they are encountered elsewhere, usually in locations where Zoth-Ommog is worshiped.

Some sources claim that the yuggya have a high-priest called Ubb, a yugg of enormous size and power.

ATTACKS: a yugg bites and holds on, sucking fluids from its victim at the rate of 2D4 points of STR per round until dead, or until the yugg is killed or driven off. If saved before death a victim's STR returns at a rate of one point per week of rest.

YUGGS, The Slug-Servants of Zoth-Ommog

char.	rolls	averages
STR	7D6	24-25
CON	3D6+6	16-17
SIZ	8D6	28
INT	3D6	10-11
POW	4D6	14
DEX	2D6	7
Move	2 / 6 swimming	HP 22-23

Av. Damage Bonus: +2D6.

Weapon: Bite 40%, damage is db + 2D4 STR Drain

Armor: 3-point rubbery hide.

Spells: on a roll of INT or less on 1D100, a yugg knows 1D3 spells.

Spells known always include Call Zoth-Ommog plus others dealing with other aquatic horrors.

Sanity Loss: 0/1D6 Sanity points to see a yugg.

ZARR, Lesser Servitor Race. [it] was at least half again as tall as a man; its skin was dark blue and its eyes, bulging round and expressionless from its domed head, seemed as emotionless as the luminous orbs of the metallic creature fashioned after its own image. Between those evil, round eyes a ridge ran vertically, transected by many horizontal slits that might have been mouths. The legs, shorter in proportion than those of a human, were unjointed, and each terminated in a toeless pad; whereas the arms, also unjointed, branched at the end into three powerful fingers and an opposable thumb. The creature wore a skin-tight suit of exactly the same hue as its dark blue flesh, while about its waist was a broad belt of woven metal that glowed with a dim blue radiance, and upon its brow a disc likewise of glowing blue.

— Richard Tierney, *The Winds of Zarr*.

The zarr are a technologically advanced race of mighty warriors from a distant galaxy. Aeons ago, the Great Old One Zathog chose the zarr to be its minions, conferring upon them the knowledge of time travel in exchange for their allegiance. They have completely conquered their own galaxy and countless others. Most often they consort with traitorous members of races they wish to conquer, sparing such individuals' lives in exchange for knowledge of the world and assistance with their plans. As the underlings of Zathog, the zarr have been charged with freeing all the Great Old Ones imprisoned throughout time and space. They are methodical in their working, and have emancipated countless Mythos powers.

The zarr have evolved technologies far beyond those of modern humans, and have been further advanced by the interference of Zathog. Zarrian space ships, composed of blue metals and alien crystal, are capable of unthinkably long journeys through both space and time. The massive ships are equipped with numerous smaller triangular vessels used both to make landing and for attacking. Even these smaller ships are equipped with nuclear weapons, capable of mass destruction. Once they have won control of an area, the zarr send down massive tower-like structures of blue metal. They use these towers to control the weather, creating the dreaded Winds of Zarr, terrible storms with hurricane-force or tornadic winds, earth-shaking thunder, and searing lightning. Between their nuclear bombs and the terrible Winds of Zarr, a Zarrian invasion force meets with little resistance.

Other bits of Zarrian technology include their blue metal head-discs. These devices allow telepathic communication between alien species. The zarr have also created enormous robotic slaves of blue iron. These robots are roughly the same size and shape as the zarr. Statistics for Zarrian robots follow those for the zarr. All robots are assumed to be identical. Keepers may adjust robot stats up or down for special cases.

Although created as servants and laborers, Zarrian robots may also be used to attack. These hulking machines only respond to orders given in the Zarrian language, although they may be capable of understanding many other tongues.

ATTACKS: one Zarrian weapon is a type of gun connected by a tube to a tank worn on the back. This device emits a searing blue beam or flame that burns and destroys flesh, leaving it charred and melted. The emission from the guns also destroys non-living matter. This material eats through any human-made armor, weapons, machinery, etc. No substance known on Earth is impervious to the Zarrian gun discharge. Although heavy, these packs and guns may be worn and used by humans. Each tank may only fire 1D6+6 blasts before it is empty. Humans do not have the technology or knowledge required to recharge the Zarrian gun tanks. The zarr may attack with two massive hands each round if not using a weapon.

ZARR, Conquerors from the Stars

char.	rolls	averages
STR	3D6+12	22-23
CON	5D6	17-18
SIZ	4D6+6	20
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6	10-11
Move	8	HP 18-19

Av. Damage Bonus: +2D6.

Weapons: Blue Flame Gun 35%, damage 2D6 + 6
Hand/Fist 45%, damage 1D6 + db

Armor: the blue metal armor worn by the zarr gives them 6-point protection against all physical weapons, fire and cold. The armor gives them no protection against electricity, chemicals, or magical attacks. Zarr have no natural armor.

Spells: the zarr are a warrior race, and as such have little use for spells. An especially intelligent zarr (INT 17+) might know one or two spells. Spells known would usually be Call or Contact Zathog.

Skills: Electrical Repair 75%, Listen 30%, Mechanical Repair 75%, Operate Heavy Machinery 50%, Sneak 35%, Spot Hidden 35%.

Sanity Loss: 0/1D6 Sanity points to see the zarr.

ZARRIAN ROBOTS, Iron Servants of the Zarr

STR 35	SIZ 30	INT 10	DEX 10
Move 7			HP30

Damage Bonus: +3D6.

Weapon: Arm 35%, damage 1D6 + db

Armor: Zarrian robots are made of incredibly hard blue iron which acts as 20-point armor.

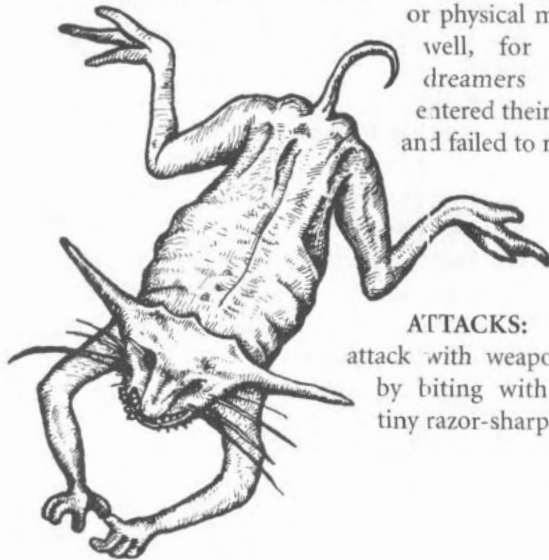
Sanity Loss: 0/1 Sanity point to see a Zarrian robot.

ZOOGS, Lesser Independent Race. Over the nearer parts of the dream world they pass freely, flitting small and brown and unseen . . . one can see their weird eyes long before one can discern their small, slippery brown outlines.

— H. P. Lovecraft, "The Dream-Quest of Unknown Kadath."

Zoogs live in the Dreamlands and are small and brown, with a rodent-like body outline. Small tentacles dangle from their snouts, concealing their small sharp teeth. Zoogs live in burrows and tree-trunks in the Enchanted Wood. There are several prominent zoog villages in their domain. Though they live mostly on fungi, zoogs have a taste for either spiritual

or physical meat as well, for many dreamers have entered their wood and failed to return.



ATTACKS: zoogs attack with weapons or by biting with their tiny razor-sharp teeth.

ZOOGS, Curious Carnivores

char.	rolls	averages
STR	1D6	3-4
CON	2D6	7
SIZ	1D3	2
INT	2D6+6	13
POW	3D6	10-11
DEX	4D6+6	20
Move	8	HP 5

Avg. Damage Bonus: -1D6.

Weapons: Bite 30%, damage 1D4 + db
Knife 25%, damage 1D6 + db
Dart 20%, damage 1D6 + 1/2db

Armor: none.

Skills: Climb 60%, Dodge 50%, Dream Lore 75%, Hide 70%, Sneak 70%, Track 50%.

Spells: zoogs with a POW of 14+ knows at least 1D4 Dreamlands spells.

Sanity Loss: a zoog causes a 0/1D3 Sanity point loss when viewed.

THE JOURNAL OF SIR HANSEN POPLAN

CREATURES OF THE MYTHOS, A SUMMARY

When all is written, how does one summarize the creatures of the Mythos? I think the most important fact is this: they are a thousand different species with a thousand different motivations. No sweeping generalization can cover them all. But, perhaps by exploring their differing origins, we can come to better understand them.

My discussions of the origins of species are occasionally speculative, but they best reflect what I have learned.

Some are natives of Earth. Deep Ones, ghouls, serpent people, voormis, and voors seem to fit this classification. They have always lived upon our planet, but either the human races has out-competed them, or they do not compete with us for resources. Some wish only to survive, others to retake their planet.

Some are from other planets. The Aihais, the elder things, the Martians, and the mi-go have their own civilizations out among the stars; they travel to Earth seeking certain resources. Others, such as the shan, are intergalactic refugees.

Some are from other dimensions. The adrubali and the tomb-herd are among these creatures. Their goals are usually mysterious and sinister.

Some are created by magic. A minor but real class. The Goatswood gnomes are one example. These beings' goals are based upon their creators'.

Some are the spawn of gods. Not only do the Old Ones breed with humans, but sometimes they spawn monstrosities on their own. From the children of the Green God to the formless spawn of Tsathoggua, this class is a broad one. These beings tend to serve the whims of their progenitors.

This is only a gloss, but still it is a beginning. By understanding the origins of these beings who share our world, we better understand them. ♦♦♦

Deities of the Mythos

Other Mythos Creatures Are Terrifying, but Are Nothing Before the Might of Mythos Gods — Immense Creatures Beyond Human Understanding. They Care Not for the Fate of Humanity.

ABHOTH, Great Old One. He descried . . . in the pool a grayish, horrid mass that nearly choked it from rim to rim. Here, it seemed, was the ultimate source of all miscreation and abomination. For the gray mass quobbed and quivered, and swelled perpetually; and from it, in manifold fission, were spawned the anatomies that crept away on every side through the grotto.

— Clark Ashton Smith, "The Seven Geases".

Manifestly not native to this planet, Abthoth's protean form and cynical mind imply relation to Tsathoggua. The black caverns wherein it dwells and which it never leaves may well be part of N'kai, an underground world beneath North America. Some reports place these caverns directly beneath the New England village of Dunwich, and some side-tunnels surely connect to the Dreamlands.

CULT: Abthoth has no known human worshipers. Underground horrors or Abthoth's own spawn may worship it.

OTHER CHARACTERISTICS: obscene monsters constantly form in the gray mass and crawl away from their parent. Abthoth's tentacles and limbs grasp many offspring and devour them again, returning them to the primal mass, but more manage to escape. If someone nears Abthoth, the various monstrous spawn that continually detach from its body become more and more numerous, and these may harry or attack investigators. Spawn of Abthoth are manifold and varied in appearance; particulars are best left to the keeper. Its spawn are no larger than SIZ 1 to 3D6, at least at first—after a year or so of feeding and a spawn may be any size.

If a party is unfortunate enough to come upon Abthoth itself, uncleanly in its pool of filth, Abthoth will

put forth a probing hand or member that will feel over the intruders, and then drop off and crawl away. The visitor will then either be seized and devoured by other appendages of Abthoth's or ignored, at the keeper's option. Abthoth is known to speak telepathically with intruders, but few have returned from the meeting.

ABHOTH, Source of Uncleanness

STR 40	CON 100	SIZ 80	INT 13	POW 50
DEX 1	Move 0			HP 90

Damage Bonus: varies by pseudopod, usually not more than +1D6.

Weapon: Appendage 60%, damage grab and absorb

Armor: no weapon using kinetic force can harm Abthoth permanently. Abthoth regenerates from all kinetic damage at



TICKET FOR ADMISSION
to an obscure sex club, United States, c. 1940. (Private collection)

the rate of 20 points per melee round. Fire or magic will cause normal damage. If Abhoth is reduced to 0 hit points, it withdraws and sinks far away down into the earth where it is inaccessible to further damage. It oozes toward the surface after healing from its injuries.

Spells: none, but it may give someone that it takes a fancy to a portion of its own body, which could be used to create a creature identical to the spawn of Abhoth.

Sanity Loss: seeing Abhoth costs 1D3/1D20 Sanity points.

ANCIENT ONES, *Outer Gods.* The shapes on the quasi-hexagonal pedestals became more clearly defined. As they sat more erect, their outlines became more like those of men, though Carter knew that they could not be men. Upon their cloaked heads there now seemed to rest tall, uncertainly colored miters . . . while grasped in certain folds of their swathings were long scepters whose carved heads bodied forth a grotesque and archaic mystery.

— H. P. Lovecraft and E. Hoffman Price,
"Through the Gates of the Silver Key".

The Ancient Ones are a separate race of Outer Gods who act as the Ultimate Gate. They eternally dream

atop their hexagonal pedestals, stirring only when disturbed in some way, or when visited by a worthy traveler who has found his or her way through the First Gate. These timeless entities dwell in a vast and mighty temple beyond space and time, somewhere between the planes.

CULT: the Ancient Ones are not worshiped, although sorcerers and adventurers interested in journeying to other times and places seek them out.

OTHER CHARACTERISTICS: the Ancient Ones know all things, and communicate through telepathy. The Ancient Ones may turn people's dreams to reality, or send dreamers to other times and places.

When they must move, the Ancient Ones glide over the ground, their heavy cloaks waving and billowing ominously. Totally concealed by these cloaks, utter madness and destruction befall any who would see an Ancient One unveiled.

These beings are neither good nor evil, and they would welcome and assist a worthy traveler just as they would destroy an imprudent trespasser.

THE JOURNAL OF SIR HANSEN POPLAN

THE ANCIENT ONES & YOG-SOTHOTH

They are spoken of only in the rarest tomes, yet they would seem to have power beyond belief. I speak here of the Ancient Ones, those beings who stand astride the Ultimate Gate. Herein I would hope to examine them and so understand them better.

There is a place that is an extension of our Earth beyond space and time. Perhaps it is reflection of our own world in this other space, perhaps a whole other dimension. I am not entirely sure. The Book of Thoth, my primary source, is short on details.

This place beyond is achievable through the First Gate. The Silver Key of Hyperborea is named as one artifact that may open the First Gate. There are doubtless others; perhaps certain spells and entities have this power too.

It is here that the Ancient Ones rest, dreaming in their pseudo-hexagonal thrones. The Most Ancient One, Umr at-Tawil, the Prolonged Life, is here as well. He is the Guide and the Guardian of the Gate. It is he who shows this realm to visitors.

The Ancient Ones seem to serve but one purpose, and that is to open the route to the Ultimate Gate. An adventurer must understand their koans, that "illusion is the only reality", that "substance is imposter".

Beyond the Ultimate Gate is the Last Void, which is outside everything, and that is where Yog-Sothoth dwells.

And so we see a hint at the true nature of the universe, that everything everything living and dead, everything that is reality is within. And outside, in the Last Void, there is only Yog-Sothoth.

But sometimes he leaks in. The Ancient Ones are his manifestation. As the outside slowly leaks in, we see our universe plunging into the Last Void, ending everything. ♦♦♦

THE JOURNAL OF SIR HANSEN POPLAN

THE GODS OF HYPERBOREA

Even today we recognize the names of some of the gods of Hyperborea.

Tsathoggua dwelled in the black gulf of N'kai long before the time of Hyperborea, and it seems that he now does once more, surrounded by his formless spawn.

Atlach-Nacha, the spider goddess, still spins her webs in a mad attempt to span the gulf between dreams and reality.

Abboth still bubbles away somewhere far beneath the Earth, giving birth to litters of children which plague the Earth.

The truly brave could try to discover the secrets of old Hyperborea by seeking out these ancient beings or their minions.

There are other gods, though, who are almost unheard of now that Hyperborea's time is past. The chief of these are certain gods of the cold, the harbingers of the Ice Ages.

Aphoom Zhah, the cold gray flame, was the greatest of these, a descendent of Cthugha if my fragmentary translations of the Pnakotic Manuscripts are correct. It is said that it is Aphoom Zhah who began the Ice Age that eventually destroyed Hyperborea.

Rlim Shaikorth, written of in the Book of Eibon, was one of Aphoom Zhah's greatest servitors. It was the White Worm who brought Aphoom Zhah's cold to the cities of Hyperborea, destroying them.

What has become of these deities of cold is unknown, but some modern cultists believe that they are sleeping under the surface of the North Pole in a great palace of ice, waiting to be awakened.

There were other gods in Hyperborea too, more human gods, such as Yhoundedh the elk, but they are all but gone. Perhaps they live on today in the legendary Dreamlands among the so-called Gods of Earth. ♦♦♦

ANCIENT ONES, The Ultimate Gate

char.	rolls	averages
STR	N/A	N/A
CON	1D100+100	150-151
SIZ	3D6+9	19-20
INT	2D10+17	28
POW	5D10+20	47-48
DEX	2D10+10	21
Move 25		HP 85

Av. Damage Bonus: N/A.

Weapon: Touch 100%, damage transport or instant destruction

Armor: none, but only magic and enchanted weapons can harm an Ancient One.

Spells: the Ancient Ones know all spells.

Sanity Loss: none while cloaked. 1D20/1D100 Sanity points an Ancient One's true form is revealed.

APHOOM ZHAH, Great Old One. A Thing of Flame: like a gray, wavering sheet of fire is Aphoom Zhah, but as a flame of utter and supra-arctic cold.

— Lin Carter, "The Acolyte of the Flame".

Aphoom Zhah is a being composed of icy cold gray flickering flame. Its body temperature is absolute zero, so contact with living matter is deadly. The light cast off from the Great Old One is sickly, cold, and unhealthy. According to the Pnakotic Manuscripts, Aphoom Zhah was responsible for the icy destruction of the ancient lands of Hyperborea, Lomar, and Zobna. Aphoom Zhah dwells somewhere far beneath the ice of the North Pole.

CULT: Aphoom Zhah has no organized human cult, although it was worshiped by the ancient voormis, and still today by the gnoph-keh. Some sources link another obscure Great Old One, Rlim Shaikorth, with Aphoom Zhah, and claim that the Icy Gray Flame sent Rlim Shaikorth out to destroy the land of Mhu Thulan. Although claimed by some sources to be the progeny of Cthugha, Aphoom Zhah has no contact or other connection with that Great Old One or its servants Fthagghua or the fire vampires.

OTHER CHARACTERISTICS: Aphoom Zhah emits a bitter coldness from its body. Those confronted by this alien coldness must succeed in overcoming Aphoom

Zhah's POW with their CON each hour or suffer the loss of 1 hit point and 1 point of CON. All skills and actions based on DEX are made at 1/2 while under the influence of the Great Old One's shroud of cold. Different forms of environmental protection offer varying degrees of assistance against the unnatural cold. A warm winter coat or parka adds +2 to the Resistance roll. The interior of a vehicle adds +5; the interior of a normal building adds +10; the interior of a specially built Arctic building adds +25, etc. Resistance bonuses are cumulative. Note that vehicles and buildings also suffer from prolonged exposure, as the keeper desires. The radius of the Great Old One's cold is 1D10 miles per magic point it expends, and also lasts for 1D10 hours per magic point expended. Aphoom Zhah is always at the center of the coldness. Medical treatment and the possible consequences of this attack is identical to the treatment for Aphoom Zhah's icy touch, below.

ATTACKS & SPECIAL EFFECTS: Aphoom Zhah's icy touch results in the instant destruction of living flesh unless a victim can successfully resist the Great Old

One's POW with his CON. Success staves off death, but still results in the loss of 1D10 hit points and 1D6 CON due to extreme frostbite. Survivors successfully treated with a Medicine roll regain all lost CON at a rate of one point per week and suffer no permanent physical damage. If only treated with a successful First Aid roll, survivors regain all lost CON at a rate of one point every two weeks, but suffer the permanent loss of 1D3 APP due to the effects of severe frostbite. In either case, if more than a few hours pass between the attack by the Great Old One and medical assistance (successful Medicine or First Aid), the victim suffers the permanent 1D3 APP loss.

APHOOM ZHAH, The Icy Gray Flame

STR 70 CON 98 SIZ 80 INT 20 POW 48
DEX 20 Move 18 HP 84

Damage Bonus: +8D6.

Weapons: Flame Touch 45%, damage death or 1D10 + 1D6 CON (see above)

Shroud of Cold (see above)

Armor: any normal object coming into contact with Aphoom Zhah's body suffers 3D10 points of damage. Subtract the 3D10 from any damage rolled—anything left is the hit point damage taken by the Great Old One. If a weapon is reduced to zero hit

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points it has frozen solid and shatters into tiny shards. Enchanted weapons strike Aphoom Zhah normally. Reduced to zero hit points, Aphoom Zhah is banished back to its polar lair until summoned again.

Spells: generally, Aphoom Zhah neither needs nor wants to use spells, although it can use any at the keeper's discretion. If the being does choose to utilize spells they are likely to be those dealing with other beings of the cold or Hyperborean age (Ithaqua, wendigo, gnoph-keh, Rlim Shaikorth, voormis, etc.)

Sanity Loss: 1D3/1D20 Sanity points to see Aphoom Zhah.

ARIEL, Great One. *There appeared before us a beam of light shot as a bolt from the heavens above. Subtly its shape altered and there stood before us a most radiant being. . . . So brilliant was the visage of the creature before us, that we had to divert our stare to ward off the blinding effect it cast . . . the well modulated voice with which it spoke was velvety and hypnotic.*

— Arthur W. L. Breach, "Return of the White Ship".

Ariel appears as a human figure, but its exact form may vary as the truth can be both beautiful and terrible. Its figure radiates a brilliant white light, the light of truth, from which almost all beings must avert their

eyes. Only those who have never lied, hidden, or turned away from the truth may look upon Ariel's form unharmed.

CULT: Ariel is not worshiped widely in the Dreamlands, for few enjoy the pure truth. He does have small shrines in Ulthar and Inquanok, where all the Great Ones are worshiped, and he is remembered in the prayers of the priests of Celephais. His priests are generally wanderers who travel from place to place spreading the truth. His followers enjoy special status as message-bearers for royalty, for they cannot lie. As fewer and fewer men appreciate the truth, his power is slowly fading.

Ariel is sometimes the messenger of the Great Ones, bearing the pronouncements of the gods to mankind. Ariel rarely appears before man, preferring instead to wait for people to seek him out. He can be found at the end of any arduous journey which seeks to uncover that which is hidden.

ATTACKS & SPECIAL EFFECTS: Ariel is the embodiment of truth. He can speak only what is true, and will

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always do so. He always knows when someone is lying to him and will severely punish those who try to do so. Those who attempt to lie to Ariel will find themselves bathed in the light of truth that will cause them to change form to become that which they truly are. For example, a man who is cruel to everyone he meets might be transformed into a hideous monster. Statistics and skills will also change to suit the new form. Such a transformation will cause the victim to lose 1D8 SAN as he is faced with the truth about himself. Those who truly believe what they are saying to be the truth will not be detected as liars.

Ariel is also capable of seeing through any illusion or disguise to the true form which lies beneath. With a wave of his hand he is capable of eliminating such veils that hide the truth from the light of day.

ARIEL, The Truth Bearer

STR 20 CON 30 SIZ 12 INT 75 POW 60
DEX 20 APP varies Move 12 HP 21

Damage Bonus: +1D4.

Weapon: The Light of Truth 100%, damage special (see above)

Armor: can invoke divine sanctity at will, for 10-point armor.

Spells: all Contact Deity spells for fellow Great Ones and Nyarlathotep. Automatically sees through and dispels any illusion or disguise.

Sanity Loss: usually none, but this may vary depending on the form which Ariel takes.

ARWASSA, Great Old One. Arwassa appears as a giant, headless, inhuman shape sprouting four enormous tentacles in place of limbs. This creature is headless. The neck opens into a giant toothless maw eight feet across which continually yawns as though screaming.

— Randy McCall, "The Asylum".

CULT: Arwassa is worshiped occasionally by small bands of humans, but is mostly unknown. The Great Old One communicates telepathically with its followers. Arwassa demands frequent live sacrifices to sate its gluttonous appetite. It requires a human sacrifice at least once every month. The Stonecrest Hill cult is a ground of Arwassa worshippers.

OTHER CHARACTERISTICS: the Silent Shouter continually produces a howl that is inaudible to humans. Animals are sensitive to this alien screaming and

immediately rush away from Arwassa in terror. This howling is heard by all animals within several miles' radius.

ATTACKS & SPECIAL EFFECTS: Arwassa may attack with each of its four tentacles every round. It may inflict damage with its tentacles, or may choose to Grapple victims and Swallow them whole on the next round. Those swallowed are completely dissolved instantly.

ARWASSA, The Silent Shouter of the Hill

STR 50 CON 50 SIZ 100 INT 26 POW 35
DEX 19 Move 12 hovering / flying HP 75

Damage Bonus: +8D6.

Weapons: Tentacles 100%, damage 4D6 + 8D6 or Grapple
Swallow automatic when Grappled, damage is dissolution.

Armor: none.

Spells: any the keeper desires.

Sanity Loss: 1D10/1D100 Sanity points to see Arwassa, plus the automatic loss of one point of Sanity every five minutes to everyone within a mile or so of the Great Old One's inaudible howl.

ATLACH-NACHA, Great Old One. A dark-some form, big as a crouching man but with long spider-like members. . . . He saw that there was a kind of face on the squat ebon body, low down amid the several jointed legs. The face peered up with a weird expression of doubt and inquiry; and terror crawled through the veins of the bold huntsman as he met the small, crafty eyes that were circled about with hair.

— Clark Ashton Smith, "The Seven Geases".

Atlach-Nacha superficially resembles a huge and hideous black hairy spider with a strange, remotely human face and little red eyes rimmed with hair. It lives underground, eternally spinning a fantastic web, bridging an unguessably deep chasm for unknown purposes. Old books cite the belief that when the web is completed, the end of the world will come. In the remote past Atlach-Nacha's dwelling was far beneath the continent of Hyperborea—modern Greenland. Now it may dwell beneath South America. Some of its tunnels lead into the Dreamlands.

CULT: Atlach-Nacha is superstitiously believed to rule all spiders, perhaps because of its body form. It has no cult among humans, but gives some sorcerers spells and POW. Sorcerers sometimes summon Atlach-Nacha via various elder spells—a dangerous approach, however, for the spider-god hates leaving its eternal work of spinning. The children of Atlach-Nacha in the Dreamlands—called the Leng spiders—are known to worship Atlach-Nacha.

ATTACKS & SPECIAL EFFECTS: who stumbles into Atlach-Nacha's web is trapped. To escape, the victim must match STR against the web's STR 30 on the



CENSER WITH UNDECIPHERED CUNIFORM INSCRIPTION
Persia, c. 400 B.C. National Museums in Berlin—Foundation for
Prussian Cultural Patrimony

Resistance Table. Friends may add their strengths to pull free the victim—roll against the total. In an hour or a day, Atlach-Nacha appears to dispose of the captive.

The spider god can first fling more strands over the victim and then bite, or it can bite at once. When it bites, it injects a paralyzing poison, leaving the victim incapable of action or defense. Its bite penetrates any armor, natural or man-made. Atlach-Nacha then sucks the victim's body juices at the rate of 1D6 STR per combat round. If uncared for, the husk soon dies. If rescued, the victim's STR returns at a rate of 1D4 points per game month of bed-rest. During this time the victim's hit points can never exceed his or her STR.

ATLACH-NACHA, the Spider God

STR 30 CON 75 SIZ 25 INT 15 POW 30
DEX 25 Move 15 HP 50

Damage Bonus: +2D6.

Weapons: Bite 60%, POT 35 paralyzing poison & 1D6 STR drain per round

Cast Web 80%, entanglement with STR 30 web

Armor: 12-point chitin and fur. If hit points reach zero, it flees across its complex web to a secret lair where it heals.

Spells: all Contact spells.

Sanity Loss: 1/1D10 Sanity points to see Atlach-Nacha.

AZATHOTH, Outer God. *That last amorphous blight of nethermost confusion which blasphemes and bubbles at the centre of all infinity—the boundless daemon sultan Azathoth, whose name no lips dare speak aloud, and who gnaws hungrily in inconceivable, unlighted chambers beyond time amidst the muffled, maddening beating of vile drums and the thin monotonous whine of accursed flutes.*

— H. P. Lovecraft, "The Dream-Quest of Unknown Kadath".

Azathoth is the mindless ruler of the Outer Gods, and has existed since the beginning of the universe. It dwells beyond normal space-time at the center of the universe, where its amorphous body writhes unceasingly to the monotonous piping of flutes and the beating of drums. Lesser gods dance mindlessly round Azathoth to the same music. Azathoth is described as both blind and idiotic, a "monstrous nuclear chaos." The urges of Azathoth are immediately fulfilled by Nyarlathotep. Some sources claim that Ubbo-Sathla is Azathoth's "twin".

CULT: Azathoth is little-worshiped, for the god offers not even gratitude in return. Usually humans call upon Azathoth by accident, and thereby unwittingly bring disaster and horror. Only the criminally insane would knowingly worship such a being. Nonetheless, such worshipers may have special insights into the nature of the universe, its origin, powers, and meaning, insights perhaps understandable only by other madmen. There is a small Azathoth witch cult located in the Goatswood area of England, and the insects

from the planet Shaggai worship Azathoth.

MANA-YOOD-SU-SHAI (another name for Azathoth) is reverently worshiped in the Dreamlands, particularly in the lands of Pegana. In the waking world it seems to get little notice, although its legends certainly seem to have influenced early man.



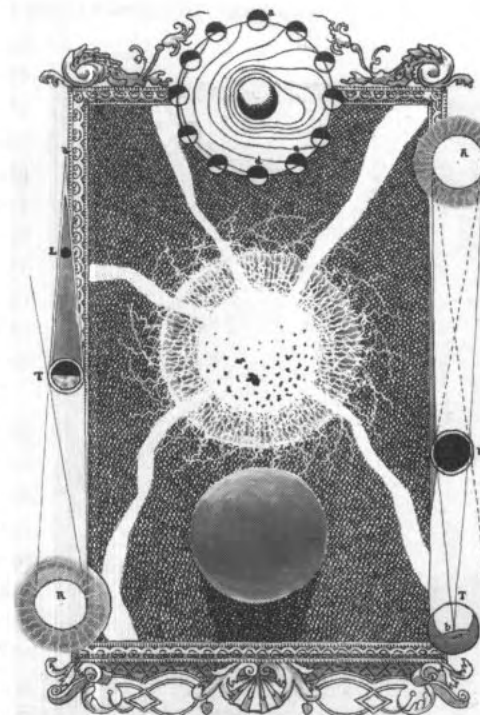
TALISMAN
of unknown pre-Columbian culture, Mexico.
(Museo Nacional de Antropología, Mexico City)

THE MOUTH OF

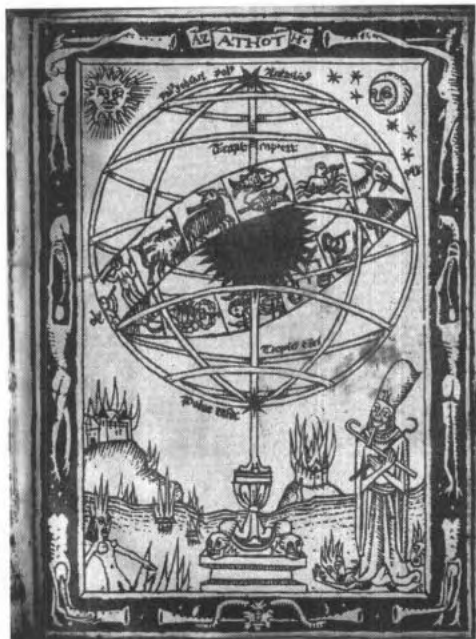
MADNESS: Azathoth's cosmic court—sometimes referred to as The Mouth of Madness—is a realm of primal seething insanity. Around the bubbling mindless Daemon Sultan fester and dance dozens or even hundreds of Outer Gods and Lesser Other Gods. Scores of servitors create outré music for the alien horde to dance to on weird pipes and drums. Shantaks squawk and flap around the scene, carrying the mind-blasted faithful to their idiot god, and somewhere nearby Nyarlathotep waits and contemptuously watches his masters, fulfilling their every whim. No sane human may look upon such a sight of alien horror and mind-destroying insanity and keep from going mad or dying of fright.

OTHER CHARACTERISTICS:

Azathoth always manifests with a servitor flautist to play its music, and 1D10-1 Lesser Other Gods. Summoners risk Azathoth striking out in irritation, the percentile chance equal to 100% minus ten percentiles for each Other God who arrived, and minus another five percentiles for each magic point that the sorcerer expends to placate the god. The magic points sacrificed must be renewed each round. If



ASTROPHYSICAL CONCEPTION
AT THE TURN OF THE CENTURY
Mary Evans Picture Library, London



RARE WOODCUT

by Günther Hasse from the first edition of Friedrich Wilhelm von Junzt's *Unaussprechlichen Kulten*, Düsseldorf, 1839. (Staatsarchiv, Berlin)

An area equal to its pseudopod radius is blasted by Azathoth and totally ruined, with cracked boulders, pools of alkaline water, and dead splintered trees, but damage to investigators is done by specific pseudopod.

MANA-YOOD-SUSHAI according to the legends, MANA-YOOD-SUSHAI existed alone before there was any other life. Eventually it created the gods (the Outer Gods and Lesser Other Gods?) who in turn cre-

ated the rest of life (including the Great Old Ones?). Although pictured as a slumbering giant man with beard and turban by most early Earthly sources, MANA-YOOD-SUSHAI is the churning, fissioning source of life and matter—it is Azathoth.

MANA-YOOD-SUSHAI eternally sleeps, and when it wakes it will destroy all of creation and start anew. A creature known as Skarl is said to sit on mist at the feet of MANA-YOOD-SUSHAI drumming. If Skarl ever ceases drumming the mighty god will awaken and the universe will end. Skarl is an enor-

mous and ancient servitor of the outer gods whose sole task it is to keep the slumbering MANA-YOOD-SUSHAI sleeping by beating on drums. If MANA-YOOD-SUSHAI ever wakes it immediately begins to lash out and destroy everything around it. The Lesser Other Gods and Outer God courtiers and servitors at Azathoth's throne, planets, etc.—all are smashed and absorbed into the chaotic nuclear frenzy of MANA-YOOD-SUSHAI. If left unchecked, all of the universe—all of existence—is smashed and sucked into the bubbling chaos to be reborn in a new “big bang”. Successfully casting the Dismiss Azathoth spell might put MANA-YOOD-SUSHAI back to sleep.

AZATHOTH, Seething Nuclear Chaos

STR N/A CON 300 SIZ varies INT 0 POW 100
DEX N/A Move 0 HP 300

Damage Bonus: N/A.

Weapon: Pseudopod* 100% or less, damage 1D100 hit points + corroding the surface

*As the last action in a combat round, roll 1D6 to learn the number of pseudopods with which Azathoth lashes out that round and the chances that anyone is hit:

1=100% 3=33% 2=50% 4=25% 5=20% 6=16%

Investigators cannot Dodge these massive blows. Allot attack at multiple targets if desired.

Armor: none, but at zero hit points Azathoth is dispelled, and can return at full strength in 1D6 hours. It takes 3D6 damage from an Elder Sign, but destroys the Sign.

Spells: commands all the lesser Other Gods and much of the universe; fortunately it has zero INT.

Sanity Loss: 1D10/1D100 Sanity points to see Azathoth.

■ **XADA-HGLA, Avatar of Azathoth.** It consisted of a bivalvular shell supported on many pairs of flexible legs. From the half-open shell rose several jointed cylinders, tipped with polypous appendages; and in the darkness inside the shell I thought I saw a horrible bestial, mouthless face, with deep-sunk eyes and covered with glistening black hair.

— Ramsey Campbell, “The Insects from Shaggai”

This is the only known avatar of Azathoth the Daemon Sultan. It is a bizarre and rarely-mentioned aspect of the blind nuclear chaos.

CULT: this form of mighty Azathoth is worshiped only by the shans and the mi-go.

OTHER CHARACTERISTICS: unlike its writhing nuclear form, this avatar of Azathoth does not bring with it any Other Gods or servitors when it is summoned. If Xada-Hgla ever fully opens its bivalvular shell, Azathoth's true form explodes out in a flash of blinding, searing light. Any within a 50-yard radius are instantly blasted for 1D100 hit points of burning nuclear damage. Thereafter treat the encounter as with an angered Azathoth, doubling its size each round indefinitely.



COVER OF AN INDEXED CHILDREN'S BOOK, 1927
(Archive of the Foundation for Prussian Cultural Patrimony)

ATTACKS & SPECIAL EFFECTS: Xada-Hgla attacks by putting forth green-glowing appendages from its body, crushing victims, or drawing them into its shell where they are dissolved in the sticky, burning flesh of the Outer God.

XADA-HGLA, the Cradle of Chaos

STR 120 CON 230 SIZ 120 INT 0 POW 100
DEX 10 Move 15 HP 175

Damage Bonus: +14D6.

Weapon: Appendage 100%, damage 14D6 or death on second round

Armor: 50-point hard shell; however, the sticky flesh within has no armor.

Spells: none.

Sanity Loss: 1D10/5D10 Sanity points to see Xada-Hgla.

BAOHT Z'UQQA-MOGG, Great Old One. Baoht Z'uqqa-Mogg is a scorpion-like monstrosity covered by a segmented, weirdly iridescent green-black chitinous shell. The Great Old One's head is nothing more than a warty, bulbous extension of the body covered by a mass of stiff, segmented feelers. Numerous pulpy yellow eyes of varying sizes and shapes peer out from between the feelers, and several pairs of pus-dripping mandibles snap and hiss loudly. Baoht Z'uqqa-Mogg has a pair of massive scorpion-like claws, a viciously barbed stinger tail, countless spider legs, and three pairs of stiff, sharply-thorned wings. Oozing sores and blistering ulcers continually burst open all over the surface of the Great Old One and a swarm of scampering, squirming, and buzzing contagion-laden vermin, worms, and insects ceaselessly burrow, crawl, and dart into, around, and over the bulk of Baoht Z'uqqa-Mogg.

— Scott David Aniolkowski, "Broodhaven".

Baoht Z'uqqa-Mogg is generally encountered or summoned in places of filth and decay. Sewers, swamps, graveyards, dumps, and areas of plague are ideal to the Great Old One. When summoned, the Great Old One bursts from the ground, showering all present with filth, dirt, and virulent ichor.

CULT: the Bringer of Pestilence has no known human worshippers.

ATTACKS & SPECIAL EFFECTS: the Great Old One may nip with its claws and mandibles, or sting with its poison-dripping tail. If Baoht Z'uqqa-Mogg's poison overcomes a victim's CON he or she suffers a violent and agonizing death in 1D100 minutes. Two successive successful Medicine rolls may neutralize the alien poison, in which case the victim lives but suffers the permanent loss of 1D6 hit points and 1D4 CON.

THE SWARM: attacks by swarming victims, stinging and biting them each round until dead or until the swarm is driven off. The swarm may be driven off by

totally submerging a swarmed victim in water or other liquid, or by spraying a victim with a fire extinguisher, pesticide, or other chemicals. Such chemical sprays may have adverse effects upon an investigator's health. Each round a victim is swarmed he or she suffers the loss of 1D6 hit points and is automatically infected. The effects of the alien infection is not cumulative.

INFECTION: Baoht Z'uqqa-Mogg's ichor, and the swarm that accompanies the being, are infested with virulent toxins. Anyone showered with the Great Old One's infectious ichor or bitten by the swarm must be quickly treated with a successful Medicine roll. Untreated victims begin to suffer the loss of 1D10 CON per day as they are ravaged by pestilence. Victims quickly die a horrible and leprous death. Any CON lost to the Great Old One's ichor or swarm is lost forever.

BAOHT Z'UQQA-MOGG, The Bringer of Pestilence

STR 35 CON 77 SIZ 43 INT 18 POW 28
DEX 17 Move 8 / 16 flying / 5 burrowing HP 60

Damage Bonus: +4D6.

Weapons: Claws 90%, damage 1D6 + db

Mandibles 55%, damage 1D4 + 2D6

Sting 85%, damage 1D6 + poison POT 24 (see above)

Swarm 75%, damage 1D6 + infection (see above)

Armor: 15-point hard chitinous shell. The Great Old One cannot be harmed by any non-impaling weapons. If reduced to zero hit points, Baoht Z'uqqa-Mogg burrows away into the ground, leaving behind a foul, steaming pool of bubbling vomit and wriggling carrion worms.

Spells: it knows most Summon, Bind, Contact, and Call spells, and any other spells as desired by the keeper.

Sanity Loss: 1D8/2D20 Sanity points to see Baoht Z'uqqa-Mogg.

BAST, Elder God. Beauty—coolness—aloofness—philosophic repose—self-sufficiency—untamed mastery—where else can we find these things with even half the perfection and completeness that mark their incarnation in the peerless and softly gliding cat?

— H. P. Lovecraft, "Cats and Dogs".

Lovecraft loved cats. It is proper that the Cat Goddess have a position of importance. She is represented as a cat or as a woman with a cat's head. In ancient Egypt she was often shown with a sistrum in her right hand,



FROM THE "CHRONICA HUNAGARORUM"
Budapest, 1349. (Hungarian National Museum, Budapest)



FIGURINE OF BAST
Middle Kingdom, c. 2000 B.C.
(Egyptian Museum, Cairo)

an aegis surmounted with a lion's head in her left hand, and a small bag slung over her left arm. She is also called Bastet or Ubasti. Bast may have dominion only over Earth and its Dreamlands, for the cats of Saturn and Uranus in the Dreamlands are inimical to Earth's cats.

CULT: the goddess of ancient Bubastis, in Egypt, Bast's cult eventually came to major Roman cities, including Pompeii. When she was actively worshiped, she was both a deity of the home and a lioness war goddess. Her worshipers always regarded her affectionately. Her cult seems not to have survived among humans, except in the Dreamlands, but she may not care. All cats worship her in their savage hearts.

OTHER CHARACTERISTICS: like the other Elder Gods, Bast rarely takes action. If a person is remarkably cruel to cats, she may act through her feline minions. If they cannot solve the difficulty she may come personally. She always appears with an entourage of large, sleek felines—mostly house cats, but including at least one lioness, tigress, or other big cat. She commands all felines, anywhere in the world. She can summon any number of cats, but they must travel normally to reach her.

ATTACKS & SPECIAL EFFECTS: if Bast must participate in a fight, she can transform one or both of her delicate arms and hands into the tawny forelimbs of a lioness and swipe with them. Bast can both Claw and Bite in a round. Her attack penetrates armor without diminishment of damage, and the dripping wounds do not heal until treated by magic or by a successful Medicine roll. Due to her cat-like agility and high DEX, Bast evades up to three attacks per round and still can Claw and Bite once each per round.

BAST, Goddess of Cats

STR 48 CON 25 SIZ 12 INT 35 POW 30
DEX 45 APP 21 Move 40 HP 19

Damage Bonus: +3D6.

Weapons: Claw 100%, damage 1D8 + db
Bite 100%, damage 1D10

Armor: none, but she can heal damage to herself or to a cat by expending one magic point per point of damage.

Skills: Dodge 100%, Hide 100%, Sneak 100%, Track 100%.

Spells: any dealing with the Elder Gods and their minions and allies.

Sanity Loss: no Sanity point cost to see Bast.

B LACKNESS FROM THE STARS, Outer God.
The Blackness from the Stars is an immobile blob of living, sentient darkness, torn from the primal fabric of the cosmos at the center of the universe. It is distinguished in darkness only as a vaguely shimmering,

oily pitch. Although intelligent, the creature speaks no known language and ignores attempts to communicate.

—Gary Sumpter, "The King of Chicago".

CULT: the Blackness from the Stars has a small sect of worshipers. Human servants of the Blackness are driven to self-mutilation; all bear the scars of terrible, self-inflicted wounds. Victims are always maimed before being sacrificed to the entity.

OTHER CHARACTERISTICS: the Blackness from the Stars cannot endure light; direct sunlight will sear it to dust; exposure to daylight causes 1D10+2 points of damage per round; bright man-made lights (car headlights, for instance) inflict 1D6 points of damage per round of exposure; lesser illumination (flashlights, lanterns, etc.) cause 1D4 damage; even the dimmest light source (a candle, perhaps) causes 1D2 points of damage. If anyone brings light into the lair of the Blackness it employs the vortex (see below) to extinguish the harmful illumination, and those who brought it.

ATTACKS & SPECIAL EFFECTS: the Blackness from the Stars has three unique attacks:

ENTHRALL: the target becomes obsessed with the entity. Match POW against POW on the Resistance Table. Each day under the control of the Blackness costs the victim 1D6 points of Sanity; once Sanity reaches zero he becomes a slave of the thing, with no will of his own. It costs the entity 1 magic point per day to maintain this control over one target. If control is broken, a new attempt to resume its domination of the target can be made the following day.

PSYCHIC SENDING: the target is plagued by dreams of the entity. Humans with histories of mental instability seem most susceptible and—perhaps as a result—are typical targets. The target must be asleep and within twenty miles of the Blackness. Sanity loss caused by the dreams is 0/1D3.

VORTEX: the air around the Blackness is manipulated into a sudden vortex of gale-force wind that radiates in a spiral from the thing. It requires 20 magic points to affect an area ten yards in diameter. Everything in the circle suffers 1D20 hit points of damage.

THE BLACKNESS FROM THE STARS, Lesser Outer God

STR N/A CON 40 SIZ 60 INT 19 POW 35
DEX N/A Move N/A HP 50

Damage Bonus: N/A.

Weapon: special (see above)

Armor: none, but immune to non-enchanted weapons. Magic affects it normally; regenerates 3 hit points per round. Heat, cold, acid, and electricity have no effect, but bright light causes it damage or even death (see above).

Spells: none.

Sanity Loss: 1D3/1D10+4 Sanity points to see the Blackness from the Stars.

BOKRUG, Great Old One. They worshiped a sea-green stone idol chiselled in the likeness of Bokrug, the great water-lizard; before which they danced horribly when the moon was gibbous.

— H. P. Lovecraft, "The Doom That Came to Sarnath".

Bokrug is a greenish-blue, iguana-like creature about twelve feet long. Its scales are metallic in texture, and its eyes glow bright yellow-green. Feelers on its lower jaw replace the dewlap of a true iguana, and the spines along its back are razor-sharp. It has webbed feet and a tail flattened for swimming. Bokrug dwells near the ruins of Sarnath in the Dreamlands' Mnar, though legends claim it originally landed in the Middle East of the waking world.

CULT: one of the few Great Old Ones dwelling in the Dreamlands, its only worshipers were the flabby beings from Ib, who were destroyed by the men of Sarnath. Bokrug now accepts propitiatory worship by the folk of Ilarneke, who correctly credit him with the destruction of Sarnath. Bokrug's wrath may not descend for centuries, but his utterly destructive anger expunged mighty Sarnath in a single night.

OTHER CHARACTERISTICS: if ever encountered, 1D100 ghosts of Ib accompany Bokrug.

ATTACKS & SPECIAL EFFECTS: with a successful Bite, Bokrug he can keep a grip and swallow another 3D6 hit points each turn until the target is swallowed. With his Tail Lash, Bokrug Grapples victims: the target is bound and can escape only with a Resistance Table success of STR against STR. After Grappling, Bokrug can hurl his victim away, bite him, or simply hold him. Bokrug attacks each round with one or both weapons.

BOKRUG, Great Old One

STR 30 CON 65 SIZ 25 INT 10 POW 24
DEX 20 Move 18 HP 45

Damage Bonus: +2D6.

Weapons: Bite 80%, damage 3D6 + db

Tail Lash 80%, damage 2D6 + db + Grapple

Armor: 9-point tough beaded hide.

Spells: all Contact spells plus Raise Ghost of Ib (1D10 ghosts per magic point), plus mainly minor spells at the keeper's option.

Sanity Loss: 0/1D8 Sanity points to see Bokrug.

BUGG-SHASH, Great Old One. Creeping up on all sides, to the very line of the chalked circle, the Thing came: a glistening, shuddering wall of jelly-like ooze in which many mouths gaped and just as many eyes monstrously ogled! This was Bugg-Shash the Drowner, The Black One, The Filler of Space. . . . The eyes were beyond words, but worse still were those mouths. Sucking and whistling with thickly viscous lips, the mouths glistened and slobbered and from out of those gluttonous orifices poured the lunatic chitterings

of alien song—the Song of Bugg-Shash.

— Brian Lumley, "The Kiss of Bugg-Shash".

Bugg-Shash appears as an eerie bit of darkness filled with eyes and mouths. It comes from some far-away dimension. Bugg-Shash appears to have some connection to the Outer God Yibb-Tstll, and both are referred to as "parasites attached to the Old Ones" in the *Cthaat Aquadingen*.

CULT: Bugg-Shash has no known organized cult. It may be sought out by lone sorcerers and madmen for purposes of grim vengeance and murder.

OTHER CHARACTERISTICS: once called to Earth, the Great Old One concentrates its efforts wholly upon trying to catch its victims. Reluctant to obey the commands of its summoner, Bugg-Shash immediately attacks any who call it forth, unless restrained by a specially-enchanted pentagram drawn on the floor and then provided with a sacrificial victim. If either of these is lacking, the summoner suffers attack.

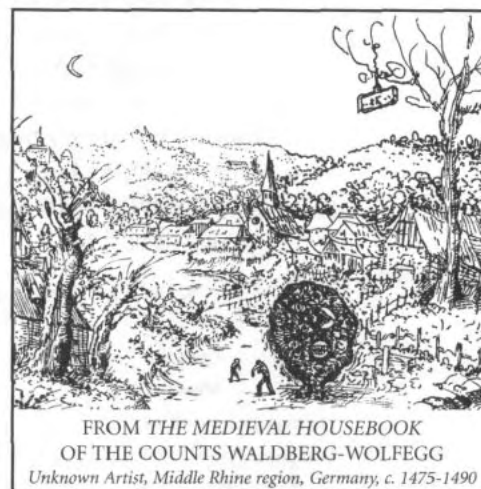
It is dispelled by light; its chosen victims are relatively safe during the daylight. Any time an intended victim enters an area of darkness, however, Bugg-Shash instantly appears. Once summoned, Bugg-Shash does not return to its alien lair until it has found and killed at least one victim, either the person intended, or possibly the summoner.

Bugg-Shash may be dispelled only by reducing its hit points to zero, or with a special spell found only in the *Cthaat Aquadingen* and the *Necronomicon*. While light drives it off, it does not truly dispel Bugg-Shash.

ANIMATE CORPSES: Bugg-Shash has the ability to animate corpses by immersing them in its slimy excretions. Such zombies are completely under the control of Bugg-



"THE DOWNFALL OF SARNATH"
Ernst Hildebrand, 1892. (Göteborgs Konstmuseum, Göteborg, Sweden)



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THE DROWNERS

Certain books of the Mythos refer to a group of beings known as the "Drowners". Bugg-Shash and Yibb-Tstll are both said to belong to this classification. According to Mad Berkley's Book, they originally come from "the blackest Pits of the most remote Spheres."

The physical connection between the two beings seems dubious at first. Bugg-Shash is described as a black, choking patch of darkness, while Yibb-Tstll is a seemingly humanoid being. That, though, I think ignores Yibb-Tstll's true nature. Yibb-Tstll's blood is known as The Black, and it brings black and choking death. If Yibb-Tstll's humanoid form is but a shell, and The Black is its true form, then we can better understand the connection between these two beings.

The Drowners share other characters in common as well. Much of this further information comes from the Cthaat Aquadengen.

They have both been long known on this world, since the earliest human civilizations.

They are treacherous and untrustworthy.

Their prime business is death, usually on a personal scale, and they should only be called up from their dark dimensions if death is the desired result.

They can be controlled by certain spells. Yibb-Tstll is hampered by the Barrier of Naach-Tith while Bugg-Shash is vulnerable to the Pentagram of Power.

It seems likely that there are other Drowners, other avatars of death and destruction born of the same dark hell as Bugg-Shash and Yibb-Tstll. It is probable that they are each unique, each embodying dark death in its own way. We must be sure not to call these powers into our homes. ♦♦♦

Shash until the deity is permanently dispelled, or until it tires of them and allows them to die. An undead slave of Bugg-Shash appears as an animated corpse covered in viscous slime. Use statistics for zombies for the slaves of Bugg-Shash.

THE KISS OF BUGG-SHASH: it attacks by enveloping its victims then bestowing its "kiss". The more victims it takes, the less its frenzy and the less effective its attack. For every victim after the first, Bugg-Shash's chance to successfully envelope is reduced by ten points. An enveloped victim may escape only by overcoming the Great Old One's STR with his own. If more than one victim is enveloped at a time Bugg-Shash must divide its STR among them. Once it has a victim successfully enveloped Bugg-Shash bestows its kiss, smothering the unfortunate with slime. Victims suffer as per the drowning rules.

BUGG-SHASH, He Who Comes in the Dark, The Black One

STR 50 CON 45 SIZ 65 INT 15 POW 25
DEX 10 Move 6 HP 55

Damage Bonus: +6D6.

Weapons: Envelope 90%, damage 6D6 or Grapple

Kiss automatic when Grappled, damage as per drowning

Armor: none, but only magic, enchanted weapons, fire, or electricity harm Bugg-Shash. Cold, acid, explosives, and non-enchanted weapons are useless.

Spells: Contact Yibb-Tstll, plus any as the keeper desires.

Sanity Loss: 1D6/1D20 Sanity points to see Bugg-Shash and 1/1D8 Sanity points to see its undead slaves.

BYATIS, Great Old One. *It had but one eye like the Cyclops, and had claws like unto a crab. He said also that it had a nose like the elephants . . . and great serpent-like growths which hung from its face like a beard, in the fashion of some sea monster. . . . They heard a sound of wings, like the flapping of a great bat. . . . For the snake-like thing that had reached for me, that thing as wide as a human body and impossibly long, had been merely the face-tentacle of the abomination Byatis.*

— Ramsey Campbell, "The Room in the Castle".

Presently Byatis is held at bay behind a door inscribed with an Elder Sign in an ancient castle in the Severn Valley area of Great Britain.

CULT: though no known human cult is associated with Byatis, it is mentioned in several books of occult lore concerned with the British Isles. According to Ludvig Prinn in *De Vermis Mysteriis*, the deep ones originally

brought Byatis' image to Earth. Few deep ones still worship Byatis for it is unable to roam due to its imprisonment. Some serpent people may worship Byatis.

OTHER CHARACTERISTICS: if released, Byatis' characteristics of STR, CON, and SIZ each increase by 1D3 points whenever it feeds. Byatis' STR can increase only to 98, its CON to 85, and its SIZ can increase only to 175. If brought to zero hit points Byatis assumes a toad-shaped cloudy form and cannot reform until summoned or again released from behind the door. When Byatis reappears it is with its original statistics.

The Great Old One can be summoned by touching one of its statues.

ATTACKS & SPECIAL EFFECTS:

it attacks with two claws, its nose-tentacle, or a bite on any given round. Byatis' damage bonus changes according to its current STR and SIZ. The reach of the nose tentacle equals Byatis' current SIZ in feet. A victim caught by Byatis' proboscis can only break free by winning a match of STR versus the god's current damage bonus on the Resistance Table. If this roll fails, the victim is automatically bitten during the round after being captured by the god.

HYPNOSIS: a person gazing into the eye of Byatis is hypnotically drawn to the clutches of the alien god. To avoid looking into the eye of the Great Old One an investigator needs a successful roll of POW x5 or less on 1D100 each round while in the presence of the monstrous creature.

BYATIS, The Serpent-Bearded

STR 35* CON 60* SIZ 30* INT 20 POW 32
DEX 15 Move 8 / 10 flying / 8 swimming HP 45*

Damage Bonus: + 3D6*.

*these are Byatis' original statistics, which increase each time it feeds.

Weapons: Claws 85%, damage 1D10 + db

Proboscis 80%, damage = half db & automatically bitten on the next round

Bite 55% or automatic when Grappled with the proboscis, damage 1D8

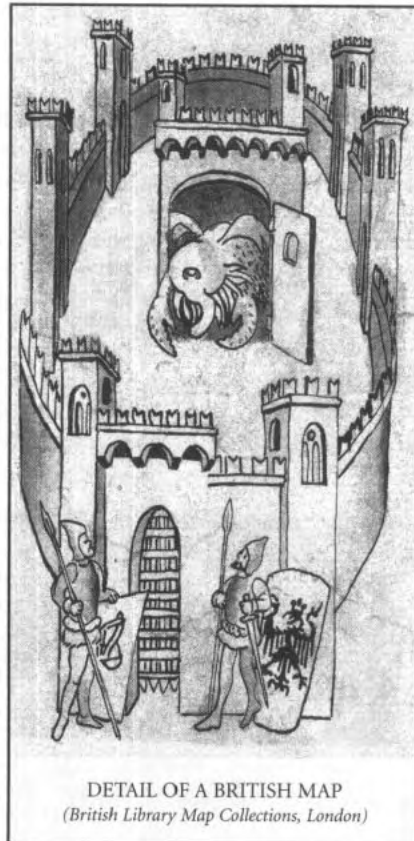
Armor: 10-point scaly hide.

Spells: Byatis can Summon or Contact all of the races and gods of the Mythos except the Elder Gods and their minions, plus any others as the keeper desires.

Sanity Loss: 1D6/1D20 Sanity points for seeing Byatis.

CHAUGNAR FAUGN, Great Old One. *The ears were webbed and tentaced, the trunk terminated in a huge flaring disk at least a foot in diameter. . . . Its forelimbs were bent stiffly at the elbow, and its hands—it had human hands—rested palms upward on its lap. Its shoulders were broad and square and its breasts and enormous stomach sloped outward, cushioning the trunk.*

— Frank Belknap Long, "The Horror from the Hills".



Chaugnar Faugn squats in a cave in mountainous Asia, guarded day and night by subhuman thralls only vaguely manlike, who hold rites so foul that none dare describe them. Usually Chaugnar Faugn remains immobile on his pedestal, a grotesque statue. Legends say that one day the "White Acolyte" will come to bear Chaugnar to a new land. Chaugnar Faugn may sometimes visit the Dreamlands.

CULT: Chaugnar Faugn is primarily worshiped by the subhuman Tcho-Tcho people of the Tsang Plateau. In addition he has scattered cults among the humans of central Asia. Some of these have begun to spread, such as The Blood of the Heart, which migrated to Montreal, Canada in the 18th century.

OTHER CHARACTERISTICS: at night, Chaugnar Faugn may stir and hungrily feed on a sacrifice, or

upon anyone at hand. Day or night, he may lurch from his pedestal to annihilate unbelievers who enter his precincts. The disk-like snout at the end of his trunk is an organ which drains blood from a victim. Laid on an open wound, that wound never heals.

A 5% chance exists that Chaugnar Faugn sets free an exceptionally brave victim whose player's roleplaying has won the keeper's admiration. If not hungry, the Great Old One may merely maul a victim for 1D6 hit points.

The Great Old One may choose a human as a companion, and thereafter that mesmerized person loses 1D10 Sanity points daily until mad. At night Chaugnar Faugn lays his snout-disk on his companion, incidentally inducing the captive's nose and ears gradually to grow into caricatures of Chaugnar Faugn's. Psychically linked to the companion, Chaugnar Faugn controls his or her will. If no other victim is handy, the elephantine



BLACK MARKET STATUETTE
discovered in Madrid. (Works of Art Unit, Interpol)

god suckles from the companion, who loses 1 CON each time.

ATTACKS & SPECIAL EFFECTS: among his other forms of attack, the Great Old One may cause a victim to suffer a heart attack. To ward off this attack, target must receive a result of CON x5 or less on 1D100; succeeding, the roll must succeed a second time or target loses 1D6 hit points and fall unconscious. Failure means the victims has suffered a heart attack. The keeper may decide upon the appropriate damage, from death to hit point damage, etc. A Medicine roll should be allowed within a certain amount of time to save the victim, however.

If Chaugnar Faugn loses more than 90 hit points, he becomes inert and lifeless.

Depending on the alignment of the stars, he requires months, decades, or centuries of rituals and sacrifices to be restored to life.

CHAUGNAR FAUGN, Horror from the Hills

STR 65 CON 140 SIZ 40 INT 25 POW 35
DEX 30 Move 70 HP 90

Damage Bonus: +6D6.

Weapons: Grapple 80%, Grapples first to hold immobile for bite.

Bite & Drain 100%, damage 1D6 each round.

Psychic Sending 100%, the target dreams of Chaugnar Faugn and his greatness. If of a sensitive nature, the target may become obsessed by these dreams.

Heart Attack 100%, damage special (see above).

Mesmerize Sacrifice 100%, causes target to go to Chaugnar Faugn to await destruction (victim may break the trance if he can roll his POW or less on 1D100).

Armor: no ordinary weapon or mechanical device does damage; defends against enchanted impaling weapons with 10-point super-dense hide; resists even the most powerful forces for 15 minutes before disincarnation.

Spells: Contact Chaugnar Faugn, Curse of Chaugnar Faugn, Summon/Bind Brother of Chaugnar Faugn, others as the keeper desires.

Sanity Loss: inert, he costs 0/1D6 Sanity points to see; animated and active, he costs 1D4/2D6+1 Sanity points; seeing Chaugnar Faugn's mutated companion costs 1/1D6 Sanity points.

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CHAUGNAR FAUGN

The Great Old Ones live amidst a sea of prophecy. When "the stars are right", when "the end times are come", they will rise again. We can only wonder why. Are the Great Old Ones and their brethren truly not bound by time? Are the prophecies they offer the history of the future?

Much mystery surrounds the Great Old One named Chaugnar Faugn, but the primitive Tcho-Tcho people of the Tsang Plateau do have prophecies concerning him. They say that Chaugnar Faugn once stated, "Our servants shall carry us eastward to the primal continent, and there we shall await the arrival of the White Acolyte. When the time-frames are dissolved I alone shall ascend in glory. All of you I shall devour before I ascend to the dark altars."

The Tcho-Tcho people believe that this marked the time when Chaugnar Faugn journeyed from Europe to their plateau, that it marked the time when he abandoned his brothers, greater and lesser, for they would not follow him.

We do indeed have some evidence that monsters remain in the Pyrenees Mountains where Chaugnar Faugn once dwelled. Certain of the annals of Rome record how cohorts of soldiers were destroyed by monsters that "had the faces of elephants yet walked like men."

It is my belief that Chaugnar Faugn and his brethren still lie sleeping, the god in Asia, its children in Europe, and woe to he who mistakenly wakes them.

Certain of my researches indicate various cults that still worship the old god. Tales state that among the peasants of northwest Spain and southeast France are those who still offer sacrifices to Chaugnar Faugn. In Canada a mysterious group known as the Blood may too await his return. ♦♦♦

CLOUD-THING, Outer God. Floats 100 yards above the ground. There, hovering over the tree-tops, is a cloud . . . note shimmering bursts of purplish light within the cloud. Below the thing is a swirling funnel cloud reaching nearly to the ground. Within the funnel, drawn inexorably up into the cloud, is a screaming man. Within seconds the man is enveloped by the cloud, his screams barely audible. . . . Moments later the area beneath the cloud is pelted with a light rain of purplish crystals. Even as those below ponder the weird rain, the pale, desiccated corpse of the soldier plummets out of the cloud, its bones snapping loudly as it hits the ground.

— Kevin Ross, "Thunder in the Blood".

This unnamed Outer God is one of the Lesser Other Gods who dwell at Azathoth's court.

CULT: the nameless Cloud-Thing has no followers or cult dedicated to it. It sometimes comes as a member of Azathoth's entourage when that horrible god is called, but unlike the other courtiers of Azathoth, the Cloud-Thing does not leave on its own when its master departs. It is a timid creature, however, and if it is harmed in any way it departs, soaring higher and higher into the clouds until it vanishes. Any type of Binding or Dismissal also frightens it off.

OTHER CHARACTERISTICS: the Cloud-Thing feeds by drawing screaming victims up into its body mass through its long, tornado-like funnel. The purple cloud continues to feed until it has killed a number in SIZ equal to its own. Sated, it floats off on the wind. The cloud becomes deeper and deeper purple with each victim it feeds upon. And with each victim, more purple crystals—unmetabolized "waste"—fall like rain, followed by the victim's body. Each time a victim is taken, the witnesses lose 1/1D6 Sanity points. Witnessing the dried husk of a victim fall from the sky costs viewers 1D2/1D6+1 Sanity points.

ATTACKS & SPECIAL EFFECTS: the Cloud-Thing's funnel can attack only one target at a time, at a range of 100 yards. Once taken into the cloud, victims are drained of fluid each round until dead. They can escape by rolling their STR or less on 1D100, but then must suffer damage from the fall.

THE CLOUD-THING, Nameless Outer God

STR 35 CON 25 SIZ 75 INT 8 POW 16
DEX 9 Move 5 HP 50

Damage Bonus: +6D6.

Weapons: Funnel 80%, damage sucked into cloud-body in 1D4 + 1 rounds

Fluid Drain 80%, damage 3D6 STR, CON & POW drained per round

Armor: none, but unaffected by impaling weapons; magic, explosives, and fire effect it normally. Brought to 0 hit points or less, the entity dissipates.

Spells: none.

Sanity Loss: 1/1D10 Sanity points to see the Cloud-Thing.

CTHUGHA, Great Old One. But even though we had shielded our eyes, it was impossible not to see the great amorphous shapes streaming skyward from this accursed place, nor the equally great being hovering like a cloud of living fire above the trees.

— August Derleth, "The Dweller in Darkness".

Cthugha resembles an enormous burning mass continually varying in shape. It dwells at or near the star Fomalhaut, whence it may be called. It is one of the most obscure and remote of all the Great Old Ones.

CULT: few cults appears to be connected with Cthugha, though scattered fire cults to it have existed in the past, such as the church of Melkarth in ancient Rome. The Cult of the New Millennium worships Cthugha, as do the Nestarians. The Bringers of Fire is another group of Cthugha worshipers whose origins date back as far as perhaps Hyperborea or Atlantis. The Bringers of Fire are connected with horrible natural disasters, which the group may somehow cause. Cthugha is served by entities known as fire vampires. A being known as Fthagghua also serves the Great Old One and is said to be the leader of the fire vampires.

OTHER CHARACTERISTICS: Cthugha has the telepathic abilities common to the Great Old Ones, but does not seem to communicate with humans in any fashion, and must be summoned to be dealt with.

SCORCH ATTACK: summoned, Cthugha brings 1D100 x10 flame vampires with it, which immediately begin to set the area alight. There is an additional 10% chance that Fthagguah also comes along with Cthugha and his horde of fire vampires, at the keeper's discretion. Cthugha itself floats above, scorching and burning the entire site. Humans in the area lose hit points to the heat, starting in the round after Cthugha comes. Each round the players must attempt to roll CON x5 or less on 1D100. Upon failure, the investigator loses 1 hit point per



ENGRAVING FROM

DER HEYLIGE CEIST ZU WITTGENSTEYN

"The Holy Spirit at Wittgenstein" by Pastor Ludwig Händler, an obscure chronicle of agrarian Pentecost traditions written in Sauerländisch dialect, 1779. (Universitätsbibliothek München, Munich)

THE LORDS OF FIRE

Cthugha, Fthagghua, and the fire vampires have on occasion been called the Lords of Fire. They are a group of entities scarcely known upon this Earth, but they are without a doubt as malevolent, and perhaps as important, as better known Great Old Ones, such as Cthulhu and his kin.

We may be thankful that the Lords of Fire dwell on a burnt and ashen world beneath the star Fomalhaut. Fomalhaut is one of the brightest stars in the sky and is located a mere 23 light years from Earth. It can be found in the constellation of Piscis Austrinus. The word Fomalhaut means "the fish's mouth" in Arabic.

However, certain ancient tomes, prime among them the Sapiientia Magorum written by the Persian Ostanes, relate that Cthugha and his kin might have dwelled on Earth long ago. That book claims that the Lords of Fire came to Earth when it was still cooling and stayed until the battle with the Elder Gods, whereupon the Great Old Ones were imprisoned. It states that was when the Lords of Fire were placed in the mouth of the fish. A few sources from the early Christian era claim that Cthugha was imprisoned by an Elder God named Atar, who is a Zoroastrian god of fire.

In human times the Lords of Fire have been worshiped under many names, among them Milcom, Moloch, and Melkarth. Fire has long been a tool, a weapon, and a mystery, and so cultists are drawn to Cthugha, Fthagghua, and the fire vampires.

In addition, there are a number of artifacts upon the Earth related to the Lords of Fire. Tomes tell of the ever-burning stone, that first rock which Cthugha touched when it came to Earth, still alight; and the Pillars of Melkarth, which can be used as a gate to summon the ancient Lords from faraway Fomalhaut. ♦♦♦

round until death. The only way to survive is to flee the area, a roughly circular area with a diameter of 2D10 x20 yards. Cthugha does not depart until that area has been thoroughly blasted and burned, unless first dismissed by means of a spell.

PSEUDPOD ATTACK: each round, Cthugha can form 1D4 pseudopods from its formless mass with which to flail or squeeze individual targets. Each attack can be upon a different target.

FLAME BURST ATTACK: it may belch forth fire instead of using pseudopods. A flame burst has a range of 150 yards and blankets the target site with fire, incinerating an area 20 yards across. Players of all within the area must roll their investigators' CON against Cthugha's POW on the Resistance Table: a failing roll indicates damage equal to Cthugha's POW. A success indicates hit point loss equal to half Cthugha's POW, a dubious benefit. Body armor is of no help against this attack, but an intervening wall or embankment would be.

CTHUGHA, The Living Flame

STR 80	CON 120	SIZ 140	INT 28	POW 42
DEX 21	Move 0 (aerial drift)			HP 130
Damage Bonus: +13D6.				

Weapons: Pseudopod 40%, damage 1D6 + db
Flame Burst 60%, special (see above)

Armor: any hand-to-hand weapon magically takes 14 points of damage in the round in which it strikes Cthugha. The hit points are lost before Cthugha is struck and, if the weapon is destroyed, Cthugha takes no damage. Bullets and other projectiles do normal damage to Cthugha, but only after 14 has been subtracted from the amount of damage actually done. A result of zero or less does zero damage to Cthugha.

Spells: Call Fthagghua, Summon/Bind Fire Vampire, and any other spells concerning entities of flame and itself.

Sanity Loss: 1D3/1D20 Sanity points to see Cthugha.

■ **LIVING FLAME OF DEEPEST BLACK, Avatar of Cthugha.** A solid mass of raw power, black lust and malice. It's more conceivable as an enormous mass of muscles, stretched to the point of bursting and swimming around the surface of its formless body. The muscles lick like flames around its only slightly bull-shaped body, but its heat comes from within. Seven horns crown a huge, black, eyeless, muscled skull. They strike out chaotically—horns of stone, smooth as steel, sharp as crystal.

— Günther Dambachmair, "The Secret of Knossos".

The Living Flame is the terrifying result of a failed summoning of Cthugha—instead of the Great Old One, a part of its fiery essence was forced to earth. Torn from the burning chaos of Cthugha, the sole thought and purpose of this creature is to ignite every-

thing in its immediate vicinity in a flaming inferno. Even the author of the *Book of Eibon*, who hinted of the existence of such a creature, knew no sufficient spell to summon or bind this order of being.

CULT: the Living Flame of Deepest Black is the object of worship of the Bringers of Fire—a secret sect that is thought to date back to Hyperborea or Atlantis. The Bringers of Fire use their terrible power to call Cthugha down from the stars and destroy whole cities. They have been connected with natural disasters throughout history. It was a badly failed ritual to permanently summon their fiery god to earth that resulted in the creation of the Living Flame.

OTHER CHARACTERISTICS: this being is trapped on earth in a labyrinth somewhere beneath Greece. The creature is kept at bay by Elder Signs and an ancient cult artifact known as the Disk of Aiglos. Legends of the creature have survived to the modern day having changed over time to become the myths of the mighty Minotaur. Few know the truth behind the Minotaur stories.

The Living Flame absorbs light, making it near-impossible to actually see in the dark, although the tremendous heat it generates is felt by all in the area.

ATTACKS & SPECIAL EFFECTS: it attacks with two horns each round or with a single ram attack. Also, due to its intense inner-fire, everyone within a 15-foot radius of the creature sustains 1 hit point of fire/heat damage each round. It generates enough heat to melt its way through rock and set flammable objects alight.

LIVING FLAME OF DEEPEST BLACK, The Black Fire from the Shadow of Fomalhaut

STR 45 CON 26 SIZ 45 INT 7 POW 22
DEX 9 Move 15 HP 36

Damage Bonus: +5D6.

Weapons: Horn (x2) 50%, damage 1D8 + 2 + db + flammable objects set on fire.

Ram 60%, damage 1D10 + db + flammable objects set on fire
Inner Fire automatic to 15-foot radius, damage 1 hit point per round.

Armor: 5-point muscle.

Spells: any as desired by the keeper.

Sanity Loss: 1/1D8 Sanity points to see the Living Flame of Deepest Black.

CTHULHU, Great Old One. A monster of vaguely anthropoid outline, but with an octopus-like head whose face was a mass of feelers, a scaly, rubbery-looking body, prodigious claws on hind and fore feet, and long, narrow wings behind. This thing . . . was of a somewhat bloated corpulence . . . It lumbered slobberingly into sight and gropingly squeezed its gelatinous green immensity through the black doorway. . . . A mountain walked or stumbled.

—H. P. Lovecraft, "The Call of Cthulhu".

Great Cthulhu's body form is not fixed. He can warp and modify it at will, extending new limbs, retracting old ones, greatly increasing his wings' area and reducing his body's size to enable flight, or elongating a single limb or tentacle to enable it to writhe through yards of corridor. However, his overall shape is tied to the form described. Thus he might expand or contract his wings, but would never completely absorb them. All of his forms are recognizable as caricatures of Cthulhu.

Cthulhu dwells in the corpse city of black R'lyeh, sunken deep beneath the surface of the Pacific. He is in a living death while there, but someday the city will rise and he will wake, freed to raven and slay across the world. In the city are also entombed other members of Cthulhu's race. Cthulhu is evidently the high priest and ruler of them all, and is by far the most potent.



MAYA CODEX

discovered by the Third Copán Expedition of Miskatonic University, March 1925. Miskatonic University Library, Arkham, Massachusetts

The Call of Cthulhu

Although one tends to imagine Cthulhu's dreams as sendings to specific deranged or crumbling minds, few now doubt that the dreams broadcast by the sleeping monster are simply overheard by sensitive sleepers. Reactions to the dreams are as varied as the people receiving them. Artists are inspired to create nightmare canvases and sculpture, while others are driven to madness or suicide. Some presume they are the recipients of visions sent by God or the angels, and other from insane cults hoping to propitiate the terrible god who threatens to overwhelm them.

Manifold versions of this dream-reception probably exist. All have virtually the same effect upon sensitive minds—an opening of the mind to awesome vistas of experience, meaning, and implacable intent from dead and dreaming Cthulhu. Most affect individuals, but some dreams probably work on groups who already share a common interest.

XOTHIC LEGENDS

It was the name of Cthulhu that first drew me into the study of knowledges that scientific men refuse to acknowledge. I did not know then that he was but one among many, worse that he was the head of his own blasphemous dynasty.

It was Professor Harold Copeland who first revealed to me the Xothic legends in his book *The Prehistoric Pacific*, which was based on the much older Ponape Scripture. In it he revealed that Cthulhu had taken a mate by the name of Idh-yaa on the far-distant star Xoth.

Xoth is said to lie in the constellation of Taurus, but its precise location is unknown to modern astronomers. It lies in a cluster with three other stars noted in Mythos tomes: Abbith, Ymar, and Zaoth. That Xoth, the once home of Cthulhu, lies so near to Abbith, one of the homes of Nyarlathotep, and the far-flung realm of Hastur is very suggestive.

When Cthulhu came to Earth he brought with him four of his children: Cthylla, Ghatanothoa, Ythogtha, and Zoth-Ommog. They settled in the Pacific amidst the newly risen lands of Mu.

Little is written of Cthylla. She is named Cthulhu's secret daughter and little more.

Ghatanothoa is the Lord of the Volcano and the Petrifying One. He once ruled the humans of Mu and is served by the lloigor.

Ythogtha is the Abomination in the Abyss and the Sender of Dreams. He lies in the Abyss of Yhe and is served by the yuggya.

Zoth-Ommog is the Ponape Monstrosity and the Monster in the Idol. He is imprisoned near the island of Ponape and is also served by the yuggya.

All of the children of Xoth can enter the minds of the weak-willed, especially through idols carved in their likeness. The sane are warned against accepting any such devices. ◆◆◆

While Cthulhu and his kin—the Xothans or star-spawn—don't appear to go into the Dreamlands of Earth, they do have their own alien and horrible Dreamland. Cthulhu does maintain "nightmare factories" in Earth's Dreamlands, however. These are said to be the sources of all nightmares, and are manned and guarded by Cthulhu's mad followers living in the Dreamlands.

Some sources claim that Cthulhu has had three mates: Idh-yaa with whom he spawned the Great Old Ones Zoth-Ommog, Ghatanothoa, Cthylla and Ythogtha; a being known as Sk'tai whom Cthulhu murdered (it is not known if the Great Old One has any progeny with Sk'tai); and Kassogtha, with whom he spawned the twins Nctosa and Nctolhu.

CULT: Cthulhu's cult is the most widespread and popular cult of the earthly Great Old Ones. This cult believes that Cthulhu plunged from the stars with his kin and built a great prehistoric city at R'lyeh, ruling the world. When the stars changed, their continent sank beneath the sea, and the city and its inhabitants fell into a death-sleep where they await their reawakening by members of Cthulhu's cult. When R'lyeh rises above the waves, members of the cult will be required

to come to it and open the vast black door behind which Cthulhu dreams, whereupon he will awaken and rise to revel across the world in wild abandon with the faithful.

Entire tribes are recorded as worshiping Cthulhu. Remote Inuits are mentioned. So are degenerate Louisiana swamp-folk. He seems to be most worshiped among sea-folk, or beings that live near the sea. He is served by the beings known as the deep ones as well as by the octopoid things known as the star-spawn of Cthulhu. Cthulhu's cult is prehistoric and of many variants, and Cthulhu himself has many names, most of which can be traced back to their original form. Thus two of his names are Tulu and Thu Thu. The Hermetic Order of the Silver Twilight worship Cthulhu and Yog-Sothoth.

OTHER CHARACTERISTICS: though in millennial sleep, Cthulhu is known to send horrifying dreams to mortal men, which may have tipped some people into madness.

ATTACKS & SPECIAL EFFECTS: each round 1D3 investigators are scooped up in Cthulhu's flabby claws to die hideously. If Cthulhu were just emerging from a

vast hole, or if he were to stoop over, the investigators might also be attacked by Cthulhu's facial tentacles, which can grab four people per round and which can penetrate small openings.

At zero hit points, Cthulhu bursts and dissolves into a disgusting, cloying greenish cloud, then immediately begins to reform. He needs 1D10+10 minutes to regain full solidity and, when he does, he then has a full 160 hit points once again.

Cthulhu could try to grab a plane or similar object with his claws to keep it from hitting him. If he so tries, he is automatically successful.

GREAT CTHULHU, Master of R'lyeh

STR 140 CON 110 SIZ 210 INT 42 POW 42
DEX 21 Move 24 / 20 swim / 16 fly HP 160

Damage Bonus: +21D6.

Weapons: Claw 100%, damage 1D6 + db
Tentacle 100%, damage 11D6

Armor: 21-point transdimensional muck and muscle; additionally, he regenerates 6 hit points per round.

Spells: knows hundreds of spells but not Summon/Bind Nightgaunt and Contact Nodens; he might impart Contact Deep Ones or Contact Cthulhu via terrifying dreams.

Sanity Loss: 1D10/1D100 Sanity points to see Cthulhu.

■ **B'MOTH, Avatar of Cthulhu.** *Few have seen the full stature of this great power. It is a vision fraught with eldritch horror. . . . The secret is in the vaporous effluvium. For the Devourer hath power to manifest himself where there is moisture. . . . The phosphorous light of dead things did swell into a great brightness and fill the chamber, and withal came the spirit of the Devourer. He liveth in the deepest ocean, where he awaiteth only a time auspicious for his return to earth. All-seeing is his eye, all-hearing his ear.*

— Bertram Russell, "The Scourge of B'Moth".

The only recorded accounts of manifestations of B'Moth describe the entity as a luminescent fog of blue, green, or yellow.

CULT: B'Moth is worshiped extensively by primitive and superstitious peoples in Africa and South America, as well as in other parts of the world. The priests of B'Moth preach a return to the primitive nature of the world and the destruction of civilization. Worshipers partake of wild sexual orgies which often culminate in acts of violence. Sacrificial victims are offered up to the dark god by feeding them to crocodiles or sharks. B'Moth's followers believe that their god will one day rise again to destroy civilization and return the world to a primitive state. While in this world the faithful assist B'Moth in any way possible, such as in acts of terrorism and sabotage.

OTHER CHARACTERISTICS: this avatar of great Cthulhu has no physical powers and cannot affect the physical world directly. It does, however, have very

powerful mental abilities which it manifests through dreams and telepathy. B'Moth may broadcast any number of loathsome nightmares anywhere in the world, though those areas near large bodies of water are more susceptible.

ATTACKS & SPECIAL EFFECTS:

B'Moth engulfs victims in its glowing fog. Anyone within the luminescent, swirling fog is overcome with an icy, eerie feeling. Such individuals are automatically susceptible to B'Moth's mental powers and may make no resistance roll against the entity.

MIND CONTROL: it may read and control the minds of animals and humans. Animals easily fall under the mental hold of B'Moth, functioning as physical extensions of the entity to carry out its whims. Humans must resist B'Moth's POW with their own to avoid its mental manipulations. Those failing a Resistance roll are completely under B'Moth's influence until they successfully resist the being's POW with their own, or until they are successfully Psychoanalyzed. Investigators may attempt a POW vs. POW roll against B'Moth once per day. Those under the influence of B'Moth may not even realize it, experiencing blackouts during times when the entity is in control or remembering such times as vague dreams.

B'MOTH (Behemoth, Phemaut), The Devourer

STR N/A CON 60 SIZ varies INT 42 POW 42
DEX N/A Move 25 HP 42

Damage Bonus: N/A.

Weapons: none.



BABYLONIAN RELIEF IN BLACK MARBLE
Nineveh, c. 700 B.C. (The Hermitage, St. Petersburg)



CASTAWAYS IN FRANÇOISE PESAERT'S
ONGELUCKIGE VOYAGIE VAN'T SCHIP BATAVIA
(THE UNFORTUNATE VOYAGE OF THE BATAVIA)
1647. (National Library of the Netherlands, the Hague)

Armor: none, however B'Moth cannot be harmed by physical weapons. It is vulnerable to magical attacks, and fire forces B'Moth to dissipate.

Spells: although it can use any it wishes, B'Moth usually does not utilize spells.

Sanity Loss: 1/1D10 Sanity points for seeing B'Moth's eerily-glowing fog.

■ **CHORAZIN, Avatar of Cthulhu.** *Their mode of speech was transmitted thought. Even now They talked in Their tombs. When, after infinities of chaos, the first men came, the Great Old Ones spoke to the sensitive among them by moulding their dreams; for only thus could Their language reach the fleshy minds of mammals.*

— H. P. Lovecraft, "The Call of Cthulhu".

The Chorazin is the id-like will of dreaming Cthulhu, and is the portion of the Great Old One's being most psychically accessible. When seen in its true form, the Chorazin appears as a distorted, dreamy image of great Cthulhu shot through with flickering lines, static snow, and sparks of bright green light.

The Chorazin appears as Cthulhu in dreams, and very rarely manifests in the physical, waking world. The Chorazin may manifest through computers or televi-

sions, or in areas of especially-high concentrations of psychic or electrical energy.

CULT: the Chorazin is not an entity actually to be worshipped. It is that portion of great Cthulhu which affects the dreams of those people who are artistic or psychically sensitive. Anyone who dreams of Cthulhu has made contact with the Chorazin.

ATTACKS & SPECIAL EFFECTS: once manifested in the waking world, the Chorazin begins to prey on the minds of everyone within a ten mile radius. Those failing a Sanity roll suffer from some emotional, psychological, or psychic attack. Hapless victims may suffer from severe migraine headaches which last for 1D20 hours; they may fly into senseless fits of rage, striking out at anyone or anything nearby; they may suffer from horrible nightmares for which they lose 1D6 Sanity points; or victims may suffer temporary insanities and even develop phobias. Every-

one in the ten mile radius also suffers the loss of a single point of POW every night to the Chorazin as it eats away at their will power.

The Chorazin has no physical attacks. Similarly, the Chorazin cannot be harmed by any physical means except high-voltage electricity which ionizes the entity, dispersing it and sending it back to sunken R'lyeh.

PHYSICAL MANIFESTATION: if its POW reaches 1130 it may create a physical avatar of Cthulhu. To do so it releases the stolen POW in the form of a hissing cloud of white-hot plasma. Everything in the path of the churning blob of energy is engulfed by pseudopod-like outlashes and scorched to a charred mass. Over the span of twelve hours the churning plasma forms into the body of Cthulhu. When the body is complete the Chorazin merges with the octopoidal monstrosity to form a physical avatar of great Cthulhu. This avatar has the same statistics as Cthulhu himself, but the Chorazin is free from the watery restraints of R'lyeh.

CHORAZIN, Psychic Manifestation of Great Cthulhu

STR N/A	CON N/A	SIZ varies	INT 42	POW 100*
DEX N/A	Move N/A			HP 100

* this is the Chorazin's original POW, which increases each time it feeds on the POW of victims.

Damage Bonus: N/A.

Weapons: none.

Armor: none, however the only physical attack to which the Chorazin is not totally immune is electricity. Any source of high voltage electricity inflicts 1D10 points of damage to the Chorazin each round. Spells which attack INT or POW are also effective against the Chorazin.

Spells: none.

Sanity Loss: 1D4/1D10 Sanity points to see Cthulhu's Chorazin.

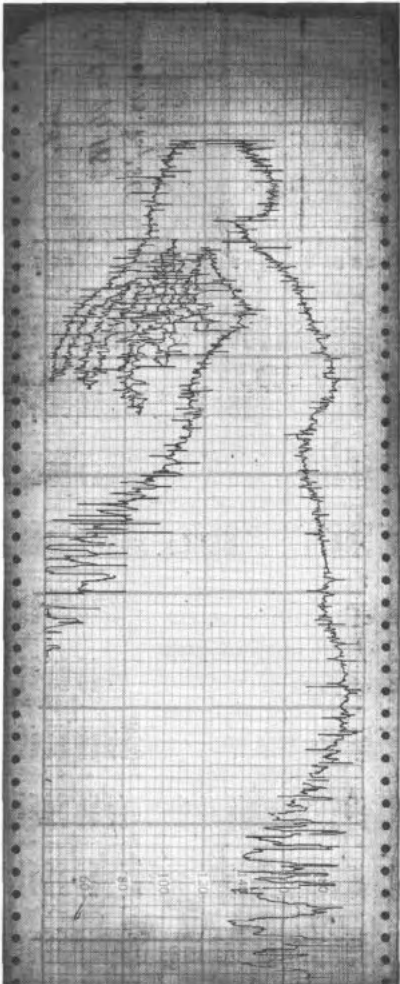
■ **FATHER-OF-ALL-SHARKS, Avatar of Cthulhu.**

It resembles the ancient Carcharodon Megalodon, the giant ancestor of the great white shark, only twice as large. It is a ghostly white color, and the whole ocean seems to glow around it. It is constantly hungry, and devours anything that swims in its path. It is always in an enraged state of frenzy. When the Father-of-All-Sharks is near, nothing is safe.

— Bruce L. Priddy.

According to *The Ponape Scripture*, the Father-of-All-Sharks is another form of mighty Cthulhu. This is likely the Leviathan of Biblical legends.

The deep ones know the rituals to summon the Father-of-All-Sharks, but they only do so in the most dire of situations, as they have no rituals to control it. The Father-of-All-Sharks is called to respond when entire communities of deep ones are threatened. It has been summoned to punish coastal cities of humans for man-made ecological disasters, or when the powerful navies of certain human nations threaten the deep ones. The Father-of-All-Sharks has been particularly active at



ABNORMAL E.E.G.

Arkham Asylum, 1929. (Mutter Museum, Philadelphia)

the dawn of the twenty-first century, and the disappearance of large sea-going vessels may be attributed to it.

When the Father-of-All-Sharks appears it is accompanied by 1D10 large, highly aggressive sharks.

CULT: the Father-of-All-Sharks was known to the Polynesians and Hawaiians, who refer to it under a variety of names in their myths. Few humans have ever worshiped the Father-of-All-Sharks, but many cultures tried to placated the beast with human sacrifices, lest it turn its wrath upon them. The deep ones worship the Father-of-All-Sharks, and some other Mythos races may do so, as well.

ATTACKS & SPECIAL EFFECTS: this gigantic beast has a number of specialized attacks.

BITE ATTACK: the Father-of-All-Sharks' bite inflicts decimating damage to all but the very largest targets. It easily bites through small boats, small whales, or people.

SWALLOW: its great jaws may swallow anything SIZ 45 or smaller in one bite. For any living creature, death is instantaneous.

THRASH ATTACK: Leviathan may bite and hold (grapple) its victims instead of simply swallowing them. On the round after the grapple, the monster begins to thrash, whipping it's head back and forth so violently it inflicts 10D10 points of damage per round, ripping its victim to pieces.

SMASH ATTACK: it may inflict devastating damage by either ramming a target with its massive body or actually jumping out of the ocean and onto a ship, pier, or other target. It may not utilize any other form of attack the round immediately before or after a smash attack.

TIDAL WAVE: with the whip of its tail or the rolling of its massive body near the ocean's surface, the Father-of-All-Sharks can create a monstrous tidal wave. This wave is large enough to capsize all but the largest of ships, or destroy most buildings along the coast.

FATHER-OF-ALL-SHARKS, Leviathan

STR 120	CON 80	SIZ 140	INT 15	POW 25
DEX 20	Move 15 swimming			HP 110

Damage Bonus: +15D6.

Weapon: Bite 80%, damage 6D6 + 15D6

Swallow 80%, damage death

Thrash automatic when grappled, damage 10D10

Smash 50%, damage 15D6 + 15D6

Armor: 15-point thick hide. If the Father-of-All-Sharks is reduced to 0 hit points it bursts into a cloud of blood and gore. Dozens upon dozens of sharks swarm into the area, devouring the Father-of-All-Sharks' remains, engaging in a feeding frenzy, then disappearing into the dark depths below. The avatar reforms the next time it is summoned.

Spells: any as the keeper sees fit, especially those dealing with contacting creatures of the sea, natural and unnatural.

Sanity Loss: 1D6/2D10 Sanity points to see the Father-of-All-Sharks.

CTHYLLA, Great Old One. Like most octopods, its eyes were telescopic, and could raise and retract from the side of its head more than two feet in any direction. Unlike most octopods, it had three sets of eye stalks, far more than necessary given the telescopic range of each eye. The examination revealed retractable claw hooks on the underside of each tentacle, five inches in length, curved, and tapered to a deadly point. There were also tiny growths at the base of its two back legs where the tentacles joined the body. They looked like wing buds.

— Tina L. Jens, "In His Daughter's Darkling Womb".

According to Mythos lore, Cthylla is one of the four significant offspring of Cthulhu, her "siblings" being Ghatanothoa, Zoth-Ommog, and Ythogtha. She appears as a giant black and blood-red octopoidal entity with multiple pairs of eye stalks, an ever-changing number of clawed tentacles, and fins or wings that can sprout or be absorbed back into her body at will.

She holds a particularly reverent spot in the hierarchy of the Cthulhu Mythos. Prophecy foretells of a time when great Cthulhu himself will be destroyed, and that his own daughter Cthylla will birth him back into the world. In this way, Cthulhu's immortality is assured. Because of her dire importance to the plans of Cthulhu and the Great Old Ones, Cthylla is well-guarded and watched over by the forces of the Mythos. She is seldom encountered far from the protection of Dagon and Hydra, star-spawn, hordes of deep ones, or other minions or deities of the Mythos.

CULT: though revered by the forces of the Mythos, this Great Old One is not much worshiped by humans, except for small, secretive sects dedicated to watching for signs of mighty Cthulhu's death and resurrection. Cthylla may also be worshiped in obscure fertility rites, or in unthinkable rites connected with her sire or siblings. Because of her importance, Cthylla is a well-guarded secret of the Mythos. For instance, she is rarely mentioned in Mythos tomes, and temple inscriptions to her are yet to be found.

ATTACKS & SPECIAL EFFECTS: in combat, Cthylla may attack with 2D6 tentacles per round. Each tentacle is studded with retractable razor-like hooks that



CONFISCATED CULT JEWELRY
Property Room, Scotland Yard. (Crime Museum at Scotland Yard)



SPECIAL ISSUE STAMP
German Post Office, 1928. (Francis Cornish Collection,
courtesy of the Cornish Foundation)

Everyone in a 44 yard radius of Cthylla is automatically hit by the ink-fluid which blinds for 6D10 minutes and inflicts 2D10 points of burn damage.

CTHYLLA, Daughter of Cthulhu

STR 38 CON 210 SIZ 44 INT 40 POW 37
DEX 21 Move 9/50 swimming HP 127

Damage Bonus: +4D6.

Weapons: Tentacle 80%, damage 3D6 or Grapple for other attacks
Crush automatic when Grappled, damage 1D6 + db
Bite automatic when Grappled, damage 2D10

Armor: 16-point hide; additionally, Cthylla regenerates 1D6 hit points per round.

Spells: any dealing with Cthulhu, Ghatanothoa, Zoth-Ommog, Ythogtha, Ubb, Dagon and Hydra, deep ones, the Star Spawn of Cthulhu, Yuggs, and other aquatic Mythos horrors, as well as any others at the keeper's discretion.

Sanity Loss: 1D6/1D20 Sanity points to see Cthylla.

CXAXUKLUTH, Outer God.

*The Idiot God, by likewise fissioning,
Dissolved into uncounted entities,
Each one a sole, supreme and sovereign Lord
O'er one such cluster. That which rules
our own*

*Is known as Cxaxukluth, the monstrous Thing
That spawns in plastic androgyny,
Gobbling its self-birthered monstrous progeny
As much as it is able, though some few
Win free to breed fell monsters of their own.*

— Richard L. Tierney, "The Unresponding Gods".

Cxaxukluth is one of the Seeds or Spawn of Azathoth, grown to adulthood and monstrous proportions and power. In appearance, Cxaxukluth resembles something of a cross between Azathoth and Ubbo-Sathla: an amorphous, writhing mass of bubbling, nuclear protoplasmic gel. It normally dwells alone in some unnamed place beyond time and space, unless disturbed or summoned away.

CULT: Cxaxukluth has few worshipers or followers, although certain alien races or lone madmen may pay homage to the Outer God with unthinkable rites.

tear and rend flesh, even cutting through metal. Alternatively, the Great Old One may grasp and hold victims in her tentacles and choose to crush them or draw them into her beaked maw. If reduced to zero hit points, Cthylla sprays a cloud of blinding, burning ink-like fluid and flees to regenerate.

Cxaxukluth is oblivious to the prayers or worship of its few followers, and scoops them up and devours them as it does any other creature in its presence.

OTHER CHARACTERISTICS: bits of the Outer God continually slough off and squirm, fly, or slither away as living nightmarish creatures. Most of these Cxaxukluth-spawn are snatched up and eaten by the cannibalistic Outer God before they escape its lair, however. Those few hell-spawned progeny of Cxaxukluth who escape go on to join the other Larvae of the Other Gods at the court of Azathoth.

ATTACKS & SPECIAL EFFECTS: Cxaxukluth attacks by blindly putting forth plastic-like pseudopods from its bulk, grasping and scooping up anything and everything within its reach. Anything touched by Cxaxukluth begins instantly to burn and melt, suffering 10D6 points of damage. On the next round the victim is pulled into the bubbling mass of the Outer God where he is horribly burned, dissolved, and absorbed. Inanimate objects also suffer the same damage. Cxaxukluth's reach is in a 300 yard radius of its bubbling mass.

CXAXUKLUTH, Androgynous Offspring of Azathoth

STR 200 CON 150 SIZ 300 INT 0 POW 100
DEX N/A Move 0 HP 225

Damage Bonus: N/A.

Weapon: Pseudopod 90%, damage 10D6 & automatically absorbed on next round

Armor: none, however anything striking the Outer God first suffers 10D6 points of damage before any damage is inflicted upon Cxaxukluth.

Spells: none.

Sanity Loss: 1D10/1D100 Sanity points to see Cxaxukluth.

*CYAEGHA, Great Old One. They saw that it
was a gigantic eye staring down at them.
Around the eye, the sky split; deep clefts opened
through which darkness began to ooze, a darkness blacker
than the night, which crawled down as a set of slimy tentacles,
taking on more form, more definite shape... something was standing,
outlined against the black sky, something which had tentacles of darkness and a green-glowing eye.*

— Eddy C. Bertin, "Darkness, My Name Is."

Cyaegha is an enormous black mass with one huge spherical green eye. It is possible that Cyaegha's form is simply that of the huge eye surrounded by long tentacles. Cyaegha may be somehow connected to Othuyeg, another Great Old One that appears as a tentacle-ringed eye.

CULT: Cyaegha is worshiped by the residents of a small village over its resting place in a remote part of western Germany. The cult holds human sacrifice, but Cyaegha cares little for worship, only for the day of its

release. Dienstboten das Auge Herr (Servants of the Eye Master) is one small sect of Cyaegha worshipers.

ATTACK & SPECIAL EFFECTS: if freed, Cyaegha drifts over an area, surveying all below, randomly picking human targets to crush and squeeze with its tentacles. Attacking, Cyaegha deploys 1D10 tentacles per round.

CYAEGHA, Great Old One

STR 80 CON 120 SIZ 200 INT 20 POW 35
DEX 14 Move 25 flying HP 160

Damage Bonus: N/A.

Weapon: Tentacle 100%, damage 8D6

Armor: none, but takes minimum damage from impaling weapons. Reaching 0 hit points, Cyaegha retreats underground.

Spells: whatever Call/Dismiss or Contact spells the keeper wishes.

Sanity Loss: 1D10/1D100 Sanity points to see Cyaegha.

CYNOTHOGLYS, Great Old One. *A dark, monolithic object whose twisting shapelessness has placed it beyond simple analogies in my imagination. Yet there was something in its contours—a certain dynamism, like that of great, crablike roots springing forth from the ground. . . . Toward the summit of the mutilated sculpture, a crooked arm-like appendage extended outward in a frozen grasp, as if it had held this position for unknown eons and at any time might resume, and conclude, its movement.*

— Thomas Ligotti, "The Prodigy of Dreams".

CULT: no known cults to Cynothoglys exist, doubtless because any such followers are quickly led to their deaths. Cynothoglys is an ancient and obscure entity associated with death.

ATTACKS & SPECIAL EFFECTS: any contact with this Great Old One or one of its statues produces a dreamy hypnotic state in all who cannot resist the entity's POW with their own on the Resistance Table. A person under the hypnotic power of the Mortician God experiences visions or daydreams about his or her own demise. The subjected individual is eventually visited by the Great Old One. He or she calmly awaits the end and walks willingly into the waiting clutches of the entity. A thick fog heralds the arrival of the Mortician God, forming sometimes days before Cynothoglys appears. Animals in an area about to be visited by the Great Old One exhibit unusual behavior, such as carnivores killing prey and arranging it in neat patterns instead of eating it.

A person under Cynothoglys' influence suffers no ill effects to Sanity from the being's presence. If a victim is successfully Psychoanalyzed, the Great Old One's mental hold is broken and he or she suffers the 1D10/1D100 Sanity loss, whether Cynothoglys is present or not. Cynothoglys makes absolutely no sound and its fog obscures it from view at -50% to Spot Hidden rolls.

CYNOTHOGLYS, The Mortician God

STR 85 CON 78
SIZ 152 INT 30
POW 30 DEX 12
Move 9 HP 115

Damage Bonus: N/A.

Weapon: Touch
100%, damage
automatic death

Armor: none but
Cynothoglys
cannot be
harmd by any
normal
weapons.
Enchanted
weapons and
magic harm the
Great Old One
normally.

Spells: any desired by the keeper.

Skills: Sneak 100%.

Sanity Loss: 1D10/1D100 Sanity points to see Cynothoglys.



JACKET FOR SHELLAC 78-RPM RECORD,
SONGS OF DREAM & DEATH

1931. (Collection of the Musikhochschule Hannover, Hanover, Germany)

DAGON & HYDRA, Unique Entities (Deep One Greater Servitors). *Vast, Polyphemous-like, and loathsome, it darted like a stupendous monster of nightmares to the monolith, about which it flung its gigantic scaly arms.*

— H. P. Lovecraft, "Dagon".

Father Dagon and Mother Hydra are deep ones who have grown enormously in size and age, each over 20 feet tall and perhaps millions of years old. They rule the deep ones and lead them in their worship of Cthulhu. This pair is active and mobile, unlike Cthulhu and his minions, but are rarely met. It is possible that more than two deep ones have grown to the enormous size and strength comparable to that described in Lovecraft's "Dagon."

CULT: although not actual deities, Father Dagon and Mother Hydra are worshiped by the deep ones and their human minions. The Esoteric Order of Dagon is among the most organized of all cults.



UNIDENTIFIED U-BOAT FLOTILLA EMBLEM
(U-Boot-Archiv; Stiftung Traditionsarchiv Unterseeboote,
Cuxhaven, Germany)

Dagon and Hydra have identical statistics.

FATHER DAGON & MOTHER HYDRA, Rulers of the Deep Ones

STR 52 CON 50 SIZ 60 INT 20 POW 30
DEX 20 Move 10 HP 55

Damage Bonus: +6D6.

Weapon: Claw 80%, damage 1D6 + 6D6

Armor: 6-point skin.

Spells: each knows all spells to Summon/Bind the lesser servitor races of the Mythos.

Sanity Loss: 1/1D10 Sanity points to see Dagon or Hydra.

DAOLOTH, Outer God. *Not shapeless, but so complex that the eye could recognize no describable shape. There were hemispheres and shining metal, coupled by long plastic rods. The rods were of a flat gray color, so that he could not make out which were nearer; they merged into a flat mass from which protruded individual cylinders. As he looked at it, he had a curious feeling that eyes gleamed from between these rods; but wherever he glanced at the construction, he saw only the spaces between them.*

— Ramsey Campbell, "The Render of the Veils".

A strange, geometric being, Daoloth does not appear to be particularly malign. It lives somewhere beyond our universe, but may be summoned into it or our Dreamlands.

CULT: Daoloth is currently worshiped on Yuggoth and other alien worlds, but seems to have little earthly cult. His astrologer-priests can see the past and future, and perceive how objects extend into the last dimension. They gain the power to travel into other dimensions and to see other types of reality. Seeing Daoloth is disastrous, for the human eye attempts to follow the god's outline, and that speedily causes madness. Daoloth's few human cultists summon the god only in absolute blackness. The Bringers of the Sacred Light and the Cult of Daoloth are two of Daoloth's few human sects.

OTHER CHARACTERISTICS: the god's presence causes disaster among humankind. If he is not held inside some magical barrier, his form expands and engulfs anyone nearby. Those engulfed by Daoloth are

immediately send to distant and dismal worlds or alternate dimensions, from which they rarely return.

Daoloth moves unconventionally, either by expanding his shape or by slipping through dimensions. He expands at 8 meters radius per round, and can continue expanding to any size.

DAOLOTH, The Render of the Veils

STR N/A CON 100 SIZ varies INT 50 POW 70
DEX 30 Move 8 HP 100

Damage Bonus: N/A.

Weapon: Engulf 100%, sends victim to other plane

Armor: anything striking or penetrating Daoloth is transported to another dimension, but any spell which the keeper thinks appropriate might do harm to hit points.

Spells: it might know any spell dealing with seeing or traveling to other worlds, planes, and dimensions, and whatever other spells the keeper thinks appropriate.

Sanity Loss: 1D10/1D100 Sanity points in the first round the god is visible; in succeeding rounds automatically lose 1D10 Sanity points while nearby.

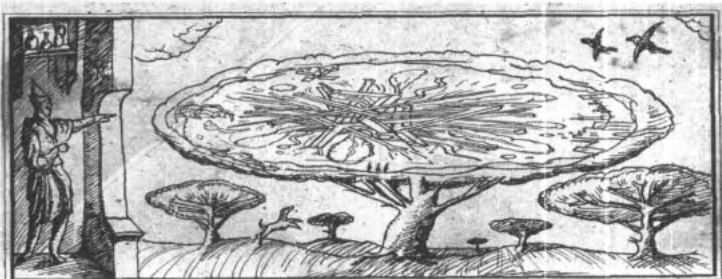
■ **SACRED LIGHT, Avatar of Daoloth.** *It appears as a narrow beam of brilliant light that descends at a stately rate from the heavens. The light is woven and riven with unearthly colors alien to this universe. The light's movement downward is slow, as if the light is living or is a liquid oozing down a tube. Reaching the ground, the beam broadens into a cone of light that can stay fixed or move from area to area.*

— Bruce Ballou, "The Truth Shall Set You Free".

CULT: a small sect calling themselves the Cult of the Sacred Light worship Daoloth in this form.

GIFT OF TRUTH: those touched by the light sense a living alien presence within its prismatic rays. This contact at first makes one feel euphoric, giddy and powerful, but within seconds the contactees' minds fill with too much knowledge, and terror begins to grip their souls as they are granted the Gift of Truth. When its Gift of Truth has been distributed and bestowed at its maximum diameter, the light sparkles and then vanishes.

The Gift of Truth is the rending of the veil of earthly illusion. The illuminated understands the ghastly depths between the stars and galaxies, and knows the terrors that lurk there. They can see the ultimate dimension. They see monstrous horrific shapes, see touches, see tastes—all is visual. Only the blind are unaffected by the Gift. Those exposed to the Gift of Truth immediately lose 1D10/1D100 Sanity. Every day thereafter, another 1D6 Sanity is lost, except for those who gouge out their eyes or otherwise permanently blind themselves and thus stop feeding this visually linked Sanity loss. Being touched by an idol of Daoloth and willing the Gift to vanish may remove the horrific visions, as the keeper chooses.



WOODCUT FROM THE BIBLIA GERMANICA

Regarded from the correct angle, the motif reveals the apocalyptic vision of the Prophet Elijah. Attributed to Hans Holbein, Zürich Bible of 1531, Christoph Froschauer the Elder, publisher.

THE SACRED LIGHT, the Render of the Darkness

SIR N/A CON 70 SIZ varies INT 44 POW 50
DEX 20 Move 8 HP 80

Damage Bonus: N/A.

Weapon: Gift of Truth, automatic when touched by the beam, damage 1D10/1D100 SAN + 1D6 SAN each day thereafter.

Armor: none; however, only enchanted weapons and magic can harm the Sacred Light.

Spells: any spells dealing with seeing or traveling to other worlds, planes, and dimensions, plus any spells thought appropriate by the keeper.

Sanity Loss: 1D6/1D10 Sanity points to see the Sacred Light.

DHO-SPAWN, Great Old One. *The Dho-spawn is invisible save for a sense of "oiliness" in the air. The loathsome Dho-spawn is enormous, and without fixed shape as its livid pulsing body shifts and rotates through far more than three dimensions. From its median line sprouts writhing forests of whip-like tendrils.*

— Marion Anderson & Phil Anderson, "Rigid Air".

The Dho-spawn is the larvae stage of a Great Old One. It is invisible to the naked eye. Passing through the space occupied by the entity imparts the impression that the air has thickened. If special goggles are worn, or the Powder of Ibn Ghazi or similar spell cast, the ghastly appearance of the creature is fully appreciated. The tendrils only interact with solid objects where the Dho-spawn desires, such as the base of victims' skulls. Ten of the tendrils have knobbed ends, which emit faint, dissonant moans.

The Dho-spawn was brought to this dimension through a Gate at the beginning of the 1920's. The being initially appeared as nothing more than a small crystalline object. Eventually the crystal grew and changed into the Dho-spawn. The Dho-spawn may reach maturity and complete the final transformation into a full-fledged Great Old One very soon, or not for hundreds of centuries yet.

CULT: the Dho-spawn is an immature Great Old One not yet grown to its full power—and thus it has no large-scale cult.

ATTACKS & SPECIAL EFFECTS: the Dho-spawn sends stray tentacles to impale and thereby control—or else coerce—sentient beings around it. The Dho-spawn controls its slaves by inserting one of its invisible tendrils into the brain of a victim. These victims then remain in relative close proximity to the Dho-spawn.

The Dho-spawn increases its powers of thought by absorbing the perceptions and memories of slaves. It takes control by implanting a tentacle within the brain stem of its victim. If the victim is unwilling, it also needs to win a POW struggle with its victim on the Resistance Table. Victims controlled by the Dho-spawn are like

extra limbs or senses, and the Dho-spawn may speak and act through them at long distances. Once implanted, if the tentacle is removed the victim dies instantly and messily.

The Dho-spawn may also invade the thoughts of an unattached victim. If it wins a POW struggle, its target is under its control for 1D10 rounds. Only one victim at a time may be mentally coerced in this manner.

When the Dho-spawn breaks contact with a slave it snaps its tendril back to its body, pulling the victim's spine out in the process and thus killing him or her. If any of the Dho-spawn's slaves are killed or faint from blood loss or shock, the entity continues to manipulate their nervous systems. Such dead or unconscious slaves become blood-spattered marionettes that jerkily continue their attacks. Witnessing this gruesome sight costs 0/1D6 Sanity points.

If the Dho-spawn is reduced to half its hit points it flees, breaking contact with and incidentally killing all of its slaves as it pulls their spines out through the back of their skulls.

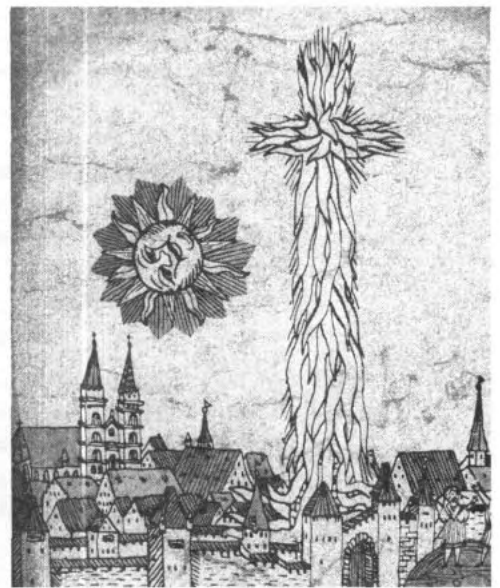
DHO-SPAWN, Larval Great Old One

STR 50 CON 26 SIZ 50 INT 17 POW 25
DEX 15 Move 8 / 12 flying HP 38

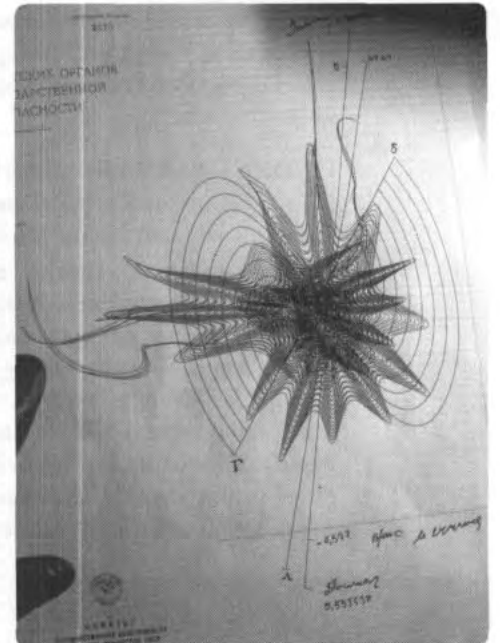
Damage Bonus: +5D6.

Weapons: Tentacle Implant 15%, damage special (see above)
Mental Coercion (see above)

Armor: due to its multidimensional normal, non-enchanted nature, weapons do only minimum possible damage to the Dho-spawn.



DRAWING, ARTIST UNKNOWN
1499. (Archiwum miasta Krakowa / Municipal Archive of Cracow)



MICROFILM FROM THE SECRET ARCHIVE
OF THE EIGHTH CHIEF DIRECTORATE, KGB
(Private Collection)

Spells: although it generally uses none, the Dho-spawn may know any spells desired by the keeper.

Sanity Loss: 1D3/1D20 Sanity points to see the Dho-spawn.

EIHORT, Great Old One. *Then came pale movement in the well, and something clambered up from the dark, a bloated blanched oval supported on myriad fleshless legs. Eyes formed in the gelatinous oval and stared at him.*

— Ramsey Campbell, "Before the Storm".

Eihort is a monstrous being which lives in a labyrinthine network of tunnels deep beneath England's Severn Valley. The Great Old One's tunnels may connect to other networks of tunnels, including some beneath the Miskatonic Valley, and perhaps even the Dreamlands.

CULT: Eihort's only known cults are in the Severn Valley, particularly in the cities of Brichester and Camside. Typically a group of demented humans is led by a group of Eihort's brood, which have formed themselves into the simulacrum of a human. Children appear to be particularly susceptible to Eihort's powers, and frequently make up little cults or gangs of followers.

EIHORT'S BARGAIN: cornering a human victim, Eihort questions the captive, and if the captive refuses Eihort, he smashes him or her dead.

Whoever would survive must accept Eihort's Bargain, and accept implantation of immature brood into his or her body. Progressively horrible and Sanity-wracking dreams begin, costing 1D4 Sanity points and adding 1D3 Cthulhu Mythos, affecting the victim in the coming months. The maturing brood fight the Bargainer for control of his or her body. After 1D100 months, the struggle climaxes as terrifying visions wrack the Bargainer's brain, and at last the mature

brood split open the Bargainer's body and emerge from within and scuttle off. The Bargainer always dies.

EIHORT'S BROOD: small, globular, white grub-like or spider-like creatures, easily slain. Their systematic destruction risks Eihort's wrath. After their grisly birth, the brood hide until the Great Old Ones walk the Earth again. Then they will metamorphose into smaller

versions of Eihort, and thereafter attend him. Brood are not intelligent or aggressive, but they can gnaw motionless targets to the bone. In 1D10 minutes a group can do 1 hit point damage to a defenseless target.

Sometimes a large number of brood form a sort of gestalt organism and masquerade as human.

EIHORT, God of the Labyrinth

STR 44 CON 80 SIZ 50 INT 25 POW 30
DEX 12 Move 8 / 1 burrowing HP 65

Damage Bonus: +5D6.

Weapons: Bite 70%, damage 5D3 + paralytic poison POT 15
Crush 85%, damage 5D6 to all in 10-foot radius

Armor: none. All physical attacks do minimum damage. Additionally, Eihort regenerates 3 hit points per combat round. Brought to zero hit points, his remains ooze into the ground and he regenerates somewhere far within the earth.

Spells: Cloud Memory, all Contact Deity spells, Create Gate, Summon/Bind Chthonian, Summon/Bind Ghoul.

Sanity Loss: 1D6/1D20 Sanity points to see Eihort.

ELDER GODS, LESSER, Elder Gods. *And They went to and fro upon the Earth, terrible in Their wrath, like unto mighty Towers of Flame that walked like men.*

— Lin Carter, "Zoth-Ommog".

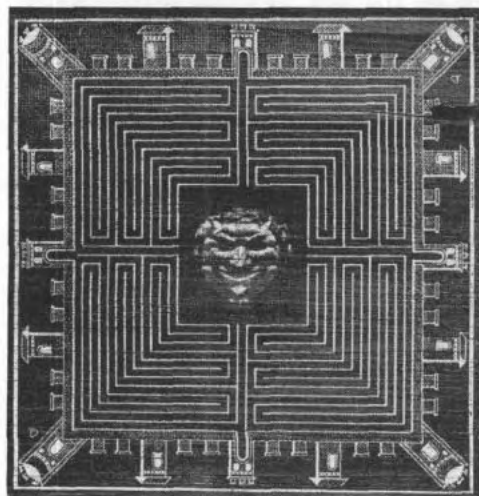
The lesser-known, unnamed Elder Gods are collectively known simply as the Lesser Elder Gods. These beings generally manifest as pillars of flame or light, of various colors. Some may, however, have other forms which they may assume. This group of Elder Gods acts as a soldiering force for the mightier, named Elder Gods, such as Nodens and Kthanid. When a human beseeches the Elder Gods for assistance against a Mythos foe, it is often one or more of these beings who are sent forth.

These Lesser Elder Gods may be the inspiration for stories of angels and biblical manifestations, as well as some UFO sightings.

CULT: few, if any, of the Lesser Elder Gods are worshiped either on Earth or elsewhere.

ATTACKS & SPECIAL EFFECTS: the Lesser Elder Gods may attack by lashing out with limbs of flame or light. These limbs are pure energy and cannot be Dodged. Also, this attack ignores all armor, natural or constructed.

The Lesser Elder Gods may also dispel a foe by hurling them into space. To do so, the Lesser Elder God or Gods must match POW or combined POW against the combined POW and STR of their opponent. If the opponent is overcome, it is enveloped in a shroud of flame and light and then physically hurled out into the depths of space. Such an attack does little actual harm to Great Old Ones, but may kill servitor and independent beings, and most certainly kills humans. A



ENGLISH BOARDGAME

c. 1790. (Red House Museum, Christchurch, Dorset, England)

Mythos deity so removed cannot return until Called or Summoned again.

Certain of the Lesser Elder Gods may utilize other attacks, either in the form of different natural attacks, according to their form, or actual weapons, as the keeper desires.

LESSER ELDER GODS, Lords of Glyu-Uho

char.	rolls	averages
STR	5D6+10	27-28
CON	7D6+10	34-35
SIZ	4D6+20	34
INT	3D6+18	28-29
POW	5D6+20	37-38
DEX	6D6	21
Move	10 / 30 flying	HP 34-35

Av. Damage Bonus: +3D6.

Weapon: Flame Lash 75%, damage is db

Armor: all physical attacks, unless enchanted, inflict only minimum damage to a Lesser Elder God. Additionally, Lesser Elder Gods may give themselves armor-like protection by spending one magic point for every point of armor desired. They may also regenerate at a rate of one hit point per magic point expended. Magic and enchanted attacks affect the Lesser Elder Gods normally.

Spells: any as desired by the keeper. Known spells are generally those dealing with the Elder Gods and their servitors and minions. Lesser Elder Gods never know spells dealing with the Great Old Ones, the Outer Gods, or their various minions.

Sanity Loss: 0/1D3 Sanity points to see the Lesser Elder Gods.

FTHAGGUA, Unique Entity (Fire Vampire Greater Servitor). *Then they saw it—the comet streaking up from the east, brilliant and bluish-red and strange, with a corona haloing it and its tail fanning away behind in a vast curve. . . . The sinister thing poised far above its victim, contracted—and like light hurtled downward to fling coils of living fire around [a victim].*

— Donald Wandrei, "The Fire Vampires".

Fthagghua is the lord and leader of the fire vampires, and dwells with them and their god Cthugha on or near the star Fomalhaut. There is some speculation that this intelligent, fiery gas is an offspring of the Great Old One Cthugha, and that it may evolve into a Great Old One itself, one day.

CULT: while not a deity, Fthagghua is sometimes called upon by those foolishly wishing to harness its power. The fire vampires obey Fthagghua and do its bidding.

ATTACKS: Fthagghua burns at 1100° centigrade, and sets flammable objects alight with its touch. It attacks by dropping coils of bluish lightning-like flames over its victims, inflicting 8D6 hit points of severe burn damage. Only calcified skeletons remain of those killed by Fthagghua. If a victim survives Fthagghua's attack but the burn damage overcomes his CON on the Resistance Table, the victim goes into shock and must be success-

fully treated with a First Aid or Medicine roll. Unsuccessfully treated or untreated victims go into deep shock and can do nothing. Untreated, severely burned victims die within a few hours.

Fthagghua travels between worlds at a speed of one light-year per day, and is always encountered in the company of 1D4 x10 fire vampires. Fthagghua may communicate with humans by spelling out fiery words in the air.

FTHAGGHUA, Lord of the Fire Vampires, Lord of Ktynga

STR N/A	CON 35	SIZ 87	INT 18	POW 21
DEX 60	Move 100 flying			HP 61

Damage Bonus: N/A.

Weapon: Fire coil 40%, damage 8D6 burn

Armor: none, however no material weapons can harm Fthagghua. Water thrown on Fthagghua inflicts two points of damage per gallon. Handheld fire extinguishers do 1D6 hit points of damage, and a bucket of sand 1D3 hit points of damage. Extreme electrical voltage also inflicts damage upon Fthagghua at a rate of 1D6 points of damage per one hundred thousand volts.

Spells: Call Cthugha, Summon/Bind Fire Vampire, and others as desired by the keeper.

Sanity Loss: 1/1D8 Sanity points to see Fthagghua.



THE STAR OF BETHLEHEM
woodcut, c. 1500 (Vatican Archives for Indexed Prints)

GHADAMON, Great Old One.

The thing had been pawned on the flesh of human brains and secreted beneath a great lake in a fearsome world of darkness where it would lie for eternal ages, feeding, growing, and waiting.

— Eibon the Wizard, *The Book of Eibon*.

Ghadamon is a larval Great Old One composed mostly of a bluish-brown mucoidal substance. It moves about on land with difficulty, dragging itself along by means of sticky, stringy pseudopods which it shoots out from its mass and attaches to surrounding objects. Ghadamon is covered with pustules that develop, quickly swell, then burst to emit noxious gas or to ooze foul slime which is often quickly sucked up by a nearby orifice. Several malformed head-like objects float within Ghadamon's body, occasionally surfacing to peer out. Ghadamon, like Bokrug, is one of the few Great Old Ones to live in the Dreamlands. There it

haunts the Sterile Lake in the Underworld, waiting until the time is ripe to travel to the waking world.

CULT: this larval Great Old One has no followers and was originally created by the alien science of the fungi from Yuggoth for an unknown reason.

ATTACKS & SPECIAL EFFECTS: Ghadamon has spent eons dreaming. Unless attacked, Ghadamon offers no direct threat. Only if it is attacked does the Great Old One begin killing.

If Ghadamon does attack, it can send out 1D10 pseudopod strings each round. These adhere to anyone struck. The following round, Ghadamon pulls the victim to its multiple floating heads. The victim can tear loose from the pseudopod strings if he can overcome the adhesive's STR of 10 with his own STR. If more than a single string afflicts him, their total STR is added



PORTUGUESE NAVIGATIONAL CHART
fifteenth century. (Netherlands Maritime Museum, Amsterdam)

together, and all must be defeated in a single resistance roll. Two strings have a STR of 20, for example.

Once a victim has been pulled to Ghadamon, 1D6 heads attack each round, biting for 1D3 points of damage each. The heads can only reach victims that are actually touching Ghadamon.

GHADAMON, Larval Great Old One

STR 45 CON 41 SIZ 35 INT 20 POW 40
DEX 18 Move 2 / 6 swimming HP 38

Damage Bonus: N/A.

Weapons: Pseudopod Strings 55%, damage Grapple
Bite 100% when Grappled, damage 1D3 per head

Armor: none, but all weapons do minimum possible damage to Ghadamon. Ghadamon can regenerate 5 points of damage per round. Its slimy surface protects it from most heat or fire damage, and only the most intense or prolonged heat harms Ghadamon.

Spells: any as the keeper desires.

Sanity Loss: 1D3/1D20 Sanity points to see Ghadamon.

G HATANOTHOA, Great Old One. *Oozing and surging up out of that yawning trap door in the Cyclopean crypt I had glimpsed such an unbelievable behemothic monstrosity that I could not doubt the power of its original to kill with its mere sight. I might call it gigantic—tentacled—proboscidian—octopus-eyed—semi-amorphous—plastic—partly squamous and partly rugose. . . . But nothing I could say could even adumbrate the loathsome, unholy, non-human, extra-galactic horror and hateful and unutterable evil of that forbidden spawn of black chaos and illimitable night.*

— H. P. Lovecraft and Hazel Heald, "Out of the Eons".

Ghatanothoa is known to be exceedingly horrible, with myriad tentacles, maws, and sensory organs, with a definite dreadful outline. In ancient Mu Ghatanothoa dwelt in a burrow beneath a city originally built by fungi from Yuggoth, though generally inhabited by primeval humans. The burrow was surmounted by a truncated volcanic cone. When Mu sank, the god's home was overlaid by the waves and he was no longer free. Sometimes tectonic upheavals force Ghatanothoa's dwelling place to the surface, as if in horrific preparation for that awful day when it will rise, along with R'lyeh, to sink no more. Investigators might beware any island between New Zealand and Chile that matches the description of Ghatanothoa's abode.

Ghatanothoa is sometimes referred to as Ghanta and pictured as a tentacled, toad-like, thousand-eyed creature.

CULT: Ghatanothoa is sometimes tied to the race known as Iloigor. At present, no human cultists are known for him. In ancient times, the priests of Mu unwillingly offered periodic human sacrifices to Ghatanothoa, lest he rise from his extinct volcano and work greater carnage. Certain fungi from Yuggoth also served Ghatanothoa in these ancient times.

CURSE OF GHATANOTHOA: anyone in visual proximity to a perfect image of Ghatanothoa receives this curse. Each round that the image of Ghatanothoa is present, the human witnesses must attempt CON x5 rolls on 1D100. Upon failure, the investigator loses 1D6 DEX, muscles stiffen, and creeping paralysis begins. If an investigator's DEX is brought to zero, complete immobilization occurs, a petrification process normally irreversible.

In a few minutes, the victim's flesh and sinews rapidly harden to the consistency of leather and bone. The brain and other internal organs remain fresh and alive in this hard, immobile case, aware yet unbearably imprisoned. Only the destruction of the brain can end

the victim's suffering. The blind, numb victim loses 1D6 Sanity points per day until reaching permanent madness or the forgiving release of death.

When he is at less than zero hit points, the Great Old One's curse is inoperative. Once regenerating to at least 1 hit point, petrification proceeds normally.

GHATANOTHOA, Lord of the Volcano

STR 90 CON 80 SIZ 140 INT 20 POW 35
DEX 8 Move 9 HP 110

Damage Bonus: N/A.

Weapon: Tentacle 80%, damage 7D6

Armor: 10-point hide; regenerates an additional 10 hit points per round.

Spell: knows all Summon/Bind spells, as well as Contact spells for Great Old Ones, Chthonians, Deep Ones, Flying Polyps, Ghouls, Star-Spawn of Cthulhu, and Sand Dwellers.

Sanity Loss: 1D10/1D100 Sanity points to see Ghatanothoa, but that's the least of the investigator's troubles.

GHIZGUTH, Great Old One. Child of Cxaxukluth and sire of the Great Old One Tsathoggua by his mate Zstylzhemgni. After his brother Hziulquoigmznzhah left Yuggoth due to the cannibalistic depredations of their father, Ghizguth and his family remained a while longer in deep caverns that Cxaxukluth could not reach.

— Daniel Harms, *Encyclopedia Cthulhiana*.

Ghizguth is never described in any Mythos tome. It appears as a large wrinkled sack of jelly-like material. A single wide mouth opens like a rip across its sack-like body, and a pair of tiny eyes peer out from folds in the flesh. Ghizguth has no legs, although several long claw-tipped, vine-like tendrils protrude from its sides.

CULT: Ghizguth has no human cult, although may be worshiped by the fungi from Yuggoth.

ATTACKS & SPECIAL EFFECTS: Ghizguth attacks with up to four of its tendrils each round. It may inflict damage with its pincers, may entwine and crush a victim, or it may opt to Grapple a victim. Grappled victims are pulled into the Great Old One's wide mouth and swallowed whole on the next round. Swallowed victims are crushed by Ghizguth's enormous gelatinous bulk as well as burned by digestive acids.

GHIZGUTH, Sire of Tsathoggua

STR 44 CON 77 SIZ 47 INT 18 POW 28
DEX 10 Move 8 HP 62

Damage Bonus: +5D6.

Weapons: Pincer 90%, damage 3D6

Entwine 90%, damage 5D6 crush

Grapple 90%, damage held

Swallow automatic when Grappled, damage 5D6 per round

Armor: takes only 1 point of damage from all physical attacks, plus it regenerates 1D6 hit points each round.

Spells: any as the keeper's desires.

Sanity Loss: 1D8/1D20 Sanity points to see Ghizguth.

GHROTH, Outer God. *It was red as rust, featureless except for bulbous protrusions like hill. . . . Except that of course they weren't hills if he could see them at this distance; they must be immense. It seemed to hang ponderously, communicating a thunderous sense of imminence, of power. . . . Then it moved. . . . The surface of a planet doesn't move . . . the surface of a planet doesn't crack, it doesn't roll back like that, it doesn't peel back for thousands of miles so you can see what's underneath, pale and glistening.*

— Ramsey Campbell, "The Tugging".

The Outer God is a sort of "Nemesis Star": a planet-sized,

star-like entity made up of gas and ash and molten iron. It appears as a vast rust-red sphere, its surface split with faults or cracks. Ghroth occasionally forms great eyes out of vast seas hidden below its crust. Its absence from the restraints of Azathoth's mindless court is due to the eternal duty it must perform. Ghroth is the herald of songs which only the pitiless stars and the dead Old Ones can hear. The stars are urged to rightness and the Old Ones awaken on the worlds which Ghroth passes.

CULT. Ghroth has a few worshipers, mostly astrologers and others interested in the stars. One small organized cult is the Cult of Ghroth in the Goatswood area of England (and possibly elsewhere).

OTHER CHARACTERISTICS: Ghroth is the Harbinger and the Maker of the Doom of Worlds. As the Outer God nears a world, tides change, volcanoes erupt, and horrific storms, earthquakes, and tidal waves are experienced. The arrival of Ghroth signals catastrophe for a solar system, for the Outer God begins to pull planets into new orbits and awaken dark, slumbering gods with its music of the spheres.

There is some speculation that the appearance of Ghroth was the cause of the destruction of Shaggai.



"THE LAST HOUR" IN VIATORIUM SPAGYRICUM
by Herbrandt Jamsthaler, Frankfurt am Main, 1625. (University of Bonn)

GHROTH, Nemesis, The Harbinger and Maker

STR N/A CON incalculable SIZ planet-size
 INT 14 POW 100 DEX N/A
 Move N/A HP incalculable

Damage Bonus: N/A.

Weapons: N/A.

Armor: N/A. Ghroth could, theoretically, be dispelled if it sustained an immense amount of damage. If somehow

reduced to zero hit points Ghroth's body shatters into a cloud of lifeless rock and dust. The Harbinger then appears somewhere else in another galaxy or dimension, totally regenerated. Another way of dispelling it would be to reduce its POW to zero.

Spells: none.

Sanity Loss: 1D10/1D100 Sanity points to see Ghroth.

THE JOURNAL OF SIR HANSEN POPLAN

THE END OF THE WORLD

The Necronomicon states, "That is not dead which can eternal lie, And with strange aeons even death may die." It is the best known of the prophecies regarding the End Times, that time when Earth shall be destroyed, but by no means the only one. It states simply: There shall come a time when the Great Old Ones and Outer Gods, slumbering and imprisoned, shall awaken.

The End Times shall be heralded by a number of signs. The Revelations of Glaaki describe the most important, the coming of Ghroth. "When these hibernal times are over, and the time for reawakening is near, the universe itself shall send forth the Harbinger and Maker, Ghroth. Who shall urge the stars and worlds to rightness. Who shall raise the sleeping masters from their burrows and drowned tombs; who shall raise the tombs themselves. Who shall be attentive to those worlds where worshipers presume themselves stewards. Who shall bring those worlds under sway, until all acknowledge their presumption, and bow down."

Nameless Cults tells of another sign. "An Arab whispered to me of a prophecy which told of the Mother of Pus, a grandchild of the Goddess who would be begotten by Her, who is mother and father both Shub-Niggurath, upon a mortal woman. . . . It is written, so the Arab said, that the coming of the Mother of Pus shall herald the waking of the Old Ones from their slumber in the darkneses beneath the Earth."

There are a score different prophecies, each detailing another inevitable coming or wakening, which when combined shall lead to the End Times. If we continue to wallow in ignorance, we are doomed.

Finally, the signs shall all come right and the End Times shall begin, and then humanity shall be truly doomed.

A particular apocalyptic poetry cycle states, "And at the last from inner Egypt came The strange dark One to whom the fellas bowed; Silent and lean and cryptically proud, And wrapped in fabrics red as sunset flame. Throngs pressed around, frantic for his commands But leaving, could not tell what they had heard;

While through the nations spread the awestruck word That wild beasts followed him and licked his hands." This describes Nyarlathotep and how he will rise to such a position of power that the humans will worship him as the End Times begin.

Things shall only grow worse afterward, as DOOM follows DOOM. In the end, as stated by the Necronomicon, "Nug and Yeb shall emerge from below, cracking the ice, bearing furnace and torch, and with their black fire they shall Clear the Earth."

And then, as stated in that same apocalyptic poetry cycle, "From Leng, where rocky peaks climb bleak and bare Under cold stars obscure to human sight, There shoots at dusk a single beam of light Whose far blue rays make shepherds whine in prayer." This is a description of the Pharos of Leng which, according to the Necronomicon, shall be lit following the Clearing of the Earth, and shall waken all the old gods.

And so the Earth seems doomed, and perhaps the universe too, for surely our own planet has no particular importance. Only if we can watch for the signs, and prevent what follows, might we perhaps have a chance of survival; I fear it is a slim chance. ♦♦♦

GLAAKI, Great Old One. From an oval body protruded countless thin, pointed spines of multicolored metal; at the more rounded end of the oval a circular, thick-lipped mouth formed the center of a spongy face, from which rose three yellow eyes on thin stalks. Around the underside of the body were many white pyramids, presumably used for locomotion. The diameter of the body must have been ten feet at its least wide . . . long stalks [were] twisting above it . . . [the] shape towered, pulsing and shaking with deafening vibration . . . a spine stiffened toward [a victim].

— Ramsey Campbell, "The Inhabitant of the Lake".

Glaaki currently dwells at the bottom of a lake in the Severn River Valley in England from whence it summons new cultists by a "dream-pull"—the sending of hypnotic dreams to potential initiates. Glaaki is weak now, and without the strength drawn from the initiation process, it cannot send the dream-pull any distance. But whenever someone comes to live nearby it can send the dreams, or it can dispatch servants of Glaaki to capture or guide new initiates.

Gates to other bodies of water around the world (or even on other worlds) may exist at the bottom of Glaaki's lake. It may have some influence in the Dreamlands, where it may appear from time to time.

Glaaki may be connected in some way with the Great Old One Ut'ulls-Hr'ehr.

CULT: Glaaki heads a particularly loathsome cult in which most members are undead. On occasion living humans have worshiped Glaaki but currently the area around his lake is deserted.

THE DREAM-PULL: Glaaki mainly uses the dream-pull to draw victims to the lake for initiation. The target's chance to be overwhelmed by the dream is equal to Glaaki's magic points minus the victim's magic points on 1D100. For each half-mile of distance between the victim and Glaaki's lair, add 1 magic point to the victim's total for the effect of this calculation. Glaaki can try once per night, for as many nights as desired.

INITIATION: the novice stands on the lake shore while Glad rises from the deep. Glaaki drives one of its spines into the victim's chest and then, on the next round, injects a fluid into the victim. Normally the spine kills the human victim. The spine detaches from Glaaki, and from it grow protrusions through the victim's body. When growth is complete, in a night or two, the spine drops off, leaving a livid spot which does not bleed and from which emanates a network of red lines. The victim is then an undead slave, a servant of Glaaki.

Conditions: if the damage from the spine fails to kill the target before the fluid is injected, the victim

becomes an undead horror, but is not subject to the will of Glaaki. If possible Glaaki has its servants capture such an individual and hold him or her while it drives in another spine to force proper servitude. If the victim manages to break off the spine during the round in which he or she is stabbed and before the fluid is injected, he or she dies anyway but does not become an undead slave of Glaaki. In the rare instance that the spine does not cause enough damage to kill the victim, and is broken off before the fluid is injected, the victim can remain a normal human being. Glaaki's undead slaves may hold novices tightly to prevent them from breaking off spines prematurely.



THE TEMPTATION

Detail from Hieronymus Bosch's tryptich, c. 1500.
(Museu Nacional de Arte Antiga, Lisbon)

GLAAKI, the Inhabitant of the Lake

STR 40	CON 60	SIZ 90	INT 30	POW 28
DEX 10	Move 6			HP 75

Damage Bonus: N/A.

Weapon: Spine 100%, damage 7D3

Armor: 40-point integument; each spine has 4 points of armor and 6 hit points.

Spells: Glaaki knows most spells, and teaches many to his worshiper-slaves.

Sanity Loss: 1D3/1D20 Sanity points to see Glaaki.

GLOON, Great Old One. A seaman's body was found on the deck, hands gripping the railing in curious fashion. The poor fellow was young, rather dark, and very handsome. . . . Our men searched him for souvenirs, and found in his coat pocket a very odd bit of ivory carved to represent a youth's head crowned with laurel. My fellow officer believed that the thing was of great age and artistic value.

— H. P. Lovecraft, "The Temple".

To his worshipers, Gloon usually appears as a handsome nude young man, standing well over ten feet tall.

A laurel wreath is carefully set around his brow. Gloon's true form is that of a wattled, slug-like horror.

CULT: Gloon is imprisoned within a temple in submerged Atlantis where it guards a portal to some unknown interdimensional place. Although worshiped by the Atlanteans and possibly by other ancient civilizations, Gloon has no human following today.

ATTACKS & SPECIAL EFFECTS: its touch penetrates through armor or clothing to cause exceeding pain and agony in the recipient as his flesh explodes into a festering mass of boils and scabs. This attack does 1D3 damage to the victim per round for 1D6 rounds after the touch has ended. The agony also causes the target to lose ten percentiles off all skills until the wounds have been cured.

Once reduced to zero hit points, Gloon transforms to its true wattled and slug-like form, then dissolves and vanishes back to its own plane.

THE GRASP OF GLOON: anyone possessing one of the statues of Gloon in its handsome youthful form experiences vivid dreams of strange titan cities beneath the waves. Watery granite towers and barnacle-encrusted temples haunt the sleeper's consciousness. After a week of these bizarre images, one scene begins to reoccur—a dark basalt temple of enormous size from whose door and multitudinous windows emanates a faint glow. Above the temple's entrance is a ten-foot-tall bas-relief version of the statue of the handsome naked youth. A Sanity roll and the loss of 0/1 point of Sanity is required each night for the dreams. Once an investigator has lost 10% of his or her Sanity to the dreams, he or she becomes obsessed with finding the submerged city and returning the statue to the dark temple. Simply destroying a statue of Gloon may not be enough to stop the dreams.

THE SERVANTS OF GLOON: they look like miniature versions of the Great Old One Zoth-Ommog

and act on the whims of Gloon, tending to his every need.

A servant of Gloon can attack once a round with either a tentacle or a bite. If attacking with a tentacle, a servant Grapples its victim on the first round and then begins to crush him on successive rounds. Such a victim may attempt to break free by overcoming the servant's STR with his own on the Resistance Table.

GLOON, The Corruptor of Flesh SERVANTS OF GLOON

char	Human Form	Slug Form	rolls / averages
STR	40	40	3D6+6 / 16-17
CON	60	60	6D6+20 / 41
SIZ	22	30	4D6+6 / 20
INT	14	14	3D6 / 10-11
POW	50	50	3D6+6 / 16-17
DEX	17	12	2D6+6 / 12-13
APP	18	N/A	N/A / N/A
Move	8	6	6
HP	41	45	30-31
DB	+3D6		+1D6

Weapon: Touch (Gloon) 60%, damage 1D3 per round for 1D6 round

+ 10% off all skills

Bite (Servants of Gloon) 45%, damage 1D6 + db

Tentacle (Servants of Gloon) 45%, damage Grapple & then 1D6 constriction each round thereafter

Armor: Gloon has none in human form; 4-point blubber in slug form. Gloon's servants have 3-point thick, blubbery skin; and they regenerate 3 hit points per round.

Spells: Gloon has any as the keeper desires. A servant of Gloon knows 1D6 spells of the keeper's choice, but generally dealing with other aquatic horrors. They always know Call Gloon.

Sanity Loss: none, normally, however seeing Gloon's true form costs 1/1D10 Sanity points. 1/1D10 Sanity points to see a servant of Gloon.

GNOPHKEHS, Great Old One. *The blonde, soaking body of Gnophkehs toppled forward . . . his long hairy arms stretched out as if in supplication.*

— Peter Cannon and Robert Price, "Nautical-Looking Negros".

Gnophkehs is something of an enigma among the Cthulhu Mythos. Very little is known of this entity, and it is unclear as to whether it is actually an avatar of Rhan-Tegoth or Cthulhu (both of which have been suggested), or truly an individual being. Here we treat it as an individual Great Old One, although the keeper may decide that it is an avatar if he so chooses.

Gnophkehs is a large six-limbed humanoid figure covered in thick white hair. A single horn sprouts from its forehead, and its wide mouth is lined with viciously sharp teeth. Sometime Gnophkehs walks upright, and other times it walks on four or even six of its limbs. This entity is frozen in thick ice somewhere in Greenland.

One of the few sources of information on this creature is the rare *Book of Gnophkehs* by Bliss Knapp. This



SKETCH ON AN AUCTION NOTICE
from the estate of J. Haliday

THE JOURNAL OF SIR HANSEN POPLAN

ATLANTIS

I first read of the lost land of Atlantis in Plato's *Timaeus*, a decidedly non-Mythos tome I should be quick to note. It told of an island greater in size than Asia Minor that lay just beyond the Pillars of Hercules. It was said to have been a vast kingdom sometime far back in the shrouded depths of time. It conquered all of the Mediterranean lands but for the Greek city of Athens, then was reclaimed by the sea.

The truth of Atlantis gains some credence in other ancient writings. Egyptians talk of "sea people" invading their lands. Until at least the Middle Ages, Atlantis was a fact to most people, as true as the Isles of the Blest or the Fortunate Islands. Lacking evidence, modern scientists have decided to place Atlantis in the category of myth.

If they read the tomes of the Mythos, they would be enlightened, for there the history of Atlantis is written large. The Book of the Golden Gates tells of an Atlantis at its height, before it fell to the worship of dark gods. The Book of Thoth paints a bleaker picture, detailing a once-great civilization fallen to barbarism due to natural cataclysms. The *Illarnek Papyri* mentions the last days of Atlantis some 11,500 years ago, offering a reflection of Plato's own writing.

Still we know little about Atlantean civilization. They worshiped dark gods, among them Cthulhu, Ghatanothoa, and Gloom. We can only guess at their connections to deep ones, yuggs, and other undersea monstrosities.

Today the dark secrets of Atlantis live on. Far beneath the surface of the ocean, long-abandoned ruins may be found, and in those cities are ancient relics. As for the people, many humans walking the Earth today trace their lineage to Atlantean stock. Tomes speak of certain Atlantean-descended cults that plan to raise their old home above the waves again. ♦♦♦

tome delineates the creature's worship, habitat, lore, and provides the rituals for waking the sleeping god. Here the creature is referred to as Cthulhu's "avatar" and his "second in command". Other sources suggest that Gnophkehs is an avatar of Rhan-Tegoth and still others that it is an individual.

CULT: it is worshiped by some small bands of Inuit people in the far frozen north. They make sacrifices to their pagan god by burning humans alive or by savagely slaughtering them so that their blood soaks the ice. The hairy gnoph-keh may also worship this creature.

ATTACKS: frozen and sleeping within the Greenland ice, it requires special rituals and the sacrifice of at least 30 SIZ worth of human victims to awaken the hibernating god. Such sacrificial victims may be either roasted alive or butchered so that their blood covers the ice. Once Gnophkehs awakens from his slumber he must first feed. If a suitable human feast (alive or roasted) is not provided the creature immediately lashes out at and devours whoever is nearby.

In combat, Gnophkehs may lash out with up to four of his clawed limbs each round or it may attempt to gore one target with its horn. The Great Old One may

choose to Grapple victims and then Bite them on the following round.

BLIZZARD & COLD ATTACKS: like the gnoph-keh, Gnophkehs has the power to summon a blizzard about itself. This sudden storm rages about 30 yards in diameter around the Great Old One and restricts visibility to about a yard. Gnophkehs naturally generates a constant intense cold around its body. The air in a 30 yard radius around the creature is always 50° lower. Every 5 minutes that an investigator spends within Gnophkehs' field of bitter cold or blizzard, the player must roll CON x5 or less or have his or her investigator lose a hit point to freezing damage if not properly protected against the cold, ice and wind.

HOWL ATTACK: its howl is deafening and blood-curdling. Something of a cross between a roaring freight train and a shrieking wind. Any within 10 yards of the creature when it roars must match their SAN against Gnophkehs' POW x2 (60) on the Resistance Table. Overcome, an investigator loses 1D10 Sanity and is temporarily deafened and dumbfounded for 2D10 rounds. Dumbfounded, the investigator simply stands and stares blankly, unable to move, think, or take any

action. Those who resist Gnophkehs' howl still suffer the loss of 0/1 Sanity and have all hearing-related skills at a 50% penalty for 2D10 rounds.

GNOPHKEHS, Slumbering Terror of the Frozen North

STR 41 CON 97 SIZ 29 INT 17 POW 30
DEX 18 Move 12 HP 63

Damage Bonus: +3D6.

Weapons: Claws 75%, damage 1D6 + db
Horn Gore 85%, damage = db
Bite automatic when Grappled, damage 2D6
Howl automatic, damage special (see above)

Armor: 10 points of thick fur and muscle.

Spells: those dealing with the weather, the gnoph-keh and other creatures of the frozen north. Others as the keeper desires.

Sanity Loss: 1D8/1D20 Sanity points to see Gnophkehs.

GOG-HOOR, Great Old One. *Its head was immense. More than a dozen wide blue eyes watched him, expectant, loving and patient. Bulle shaped, the mouth was more a proboscis that opened and closed in such a regular motion that it seemed to be speaking to him. Beneath the enormous head stretched a body that disappeared into eternity.*

— Weston Ochse, "A Spectacle of a Man".

The Gog-Hoor is an inconceivably huge creature that dwells in some reverse dimension, visible at times through reflective surfaces such as puddles of water or mirrors. It feeds on human madness.

CULT: the Gog-Hoor isn't worshiped by humans. It appears to those suffering from mental disorders and madness.

ATTACKS & SPECIAL EFFECTS:

when it finds a suitably insane man or woman to feed on, the Gog-Hoor first begins to send the target horrible dreams and nightmares. Each night the victim suffers the loss of 0/1 Sanity point. Once the victim has lost 20% of his or her Sanity, the Gog-Hoor attacks. It reaches up through a puddle of water or through some other reflective surface, grasping its victim and wrapping him or her in numerous tentacles. Some of its tentacles have eyes on them, some thorns, and some teeth.

The Gog-Hoor looks over its victim with its eye-tipped tentacles. Then 2D6 thorned and toothed tentacles begin to cut into the victim, spilling great quantities of blood and ripping off bits of flesh. The gathering pool of blood and flesh are sucked down into the Gog-Hoor's dimension where it devours it.

THE GOG-HOOR, Eater on the Insane

STR 100 CON 380 SIZ incalculable INT 18
POW 35 DEX 16 Move 0 HP 380

Damage Bonus: N/A.

Weapon: Tentacles 90%, damage 1D6 each per round

Armor: none. Each tentacle has 2D6 hit points, which come off the Gog-Hoor's total hit points as they are destroyed.

Spells: it can use any it desires, but usually those dealing with dreams, nightmares, and madness. It has little or nothing to do with other beings or races of the Mythos.

Sanity Loss: 1D10/1D100 Sanity points to see the Gog-Hoor.

GOL-GOROTH, Great Old One. *A huge monstrous toadlike thing squatted on the top of the monolith! . . . In those grisly eyes were mirrored all the unholy things and vile secrets that sleep in the cities under the sea, and that skulk from the light of day in the blackness of primordial caverns. And so that ghastly thing that the unhallowed ritual and sadism and blood had evoked from the silence of the hills, leered and blinked down on its bestial worshippers. . . .*

— Robert E. Howard, "The Black Stone".

This Great Old One resembles a large, slobbering, titting toad with a slimy, scaly hide and a fanged mouth. Gol-goroth's hindquarters terminate in hooves. In place of arms, several ropy tentacles dangle from its neck and shoulders. Gol-goroth usually squats or crawls, but can move upright for brief intervals. It is believed to reside in subterranean temples or alien castles with extensions deep into the earth.

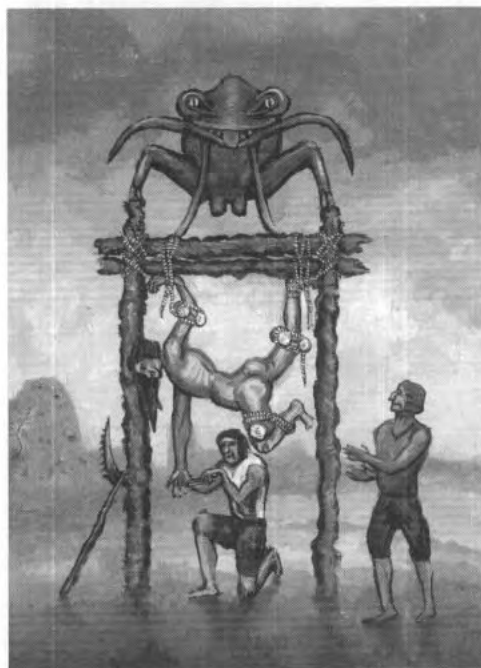
CULT: the Great Old One was worshiped by many bestial prehuman cults in various parts of the world, notably Hungary and the Yucatan. The toad-thing's worship usually involves orgiastic dancing, copulation, flagellation, and human sacrifice. The Black Stone Cult worships Gol-goroth.

ATTACKS & SPECIAL EFFECTS: each round Gol-goroth can either make 1D4 tentacle attacks, one trample/kick/stomp with a hoof, or one bite. A victim grasped by a tentacle is automatically bitten the next round unless his or her player rolls STR or less on 1D100 to escape Gol-goroth's grasp.

GOL-GOROTH, The God of the Black Stone

STR 50 CON 65 SIZ 45 INT 17 POW 30
DEX 15 Move 6 / 9 stalking HP 55

Damage Bonus: +6D6.



WALL MURAL
in an Argentinian villa

Weapons: 1D4 Tentacles 45%, damage 3D6 each or Grapple

Hoof 50%, damage 3D6

Bite 30% or automatic when Grappled, damage 1D6

Armor: due to Gol-goroth's non-terrene nature all physical attacks do only minimum damage; Gol-goroth can not be impaled. The Great Old One is immune to cold damage but is otherwise affected by magic.

Spells: Create Gate, plus those dealing with subterranean-dwelling races and entities; others as the keeper desires.

Sanity Loss: 1D4/2D8 Sanity points to see Gol-goroth.

GREEN GOD, Great Old One. [It] towered from the moist earth, an idol not unlike a greenish Easter Island statue overgrown almost to featurelessness, its apex lost in the darkness overhead. . . . It unfurled part of itself towards me, a glimmering green appendage which might have been a gigantic wing emerging from a cocoon, and as it reached for me it whispered seductively with no mouth.

— Ramsey Campbell, "The Horror Under Warrendown".

The Green God is an obscure, little-known Great Old One. This sentient plant-entity dwells in subterranean caverns where it is always tended to by 5D10 of its mutant followers.

CULTS: the botanical Great Old One acquires new followers by feeding bits of itself to lesser creatures—willing or not. It has no known organized cult outside of the British village of Warrendown.

ATTACKS & SPECIAL EFFECTS: in combat, the Green God grasps victims in its leafy tendrils and may either crush them or hold them so they may be forced to swallow bits of the alien plant.

TRANSFORMATION: once a victim has swallowed even the tiniest bit of the Green God, he or she begins the painful transformation into one of the mutant, rabbit-like children of the Green God. The transformation is apparent within 1D10 hours. If the victim is treated with three successful Medicine rolls with the first 1D10 hours he or she is saved, otherwise the change begins and cannot be reversed. The transformation is complete in 1D3 days.

GREEN GOD, Botanical Great Old One

STR 30	CON 130	SIZ 70	INT 28	POW 35
DEX 1	Move 0			HP 100

Damage Bonus: +5D6.

Weapon: Tendril 80%, damage 5D6 or 1D4 + Grapple

Armor: none, however the Green God cannot be harmed by normal weapons. Enchanted weapons, spells, fire, and chemicals harm the Great Old One normally. Also, it regenerates 4D6 hit points per round.

Spells: any, as desired by the keeper.

Sanity Loss: 1D4/1D10 Sanity points to see the Green God.

GROTH-GOLKA, Great Old One. *A monstrous thing like a hideous bird with staring eyes and a gaping beak filled with fangs.*

— Lin Carter, "The Fishers from Outside".

Groth-golka dwells beneath a mountain in Antarctica called "the black cone of Antarktos". The Great Old One appears as an enormous bird-like horror with blazing eyes and a savage beak lined with razor-sharp fangs. Its wings and body are covered with sharp black scale-feathers, and it has a terrible, barbed dragon-like or serpentine tail. Some sources claim that Groth-golka is the "brother" of the dinosaur-like Great Old One Mnomquah who dwells on the moon.

CULT: Groth-golka once had a powerful sect of followers in Zimbabwe who, with the Fishers from Outside, built mighty stone towers and buildings and formed clay effigies of their monstrous god and its servants. Groth-golka was also worshiped in ancient Bal-Shagoth, Atlantis, and Hyperborea. Today the Great Old One is mostly unknown, and is worshiped occasionally by hidden and obscure primitive tribes of Africa and South America. Groth-golka is faithfully served by the Fishers from Outside.

OTHER CHARACTERISTICS: anyone viewing or coming into contact with any idols or representations of Groth-golka or its servant Fishers from Outside have a 75% chance each night of experiencing terrible nightmares of the bird-like Great Old One and its servant creatures. Each nightmare requires a Sanity roll and a loss of 0/1 Sanity point each time. The nightmares may only be stopped by destroying the artifact, facing and defeating Groth-golka, or by being treated with five successful Psychoanalysis rolls over five consecutive days. If one of the Psychoanalysis rolls is missed the patient suffers the immediate loss of 1D2 Sanity points and the process must begin all over again. Even if successfully treated, subsequent exposure to the artifact inflicts the same effects on the patient, and treatment must begin all over again.

ATTACKS & SPECIAL EFFECTS: Groth-golka may attack with its powerful beak, tail smash, and two claws each round while in flight, or a bite, tail attack,



PRIMITIVE FABRIC PAINTING
New Mexico. (Ashmolean Museum, Oxford)

and one claw when on the ground. Note that the sharp spikes on Groth-golka's tail pierce most metals and armor as easily as soft bare flesh. The Great Old One may also project its spikes like deadly darts by violently shaking its tail. Each round 1D10 sharp tail spikes can be cast off in one direction. Targeted investigators may Dodge this attack, but must successfully Dodge each spike each round. Any spikes that impale cause an additional 1 hit point of damage as they are removed. The Great Old One cannot smash with its tail on the same round it shoots spikes.

GROTH-GOLKA, The Demon Bird-God

STR 38 CON 43 SIZ 53 INT 23 POW 23
DEX 24 Move 8 / 45 flying HP 48

Damage Bonus: +5D6.

Weapons: Bite 65%, damage 3D6
Claw 75%, damage 1D6 + db
Barbed Tail Smash 85%, damage 2D6 + db
Projected Tail Spike 50%, damage 1D2 (additional 1 point for removing impaled spikes)

Armor: 18-point thick scales and hide.

Spells: Groth-golka may summon 1D6 Fishers from Outside at will. Any other spells as the keeper desires.

Sanity Loss: 1D8/1D20 Sanity points to see Groth-golka.

HAGARG RYONIS, **Great One.** *Great Ones ordinarily have human form. Not Hagarg Ryonis. Made of black horny plates and with six glowing eyes spaced irregularly over her body, she is about the size of a horse.*

— Sandy Petersen, *Field Guide to Creatures of the Dreamlands.*

Hagarg Ryonis doubtless resembles her fellow Great Ones, and like them is comely and human-like. However, her statues always show her in the form of the Lier-in-Wait, a loathsome reptilian creature with black, horny scales. In that form she has six glowing greenish eyes spaced irregularly over her body. Her teeth and talons are made of razor-sharp obsidian.

CULT: Hagarg Ryonis is rarely worshiped by Dreamlands inhabitants except in pleas to avoid her notice. On the rare occasions that impiety or depravity becomes so rampant as to disturb the Great Ones' sensibilities, Hagarg Ryonis is sent to slay and slay until the people have repented. If the Great Ones themselves are threatened (rather than just their sensibilities), Nyarlathotep usually arrives to protect them.

ATTACKS & SPECIAL EFFECTS: when sent forth, Hagarg Ryonis prowls the land in the form of the Lier-in-Wait. She prefers to strike from ambush (hence her title). She can shrink her size at will, down to the size of a house-cat or even an insect, to sneak through cracks or to escape notice.

When attacking, she strikes with both foreclaws and her bite simultaneously. Her claws inject an unusual venom. If her victim fails to resist against the venom's

POT of 12, he or she falls into a deep sleep for 1D6 hours. Otherwise the target becomes nauseous, and loses 10% from all physical skills for the next 1D6 hours. If a victim is clawed more than once, any nausea losses are cumulative, and time spent asleep or nauseous is cumulative.

HAGARG RYONIS, The Lier-in-Wait

STR 35 CON 32 SIZ 33 INT 15 POW 20
DEX 35 APP N/A Move 15 HP 33

Damage Bonus: +3D6.

Weapons: Claws 90%, damage 1D4 + db + POT 12 venom
Bite 70%, damage 1D8 + db

Armor: 10-points of horny scale.

Spells: all Contact Deity spells for fellow Great Ones plus Contact Nyarlathotep.

Sanity Loss: seeing Hagarg Ryonis as the Lier-in-Wait costs 1/1D10 Sanity points.



HAN, Great Old One. *I recall allusions to such gods of divination as Father Yig, dark Han, and serpent-bearded Byatis.*

— Robert Bloch, "The Shambler from the Stars"

Han is a lesser Great Old One connected with divination and Yig-worship. This being manifests in a veil of thick fog. Initially, a fog begins to form, and within seconds is so dense that sight is limited to a few feet. All those within the cold fog hear eerie howling and moaning, and see furtive, shadowy faces and odd figures. At the center of the fog is the Great Old One. Han is obscured by its fog, even to those within a few feet of the being. What such people do see is a roughly ten foot tall, vaguely humanoid, wraith-like figure in a billowing hooded black cloak. The Great Old One appears to be merely a shadow within the fog, its black shroud continually billowing on some unfelt, phantom wind. The Great Old One's face is like a skeleton or jack o'lantern, unholy fire burning in its empty eyes, nose, and wide, jagged mouth. As Han moves, bits of its cloak fall off, taking the shape of bat-like and serpentine shadows that fly or slither off into the night, carrying with them nightmares. It is said that Dark Han dwells somewhere near or on the frozen Plateau of Leng.

CULT: Dark Han has little Earthly cult, although it was worshiped by the serpent folk and possibly still by the people of K'n-yan. It also has some following in the Dreamlands, where it may also appear.

OTHER CHARACTERISTICS: in return for worship, Han grants its followers the ability to divine the future. This divination may be through visions, dreams, or by other means. Such Han-influenced divination is always accurate, but always chilling or horrific. This divination costs the diviner a minimum of one point of Sanity automatically each time. If the diviner fore-

sees something personally macabre, such as the death of a friend or loved one, he suffers the loss of 1/1D6 Sanity. Foreseeing his own death costs 2/2D10 Sanity points. The keeper should determine the divinations and Sanity losses caused by Dark Han, keeping in mind that there should always be something dreadful about them. If a diviner's Sanity is reduced to zero he goes blind and deaf. From that point on his only sights and sounds are those provided through divination by Dark Han.

Han's veil of fog covers a 50-yard radius, with the Great Old One always at the center. All those within the fog hear and see horrifying things, such as bone-chilling wails and moans, monstrous faces, etc. Each person experiences different things. Some may see or hear friends or loved ones who have died. Others may see monstrous, inhuman faces. Others may be completely blinded and deafened by the fog. In any event, all those within Han's fog lose 0/1 Sanity each round. Only those within ten feet or so of the Great Old One need make a Sanity roll to see it. Otherwise it is too obscured to cause any Sanity loss.

All sight or hearing-related actions taken within Han's fog require a successful Spot Hidden or Listen roll at half or less. Once that roll is made to locate the target, any attack rolls are then also required to be made at half to successfully strike the target. A failed attack roll has a chance of striking a fellow investigator somewhere in the fog, at the keeper's discretion.

ATTACKS & SPECIAL EFFECTS: Han attacks by touching a victim with a shadowy skeletal limb and draining away POW. Han may reach anyone within its fog, and may attack as many targets as it desires each round. Once a victim's POW reaches zero or below he is dead, his soul drained away. Such victims are left withered and mummy-like, their flesh wrinkled and dry and their hair white and brittle. Those who survive Han's attack are aged 1D10 years per point of POW lost to the Great Old One. Such drained POW is gone forever.

HAN, The Dark One

STR N/A CON 31 SIZ 25 INT 28 POW 41
DEX 16 Move 10 HP 28

Damage Bonus: N/A.

Weapon: Touch 75%, damage 2D10 POW drain

Armor: as living shadow and darkness, Han may be harmed only by magic and enchanted weapons.

Spells: any as desired by the keeper.

Sanity Loss: 1D8/2D10 Sanity points to see Dark Han.

HASTALÝK, Great Old One. One of the most insidious and powerful Great Old Ones, Hastalýk is the embodiment of disease. When great epidemics or even localized outbreaks of a disease occur, Hastalýk may be to blame. Hastalýk is not the dis-

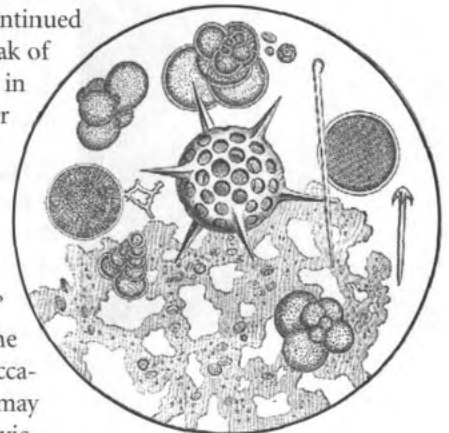
ease, but instead acts as an amplifier for a native contagion. It turns an outbreak into an epidemic.

— Chad J. Bowser.

Hastalýk is a microbial, gestalt Great Old One spread throughout the universe and other dimensions. It attaches itself to other microbes—usually diseases—to spread its chaos and influence. All bits of Hastalýk are psychically connected. Hastalýk was responsible for the Bubonic Plague that swept Europe in the 14th century and the influenza epidemic that killed millions of people in the early 20th century. The ebola outbreaks in the late 20th and early 21st centuries were also its work after it was summoned by men seeking to destabilize the region and undermine guerilla forces opposing their regimes.

CULT: there are no organized cults that worship Hastalýk. It is sometimes invoked by lone sorcerers or cabals who wish to exact revenge. Hastalýk is impossible to control once summoned, however, and often infects and kills its summoners as well as the intended victims.

ATTACKS & SPECIAL EFFECTS: it has no physical attacks. When summoned it attaches itself to other microbes and expend its POW to increase the POT of a disease. For example, the Bubonic Plague has a POT of 15, Hastalýk attaches itself to the disease and expends 20 points of POW and increases the POT of the Bubonic Plague to 35. The disease then runs its normal course with a continued POT of 35. If a new outbreak of the Bubonic Plague occurs in the same region at a later date it has the default POT of 15 unless Hastalýk were summoned again. Often those suffering hallucinations in the throes of sickness are actually "seeing" alien worlds through the Great Old One. On rare occasions, the Great Old One may speak through an infected victim.



MEDICAL DIAGRAM
from Guide to Eccentric & Discredited Diseases,
Dr. Thackery T. Lamshead, M.D.
(Mütter Museum, Philadelphia)

If Hastalýk is reduced to zero POW it is dispelled and cannot be summoned again until it recovers all its POW.

HASTALÝK, the Contagion

STR N/A CON N/A SIZ N/A INT 28 POW 53
DEX N/A Move N/A HP N/A (= POW)

Damage Bonus: N/A

Weapons: Contagion, damage special (see above)

Armor: none, but Hastalýk is only injured by magic.

Spells: none.

Sanity Loss: 1D4/1D8 Sanity Points are lost to see Hastalýk, but it can only be viewed through a microscope.

HASTUR THE UNSPEAKABLE, Great Old One. Utterly alien landscape. . . . Foreground a deep lake. Hali. In five minutes the water began to ripple where something rose. Facing inward. A titanic aquatic being, tentacled. Octopoid, but far, far larger—ten—twenty times larger than the giant Octopus apallyon of the West Coast. What was its neck alone was easily fifteen rods in diameter. Could not risk chance of seeing its face.

— August Derleth, “The Gable Window”.



CENTRAL AFRICAN SHAMAN'S MASK of unknown tribe, possibly Chokwe, Congo, Zambia, or Angola. (Private Collection, New York)

Hastur the Unspeakable dwells near the star Aldebaran in the constellation Taurus. He is connected with the mystic Lake of Hali, the Yellow Sign, and Carcosa, as well as the things that dwell therein. He may be connected in some way with the power of flight through space. His appearance is disputed. In a reported instance of possession by Hastur, a corpse took on a bloated scaly look, and the limbs became boneless and fluid. The things in the Lake of Hali look octopoid from a rear view and are related to Hastur. They also have unbearably horrible faces. Still, Hastur's appearance is largely up to the individual keeper. Hastur is served well by the byakhee, an interstellar flying race.

CULT: the cult of Hastur is moderately common on Earth, and the abominable Tcho-Tcho peoples are reputedly among his worshipers, as are the Brothers of the Yellow Sign. Hastur's cult is particularly loathsome, and is more widely known of than it is belonged to. Worshipers refer to

Hastur as He Who Is Not to Be Named. This may be a misapprehension, stemming from his title, “The Unspeakable.”

OTHER CHARACTERISTICS: Hastur is summonable only at night. When Hastur is present each round three individuals within 20 yards of the horror must successfully Dodge or be grasped by Hastur and destroyed on the following round. Hastur does not normally attack friends or worshipers. He must always leave that portion of the Earth where Aldebaran is below the horizon.

HASTUR, He Who Is Not to Be Named

STR 120 CON 200 SIZ 100 INT 15 POW 35
DEX 30 Move 20 / 50 flying HP 150

Damage Bonus: +13D6.

Weapon: Tentacle/Claw 100%, damage death

Armor: 30-point thick, scaly, rubbery, and baggy hide.

Spell: Brew Space Mead, all Call and Contact spells, Summon/Bind Byakhee, and others the keeper finds appropriate.

Sanity Loss: 1D10/1D100 Sanity points to see Hastur.

■ **FEASTER FROM AFAR, Avatar of Hastur.** He felt it coming. The air grew frigid, as if it blew out of the black interstices of interstellar space. . . . It glided down out of that icy sky like the final concentrated essence of all non-human horror. It was black, infinitely old, shriveled and humped like some kind of enormous air-borne monkey. A kind of iridescence played about it and its fixed blazing eyes were of no color known on earth. . . . As it grew close to the knoll, it extended appendages which resembled tentacles tipped with knifelike talons.

— Joseph Payne Brennan, “The Feaster from Afar”.

CULT: this strange avatar of Hastur is little worshiped on Earth.

OTHER CHARACTERISTICS: once called to Earth the Feaster from Afar can return to the area of its summoning at will as long as Aldebaran is above the horizon and it is dark. Anyone with one or more points of Cthulhu Mythos in the area experiences vivid nightmares of being chased over an alien landscape by an unseen pursuer. The terror in these dreams is so intense that 0/1D2 Sanity points are lost each time the investigator has the nightmare.

The Feaster's approach is signaled by an icy wind that blows out of the night sky. This form of Hastur appears to be independent of attendant byakhee.

ATTACKS & SPECIAL EFFECTS: it attacks by puncturing holes in its victim's skull with its knifelike talons and draining out his or her brain. The bodies are left otherwise unharmed. Each round the Feaster can attack with 2D10 talons to a single target. Each talon inflicts one hit point of damage and drains one point of INT. When a victim's INT is reduced to zero the Feaster turns its attention to another victim or departs. If a victim has any hit points left after his INT has reached zero he does not immediately die. If the mindless individual is attached to life-support devices within an hour or so of his attack he may live. Such mindless individuals live out their lives as total vegetables, incapable of thought, movement, or sound.

THE FEASTER FROM AFAR, Devourer of Brains

STR 49 CON 105 SIZ 33 INT 10 POW 25
DEX 33 Move 10 / 30 flying HP 69

Damage Bonus: +4D6.

Weapon: Talons 90%, damage 1 + 1 INT drain per talon

Armor: 20-point thick, wrinkled hide.

Spells: any as the keeper desires.

Sanity Loss: 1D8/1D20 Sanity points to see the Feaster from Afar.

■ **EMERALD LAMA, Avatar of Hastur.** *The Emerald Lama exudes the aura of an enigmatic holy man cloaked in shimmering tattered green robes. As the Lama walks, a wrinkled torso with parchment skin of a faint greenish hue is barely visible. The cloaks folds only reveal a passably human head and neck. Usually covered in a shadowy hood, its head, akin to a withered bald human's, is noticeably larger and egg shaped. Those looking into the shadows will see no nose or mouth, only glowing green pupilless eyes. The only other feature is the third eye, a faceted emerald gem embedded in the forehead and about the size of a fist. If the robes are parted, where one would expect to see legs is instead empty space. Where hips should be is a torso that tapers off into three vestigial tentacles that hover three feet above the ground at all times. The Lama's arms are unseen until it attacks: where each human shoulder should be are two spindly appendages. At the end of each "arm" are five wiry knuckled tentacles—"fingers" with lamprey mouths on the "finger-tips".*

— Michael Dziesinski, *Secrets of Japan*.

The Emerald Lama is called 'Gong Po in Tibetan—an evil spirit/sorcerer symbolizing ego-clinging, wicked enticement, bewitching desire and craving. In Pāli/Sanskrit, he is Mahādītthi, the Great Deceiver.

Obscured in layer upon layer of esoteric knowledge, the avatar rarely reveals itself to outsiders and never seeks victims. Instead, a seeker may spend a lifetime sifting through occult writings and secondhand accounts in an obsessive drive to understand the meaning of the Emerald Lama, the true meaning of the cosmos. A mysterious and tantalizing aura of "knowing" suffuses the air of anything mentioning or dealing with the Lama. Those of an intellectual or mystic bent are naturally drawn to this promise of empowerment, the fruit of knowledge. The most riveting work that puts an occultist on the path of the Lama is the Emerald Mandala. Used for meditation, it is an apparently simple geometric design and yet intricately complex. Each time a possessor of this image meditates upon it, the stronger the compulsion becomes to delve into deeper mysteries of the occult and discover the source of the mandala.

The Emerald Lama is not ageless: his physical form can be destroyed. After 200 years he must take a new mortal shell. He is a reincarnating thought-form who consumes the soul of a Tibetan innocent while incarnating on Earth. The time between incarnations is the most vulnerable as his Dugpa followers search the countryside for the child who has the mark of the lama (a green birthmark on the forehead). At age eight, the transformation occurs.

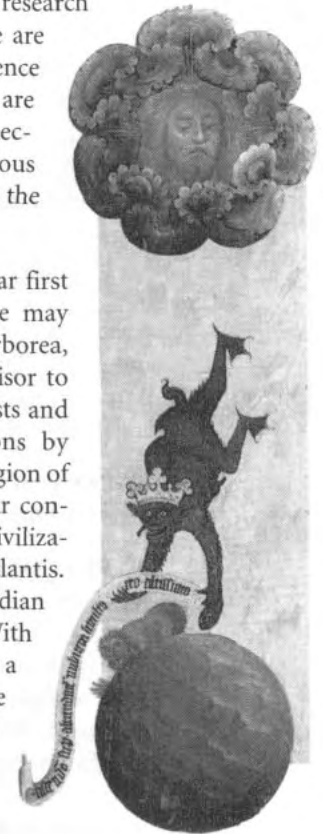
It is no coincidence that the avatar's countenance has a close resemblance to "gray" aliens encountered

over the last century. Through secret research by the Green Caps, countless people are subject to experimentation and essence drain by the avatar. The Dugpas are attempting to trigger the Jungian collective unconscious to adopt a new religious model for the new millennium with the Emerald Lama at its center as god.

CULT: It is uncertain when this avatar first appeared but speculation is that he may have been known as far back as Hyperborea, playing the role of tempter and advisor to generations of sorcerers, wizard priests and devout cultists of mystery religions by cloaking himself in the dominant religion of the day. It is believed that this avatar contributed to the fall of several great civilizations including Mu, Lemuria, and Atlantis. This avatar was worshiped on the Indian subcontinent as a Hindu deity. With Buddhism, it took on the guise of a lama, an ascended master. The Emerald Lama is always surrounded by an entourage of faithful monks and priests acting as the secretive leaders of worldwide occult societies. Asia is the Lama's playground, though he has made jaunts to the West: the most documented instance was during World War II, when the Emerald Lama, called the Green Monk, advised Hitler's Thule Society. In Japan this avatar uses the being known as the Black Monk to run its machinations. The Lama's followers use the *Forbidden Sutra* to pervert Buddhism and control esoteric groups.

The Emerald Lama is best known to the inhabitants of Shamballah. Shamballah, known to the outside world as a place of ascended masters, was established in waves by wizard priests and sorcerers fleeing Lemuria, Atlantis, and Mu, with K'n-yan peoples settling in the underground tunnels beneath the community along with denizens of Yaddith. This quasi-mythical place exists simultaneously in Tibet, the Dreamlands and on the burned remnants of an alien planet on the ruins of a civilization scattered across the cosmos for 100,000 years. This enigmatic place is better known in Asia as the Golden Triangle, in which large quantities of opium are grown and exported worldwide.

Most of the world's supply of Liao, the Plutonian Drug, also comes from the Shamballah valley where vast fields of black lotus are grown and harvested. Liao is the root of much trade between Shamballah and the Plateau of Leng which is easily accessible via tunnels and secret passes. The Tcho-Tchos, barely tolerated by the Shamballah community, act as traders, but they do



DETAIL OF AN ALTARPIECE
the Cathedral of Albi, France

serve to save the inhabitants the inconvenience of traveling into the outside world. These Tcho-Tcho are often mistaken as members of Tibetan Sherpa peoples by travelers in the Himalayan region.

There are numerous artifacts in the world bearing this being's taint. The "Doctrine of Buddha's Tears", a modern cult inspired by the Brotherhood of the Black Lotus, is a slim pamphlet that summons the Emerald Lama by a chanted mantra. The *Mysterious Path*, a ribald book by the avatar's acolyte the Black Monk, also preaches the glories of the Emerald Lama. But the tome most tainted and twisted from its original author's intent is the *Forbidden Sutra*, which is the canon of the Emerald Lama.

ATTACKS & SPECIAL EFFECTS: the Emerald Lama possesses a number of unique abilities.

TANTRIC CORRUPTER OF ENLIGHTENMENT: it seeks to engage the intellectual weakness of researchers and mystics. Seekers of knowledge who fall into the trap waste away in meditation lusting upon the very idea of enlightenment, lost in illusionary joy of achievement. They become living mummies, each one a living brain trapped in a desiccated shell for eternity.

An early symptom is increasingly irrational thirsts for Mythos knowledge to the exclusion of all else. The seeker becomes enamored with mystic powers and abilities gained through Tantric blood rituals and obsessed by the raw power of Mythos secrets.

THE EMERALD MANDALA: creates an unconscious hunger for knowledge and enlightenment. Found in copies of select esoteric texts, meditating on its geometric configuration open the path to madness and cold human enlightenment. An investigator's INTx4 must be rolled every time he meditates on the Emerald Mandala. A failed roll creates compulsion to meditate upon the Mandala. If failed three times, the investigator gains 1 point of Cthulhu Mythos knowledge and the desire to further research the mystery of the Mandala. In his dreams and meditations, the hovering form of the Emerald Lama appears to guide him to The Forbidden Sutra, Shamballah, or other mystic Mythos secrets. The appearance of the Emerald Lama causes the dreamer to lose 1D3/1D10 Sanity points. Repeat this cycle as long as the investigator insists upon or is driven to meditate upon the Emerald Mandala.

THE JOURNAL OF SIR HANSEN POPLAN

HASTUR & THE STARS

Some 50 light years away lies the star of Aldebaran, derived from the Arabic al Dabaran, meaning "the follower." It would be a relatively unnotable star if it were not reputed to be the home of the Outer God Hastur. Woe to the interstellar traveler foolish enough to approach that star.

Hastur also seems to have a peculiar affinity to two other spatial locations: the Hyades and the Pleiades. From Earth these three locales all seem closely bunched together in the sky about the constellation of Taurus. However in truth some 350 light years separate Aldebaran from the much further Pleiades, while the Hyades rest in between. Why this particular conjunction is obvious only from Earth is unknown. Perhaps Hastur controls a huge sphere of space encompassing all three locales, or perhaps there is a more sinister answer relating to Earth's place in the universe.

The Hyades contains several hundred stars, approximately 130 light years from Earth. The name is Greek and means "the rainy ones". The Hyades is notable in our discussion because it shields the long-lost planet of Carcosa, home to the King in Yellow, one of Hastur's many avatars.

The Pleiades also contains several hundred stars, approximately 400 light years from Earth. It is notable for the fact that around the star of Celaeno there orbits a planet containing the greatest library in the universe. A great tentacled monster known as the Sleeper in the Lake guards the library, and it is believed to be either another of Hastur's avatars or one of the Outer God's spawns.

The King in Yellow is known to have appeared on Earth, and perhaps the Sleeper in the Lake has as well. So we see that we lie dangerously close to Hastur's realm, that paths lie between it and our own home, and we should thus beware. ♦♦♦

THE SHIMMERING ROBES: its robes are a part of its physical body. Existing on three planes, it acts as a portal to Shamballah, the Dreamlands, Tibet, a ruined alien planet, as well as the interstitial space between (Nirvana, better known to Mythos scholars as Azathoth's Court). Those attacked by the robes are engulfed in shimmering blackness only to appear randomly at one of these locations. Damage may be incurred from the vacuum of space, mile high fall, etc.

THE THIRD EYE: through the organic gem on its head, a three-dimensional scene forms in a green mist. Witnesses must roll their INT x5 or less each round to resist watching; failure means they are instantly mesmerized. Victims become obsessed with the place or thing shown and are helpless against the Embrace of the Lama. The misty scenes depict the true nature of Nirvana, Azathoth dancing with his court, visions of Shamballah, the dying moments of the Buddha, mystic Hali, Carcosa and other horrible and alien things. Some scenes, such as Azathoth, may induce Sanity checks; Sanity losses are 10% of normal (i.e. 1/1D10 SAN to see Azathoth in the Lama's third eye).

THE EMBRACE OF THE LAMA: this attack is devastating; doubly so for Buddhists (or any who live by the beliefs of reincarnation) as they believe death by the Lama extinguishes the reincarnating soul of the victim. Using one of its four "arms", with a reach up to 10 feet, the Lama attempts to attach all five lamprey mouths of one "arm" onto a victim's skull or spine, sucking away 1D8 POW and 1D8 CON per round, devouring the victim's soul and spinal fluid in the process. The knuckled tentacles can be pulled away with a STR of 10 or greater, but all must be removed; draining continues until all contact is broken. Once a victim's CON or POW is reduced to 0 he or she is dead, the soul is lost, and no reincarnation, revival, or other "return" is possible. The avatar can attack four people per round in this way. All memories of the victim are accessible by the Lama. Survivors of this attack are forever changed. POW and CON return at a rate of 1 per week but the victim seeks to gain 1 Mythos point for every POW point lost. So great is the thirst for knowledge their lives are consumed and only by reaching a balance of lost POW to Mythos knowledge do they find peace but then gain a compulsion to seek out the Lama.

EMERALD LAMA, Infector of the Mind

STR 20	CON 50	SIZ 14	INT 80	POW 35
DEX 25	Move 15 hovering, or at will			HP 32

Damage Bonus: +1D6.

Weapons: Shimmering robes 85%, damage special (see above)
Embrace 55%, damage special (see above)
Third Eye 75%, damage special (see above)

Armor: none.

Spells: all Call, Contact and Summon/Bind Spells, as well as others the keeper desires.

DEITIES OF THE MYTHOS

Sanity Loss: in cloaked priest form, no Sanity loss; any other mode 1D3/1D10 Sanity to see the Emerald Lama.

■ **KING IN YELLOW, Avatar of Hastur.** *He stands in state upon the balcony. He has no face, and is twice as tall as a man. He wears pointed shoes under his tattered, fantastically colored robes, and a streamer of silk appears to fall from the pointed tip of his hood. . . . At times he appears to be winged; at others, haloed.*

— James Blish, "More Light".

The King in Yellow might also be human-seeming, clad in tattered yellow or parti-colored rags and wearing the Pallid Mask. The rags are extensions of the entity's flesh, while the Mask covers horrible pseudopods which can attach to a target and drain POW. Above all, it possesses a loathsome plasticity of shape, able to stretch and change at will. This is the most frequently encountered avatar of Hastur.

CULT: worshipers often are solitary madmen, artists, and poets, driven mad by reading the haunting play *The King In Yellow*, and inspired by its cruel beauty to create art that renders human experience meaningless. A special symbol, the Yellow Sign, is often stamped on surreptitious editions of the evil book. The sign is a subliminal focus for madness and evil, helping to warp the dreams of those who see it.



SILENT FILM POSTER
Berlin, 1922. (Filmmuseum Potsdam, Germany)

THE DANCE OF THE YELLOW KING:

the King in Yellow may hypnotize victims with a strange dance. Viewer must succeed in a POW Resistance Table roll with the King or be mesmerized. In the next round, the tattered filaments of the King's body take on life as the King whirls out a razor-edged yellow maelstrom against the mesmerized target, condemned to stand motionless; the target loses 1D4 hit points per round from the attack. Once each round, the target can attempt to break free via another POW roll on the Resistance Table.

THE GAZE OF THE YELLOW KING: it induces paroxysms of fear by touching and staring at the target, costing him or her 1D6 Sanity points per round. Each round costs the King 3 magic points. To avoid the Gaze in a particular round, roll 1D100 equal to or less than victim's POW x2. In determining insanity, add

The Yellow Sign

The Yellow Sign is a subliminal focus for madness and evil, specially regarded by Hastur cults. It is used to warp the dreams of those who see it, thereby driving sane folk to madness and destruction. Upon seeing a Yellow Sign, the viewer loses 0/1D6 points of Sanity. The poisonous symbol seems to twist and swirl and squirm, reaching hungrily for the viewer. This hallucination lasts only one round. Those who suffered a loss of Sanity from seeing the terrible Yellow Sign must make another Sanity roll the next time they sleep, or they are haunted by horrible nightmares of the Yellow Sign, the King in Yellow, and terrible Hastur. Such nightmares cause the loss of 1 point of Sanity. This continues each time he sleeps until the victim successfully resists the Yellow Sign with a Sanity roll or until madness overtakes him.

together all such attacks, then roll once. Ordinary Grapple damage can be inflicted during this time.

THE KING IN YELLOW, Throne Form

STR 25 CON 106 SIZ 14 INT 50 POW 35
DEX 27 Move 15, or at will HP 60

Damage Bonus: +1D6.

Weapons: Dance POW against POW roll on Resistance Table, damage 1D4 per round of attack (see above)

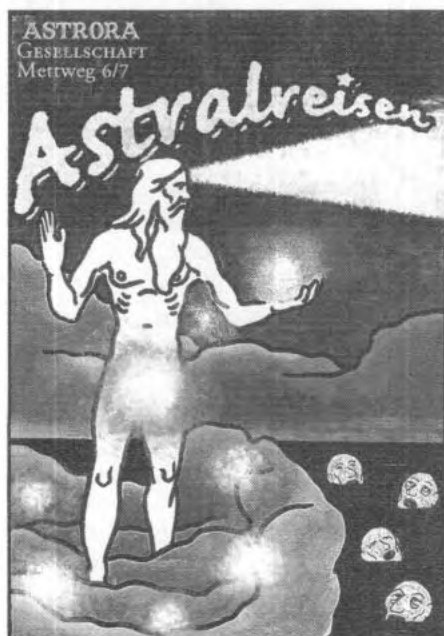
Face Tentacle 100%, damage 1D6 + 1 POW per round

Grapple 90%, 1D6 + 1D6 plus special Gaze (see above)

Armor: none.

Spells: all Call, Contact, and Summon/Bind spells, as well as any others the keeper desires.

Sanity Loss: in throne form with Mask in place, no Sanity loss; any other mode costs 1D3/1D10 Sanity points.



ADVERTISING POSTER ("ASTRAL TRAVEL")
Minden, Germany, 1904. (Private Collection)

HYDRA, Great Old One. It seemed merely a sea of gray slime, protoplasmic and featureless. But the dark blobs became recognizable as heads. . . . There were human heads bobbing and nodding from the gray sea, uncountable thousands of them, but by far the greater number of the heads were not human. . . . The heads lived. Their eyes stared with awful agony; their lips writhed in soundless laments; tears coursed down the sunken cheeks of many. Even the horribly inhuman heads — bird-like, reptilian,

monstrous things of living stone and metal and vegetable matter—showed traces of the unceasing torment that gnawed at them.

— Henry Kuttner, "Hydra".

This Hydra should not be confused with the enormous matriarch of the deep ones by the same name. It is a vampiric entity living by absorbing the heads and brains of intelligent species. Hydra dwells within an alien dimension outside conventional time and space.

The only known way to reach Hydra is through astral projection. Although a special ritual for journeying to Hydra's dimension is described in the pamphlet *On the Sending Out of the Soul*, anyone experiencing an out-of-body experience may inadvertently stumble upon Hydra's weird plane. Entering into Hydra's dimension, the astral traveler first feels a numbing cold and sees nothing but thick, gray fog whirling everywhere. The alienness of this place is oppressive and the traveler is filled with a numbing dread. Soon the fog lifts and the astral traveler sees that he is floating above a surging sea of gray slime. The traveler is drawn down toward the leaden sea and as he nears he sees the countless heads of the thing.

CULT: This very strange entity is not worshiped by any race of beings.

ATTACKS & SPECIAL EFFECTS: Hydra cannot attack those who come to its plane; however, it matches its POW against its visitor's on the Resistance Table. If Hydra overcomes the POW of its guest then a part of the Great Old One can follow the traveler out of the alien dimension—usually unknown to the unfortunate visitor. Once the psychic traveler leaves Hydra's domain and returns to his own plane, anyone he visits astrally is attacked by Hydra.

A victim first sees the ghostly form of the astral traveler and then the surging gray mass of Hydra. Hydra engulfs the victim, drawing him or her down into its roiling mass where it decapitates the victim. The Great Old One returns to its plane with its victim's still-living head as a part of its own mass. The victim's dead, headless body is left behind, gray slime coating the body and everything in the vicinity. As Hydra sweeps away from its dead victim and back to its lair, the astral traveler wakes, returning to his physical body. The only protection from Hydra's attack is the Elder Sign.

Once someone has visited Hydra's dimension he can return there simply by willing his astral body there. Each visit to the Great Old One's domain costs additional Sanity points and allows the entity access to the traveler's home plane.

HYDRA, The Thousand-Faced Moon

STR N/A CON 59 SIZ 783 INT 100 POW 50

DEX N/A Move 0

HP 421

Damage Bonus: N/A.

Weapon: Engulf 90%, damage is decapitation

Armor: none, but as a living mass of slime physical weapons do no harm to Hydra. Magic, enchanted weapons, fire, electricity, and chemicals inflict normal damage to Hydra.

Spells: although capable of using any spells, Hydra generally does not do so.

Sanity Loss: 1D8/5D10 Sanity points to see Hydra.

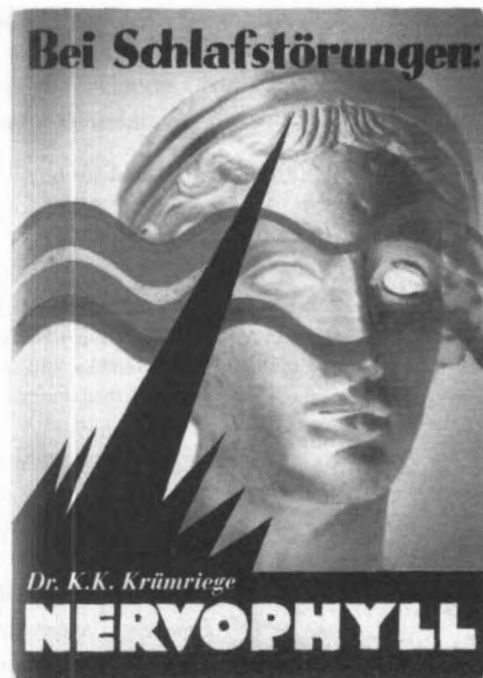
HYPNOS, Elder God. Young with the youth that is outside time, and with a beauteous bearded face, curved, smiling lips, Olympian brow, and dense locks waving and poppy-crowned.

— H. P. Lovecraft, "Hypnos".

We also learn that his true form is as distorted and fearsome as the worst of nightmares. As the god of sleep, his nature is tied to the sleep boundary between the waking world and the Dreamlands, and dreaming sleepers travel through his dominion.

CULT: though Hypnos has on occasion visited the waking world, he has not had a known cult there since the time of the Greeks. In the Dreamlands Hypnos is worshiped by certain nonhuman entities.

OTHER CHARACTERISTICS: should a dreamer overreach himself or attract Hypnos' attention, the god may transform the sleeper a form more suitable to him. A transformed sleeper is altered as Hypnos desires, though no characteristic can increase above 50. The victim's skills do not



ADVERTISEMENT FOR SLEEPING PILLS
(no longer available), Germany, c. 1925.

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ASTRAL PLANE

I approach the topic of the Astral Plane somewhat hesitantly, for it seems to be better suited to a discussion of Theosophy than the Mythos. However the eighteenth century booklet *On the Sending Out of the Soul* seems to prove the real existence of that place. For that reason I have opted to discuss the Astral Plane here.

On the *Sending Out of the Soul* explains how to separate the Astral body from the Physical body. The eighth page of the eight page booklet contains the precise ritual required. By using it, the caster projects himself onto the Astral plane.

This leads to the question of what the Astral plane is. I have no true answer, only a variety of possibilities.

The Theosophists believe that the Astral Plane consists of that substance more refined than the matter of our own world. They say each of us has an Astral body which is freed upon death.

Carl Jung talks of a "communal consciousness" and this offers another possibility for the Astral Plane: a place created by the dreams of the world.

The most intriguing idea comes from the Celtic druids. They call the Astral Plane a "joint realm" and say that it connects to all the different levels of reality. Through it one can catch glimpses of the entire multiverse, and so gain knowledge, though somewhat randomly.

This leads us to the question of how the Astral Plane relates to the Mythos.

I have seen scant references to a certain hideous Great Old One that lives there, Hydra. It may be home to others as well. The druids' "joint realm" is a mirror of our understanding of Yog-Sothoth. It seems that the Astral Plane might also be a mechanism by which gates work, a means by which Nyarlathotep roams the universe. So, travelers beware. There be monsters. ♦♦♦

change, except as a new shape prevents or promotes their use. New abilities may be granted, or old abilities taken away. Generally the victim must dwell with Hypnos forever, and never returns to Earth.

HYPNOS, The Lord of Sleep

STR 20 CON 100 SIZ 12 INT 80 POW 85
DEX 30 APP 30 Move 8 HP 56

Damage Bonus: +1D4.

Weapon: Transform 100%, damage is the transformation

Armor: immune to everything which does not simultaneously exist in the Dreamlands and the waking world; thus is endangered only by dreamers in their dreams, and by deities.

Spells: transformation ability.

Sanity Loss: seeing Hypnos' true form costs 1D6/1D20 Sanity points.

H ZIULQUOIMNZHAH, Great Old One.

This being, he perceived, was not easy to classify, with its ludicrously short legs, its insanely elongated arms, and its round, sleepy-looking head that was pendulous from a spherical body, as if it were turning a somnambulistic somersault. But after he had studied it awhile and had noted its furriness and somnolent expres-

sion, he began to see a vague though inverted likeness to the god Zhothaquah.

— Clark Ashton Smith, "The Door to Saturn".

This bizarre-looking being is said to be a direct relative of Tsathoggua, and in fact looks like an upside-down version of that Great Old One. Hziulquoigmnzah dwells in a cavern on Saturn and drinks molten metal. He, like Tsathoggua, is mostly oblivious to intruders, and generally does not attack unless provoked or bothered in some way.

CULT: Hziulquoigmnzah is worshiped mainly on Cykranosh (Saturn) by the strange indigenous peoples of the planet. Hziulquoigmnzah is the chief deity of Cykranos, but is mostly unknown on Earth. The Hyperboreans knew of Hziulquoigmnzah, but did not worship him.

ATTACKS & SPECIAL EFFECTS: Hziulquoigmnzah may attack by either Grappling and crushing victims, or biting them with its enormous, acid-dripping mouth. Once bitten, an investigator continues to be burned by caustic acids each round until he or a companion can wash Hziulquoigmnzah's spittle off.

THE JOURNAL OF SIR HANSEN POPLAN

DREAMLANDS

Long ago my studies of the Mythos began with research into Cthulhu, then the Xothic legends, then Yaddith, then a thousand other things. I have seen enough evidence in the form of accounts from cultists and scientists, in the form of artifacts from the long-lost past, in the form of events that cannot be explained by science as we know it, that I have been convinced of the veracity of these Mythos tales.

I cannot offer quite the same faith in the realm known as the Dreamlands, but still I feel I must mention it here, for it is mentioned in certain scattered Mythos tomes.

The Dreamlands is said to be a fantastic realm of magic and adventure which the most skilled dreamers are able to enter in their sleep. It is a realm with an existence all its own, perhaps a whole other dimension, a topic on which I have written before.

There are monsters that dwell in the Dreamlands that are known nowhere else the men of Leng, the spiders of Leng, and the minions of Karakal among the most notable.

Certain Mythos entities which I have written of in the past are said to dwell in the Dreamlands too. Nyarlathotep is said to have a prominent role there, guarding the so-called "gods of Earth", gods which have never been known in our realm. The Elder God Hypnos is said to protect the paths between the Dreamlands and our world.

And then there is Chorazin. This avatar of Cthulhu rules the realms of dreams, and so we can only suspect that the Dreamlands is his special haven. Sources suggest that it is he who introduces nightmares into the Dreamlands, he who creates dark and despicable demons that stalk that land. We can only hope that he does not find a way to bridge the gap between dreams and reality. ♦♦♦

Hziulquoigmznzhah may also spit his caustic saliva at one target per round. Those struck suffer 2D6 hit points of damage each round from sever burns until dead or until the acid is washed off. An investigator may attempt to Dodge Hziulquoigmznzhah's burning spittle, but may not do anything else that round. The Great Old One may spit its acid saliva up to 42 yards.

HZIULQUOIGMNZHAH, the God of Cykranosh

STR 55 CON 130 SIZ 42 INT 30 POW 30
DEX 25 Move 20 HP 86

Damage Bonus: +5D6.

Weapons: Arm 100%, damage Grapple, then 5D6 crushing damage every round thereafter

Bite 100%, damage 1D6 + 2D6 acid burns each round thereafter

Spit 90%, damage 2D6 acid burns each round

Armor: 10-point thick hide and fury, plus regenerates 20 hit points per round; immune to fire, electricity, chemicals, and other such forces.

Spells: any as the keeper desires.

Sanity Loss: 0/2D10 Sanity points to see Hziulquoigmznzhah.

IDH-YAA, Great Old One. *Monstrosity from the double star Xoth who is referred to in the Ponape Scripture as Cthulhu's mate. The Great Old Ones Zoth-Ommog, Ghatanothoa, and Ythogtha came from the mating of Idh-yaa and Cthulhu. The ancient texts do not tell whether Idh-yaa came to Earth with her "husband".*

— Daniel Harms, *Encyclopedia Cthulhiana*.

An enormous, pulsating, writhing, worm-like creature dwelling beneath the crust of the double star Xoth. Idh-yaa was the first of three mates for Great Cthulhu as he winged his way to Earth. Idh-yaa remained behind while Cthulhu and their offspring, Cthylla, Zoth-Ommog, Ghatanothoa, and Ythogtha left Xoth for Earth.

CULT: relatively sessile, Idh-yaa is worshiped by native Xothans and other strange beings who find themselves on the double star. There are no known Idh-yaa worshipers on Earth, although she is mentioned in the *Ponape Scriptures*.

ATTACKS & SPECIAL EFFECTS: after she is propitiated through prayers and a contact spell, Idh-yaa writhes, cracking open the surface of the planet beneath her summoners. Some fall in, absorbed into her milky, not-quite-solid mass. As she consumes those unlucky enough to lose their balance, she shoots forth sticky pseudopods to latch onto more prey, pulling them into her bulk. For many, this is the greatest reward that can be bestowed upon a worshiper, and failure to be chosen can bring shame. Victims who come in contact with Idh-yaa become stuck and slowly absorbed. Those wishing to escape can attempt to break free of the sticky slime by overcoming the Great Old One's STR with their own on the Resistance Table.

A victim is absorbed at the rate of 5 SIZ per round. Once absorbed into the being's bulk, drowning rules apply. Absorbed victims may attempt to escape by cutting a hole in Idh-yaa's gooey flesh and pulling themselves free.

IDH-YAA, Cthulhu's Mate, Xothic Matriarch

STR 54 CON 45 SIZ 68 INT 38 POW 75
DEX 14 Move 3 HP 57

Damage Bonus: +7D6.

Weapons: Absorb 100%, 5 SIZ per round until fully absorbed
Drowning automatic once fully absorbed, damage 1D8

per round once drowning begins

Pseudopod 75%, damage grasp and hold for

Absorb or Crush 1D8 + 7D6

Armor: 10-point slimy, viscous skin. Idh-yaa regenerates 5 hit points a round.

Spells: Idh-yaa knows all spells.

Sanity Loss: 1D8/1D20 Sanity points to see Idh-yaa.

IOD, Great Old One. *Gradually it swam into view from a blaze of blinding light. . . . It was not a homogeneous entity, this unholy specter, but it partook hideously of incongruous elements. Strange mineral and crystal formations sent their fierce glow through squamous, semi-transparent flesh, and the whole was bathed in a viscid, crawling light that pulsed monstrosously about the horror. A thin slime dripped from the membranous flesh . . .*

and as this slime floated down, hideous, plantlike appendages writhed blindly in the air, making hungry little sucking noises. A great faceted eye watched emotionlessly.

— Henry Kuttner, "The Hunt".

It is a weird conglomeration of animal, mineral, and plant. When Iod appears a great black shadow or veil first forms in the air followed by a blinding light from which emerges the Great Old One.

Iod is mentioned in *The Ishakshar, The Book of Iod*, and Prinn's *De Vermis Mysteriis*.

CULT: Iod was worshiped by early humans but is mostly unknown today.

ATTACKS & SPECIAL EFFECTS: Iod paralyzes its victims and then drops writhing tendrils on them, draining away their souls at a rate of 2D10 POW per round. When a victim's POW reaches zero he or she is



FOLK-ART WOODCUT
Hungary (Göcsej Museum, Zalaegerszeg)



ISIS ON A DOOR PANEL
tomb of Tutankhamun (Egyptian Museum, Cairo)

dead, although their brain lives on, trapped forever within the corpse.

PARALYSIS: to immobilize victims, Iod must first overcome their POW with its own. To break free of this paralysis a victim must overcome Iod's POW with his or her own. A victim can attempt to break free of Iod's mental hold each round until successful or dead, or until Iod is driven off. Iod may paralyze any number of victims at a time.

THE HUNT: those who escape Iod find themselves hunted by the Great Old One in their dreams as well as in the waking world. An intended victim may escape Iod's hunt by dispelling the Great Old One, either by arcane means or by inflicting eighty hit points of damage to the entity. Standing within a specially prepared Elder Sign, pentagram, or Star of David protects against Iod.

IOD, The Hunter of Souls, The Shining Pursuer

STR 75 CON 60 SIZ 100 INT 25 POW 30
DEX 16 Move 20 flying HP 80

Damage Bonus: N/A.

Weapon: Tendril automatic to paralyzed victims, otherwise 85%, damage 2D10 POW drain Armor: 20-point armor.

Spells: all Summon, Bind, Call, and Contact spells, all Dreamlands spells, plus any as desired by the keeper.

Sanity Loss: 1D6/3D10 Sanity points to see Iod.

ISIS, Elder God. *A riveting woman, though her age is hard to guess. Her body is that of an athletic 20-year-old, but something about her eyes gives the impression of great age. She dresses in stereotypical fortune-teller clothes, with New Age doodads as jewelry. Despite trying to appear as a commoner, she moves with unearthly grace.*

— Bruce Ballon, "Coming of Age"

Isis usually appears as a very beautiful woman who surrounds herself with symbolic occult artifacts and items. She does not give herself away, but may play the part of a fortune teller, psychic healer, Tarot card reader, white witch, etc. Regardless of her guise, there

is something regal, powerful, and calming about the woman.

CULT: the Elder God had considerable organized human worship in ancient Egypt, but not so much anymore.

ATTACKS & SPECIAL EFFECTS: Isis generally does not involve herself directly in combat. She may provide information or clues to investigators in the shape of some fortune telling scheme. Her touch removes a mortal's fighting spirit for 2D20 rounds, pacifying the victim and calming him or her into serenity; a POW versus POW roll on the Resistance Table is required to use this power against Mythos beings and other supernatural entities.

ISIS, Elder God

STR 31 CON 50 SIZ 10 INT 20 POW 38
DEX 20 APP 25 Move 12 / 20 flying HP 30

Damage Bonus: +2D6.

Weapons: Fist/Punch 70%, damage 1D3+2D6

Soothing Touch 70%, damage special (see above)

Armor: none, but regenerates 1D10 hit points per magic point expended for healing. If her hit points drop to zero or below, she is dispelled until the night of the next full moon, when she can manifest again.

Spells: all healing, protective, and Egyptian ritual magic spells, plus any others that the keeper desires.

Skills: Bargain 100%, Cthulhu Mythos 20%, All History 100%, All Languages 100%, Earthly Occult 100%, Act Mysteriously 100%.

Sanity Loss: there is no Sanity loss for seeing Isis.

ITHAQUA, Great Old One. *The stars had been blotted out . . . the great cloud which had obscured the sky looked curiously like the outline of a great man. And . . . where the top of the "cloud" must have been, where the head of the thing should have been, there were two gleaming stars, visible de-spite the shadow, two gleaming stars, burning bright-like eyes!*

— August Derleth, "The Thing That Walked on the Wind"

Ithaqua has several manifestations, or avatars. Its typical appearance is that of a giant skeletal humanoid figure with webbed feet and burning red eyes. Its features are distorted and ghastly, looking like a parody of a human face pulled out of shape and filled with agony. The Great Old One appears wraith-like, its hair and even portions of its body billowing as if in a great wind.

Another form that Ithaqua may take is that of a giant shaggy humanoid with enormous stag or bull moose antlers, hooves, clawed hands, vicious fangs, and blazing eyes. It breathes out great clouds of steam and fog, and snow swirls about it in strange patterns. This manifestation may be the inspiration to certain myths of horned gods and wilderness deities of early humans.

The Great Old One's thunderous tread is sometimes heard on lonely cold nights, its footprints later found in the snow. Its stride measures a half mile. Following the trail, investigators find that it suddenly vanishes (where Ithaqua has taken to the sky).

Ithaqua is reported from the Arctic and sub-Arctic, where bands of Eskimos and Native American peoples encounter him. He is known to stalk the wastes, tracking down hapless travelers and carrying them off. Such unfortunates are sometimes found alive, and they linger living for a while, unable to explain what has happened to them. Most are found dead weeks or months later, buried partway as if dropped from a height, frozen solid in positions of great agony, and missing random body parts. Sometimes rotted corpses are found lodged high in the treetops in dense wilderness areas.

CULT: Ithaqua has a minimal cult, though most native peoples fear him in the far north. The inhabitants of Siberia and Alaska may leave sacrifices to keep the Windwalker from haunting their camps, but organized worship seems to be rare. The Secret Order of the Windwalker is an Ithaqua cult in Toronto, Canada. Ithaqua is more widely worshiped on the faraway world of Borea.

ATTACKS & SPECIAL EFFECTS: if Ithaqua is within a few dozen yards, he can use mighty winds to attempt to whisk victims into the air. Players of those attacked this way must roll on the Resistance Table, matching the investigator's STR against Ithaqua's STR on the Resistance Table. If Ithaqua is attacking several investigators, divide his STR among them.

If within reach, Ithaqua may grab with one mighty claw per round. Anyone grabbed is automatically held as well, if Ithaqua desires.

The Great Old One may also whip up great storms with howling gale-force winds and driving snow. In less arctic regions, Ithaqua may call down mighty thunderstorms and tornados or hurricanes, although the alien god seldom appears in such areas itself. The strength and duration of such storms are completely at the discretion of Ithaqua, and may go on for as long as several hours, or be over in a matter of minutes, depending upon the Great Old One's disposition.

ITHAQUA, the Windwalker, the Wendigo

STR 50 CON 150 SIZ 100 INT 10 POW 35
DEX 30 Move 10 / 100 flying HP 125

Damage Bonus: +8D6.

Weapons: Wind Gust 100%, damage lift and drop*

Claw 80%, damage 6D6 (damage ignores any armor)

*1D10 x10 feet. Each 10 feet dropped equals 1D6 damage.

Armor: 10-point skin and thick rime.

Spells: all Call and Contact spells; Ithaqua may Summon 1D6 wendigo at will.

Sanity Loss: 1D10/1D100 Sanity points to see Ithaqua; 1/1D3 Sanity points to hear the thunderous footsteps as Ithaqua

strides through the wilderness; 1/1D6 Sanity points to hear the howl of the Wendigo on the North Wind.

■ **DEATH-WALKER, Avatar of Ithaqua.** *The tornado-like torrent of wind, and rain, and sound raged on. Etched above, against a background of rushing sulfurous cloud masses, was the huge fiery image of a distorted Indian face, a diabolical face, blazing with fury, filled with the evil of the Pit itself.*

— Joseph Payne Brennan, "Jendick's Swamp".

This avatar of Ithaqua manifests as a violent storm in the midst of which can be seen the terrible visage of an American Indian. The face is distorted and seething with rage.

CULT: the Death-Walker has some following among the native peoples of North America. They do not generally worship the Death-Walker so much as make sacrifices and pay homage to it to keep the evil spirit appeased.

ATTACKS & SPECIAL EFFECTS: it attacks with devastating storms with tornados, hurricane-force winds, driving rain, enormous hailstones, searing lightning, etc. Those caught out in the open during the Death-Walker's raging storm must hang onto something or otherwise try to secure themselves. To keep from being swept away by tornados and hurricane-winds, each investigator must match his STR against the Death-Walker's STR on the Resistance



WOODCUT IN A SWEDISH CHRONICLE
eighteenth century. (Åland Provincial Library, Mariehamn, Finland)

Table. Those failing are snatched up into the storm, their broken and battered bodies (or what's left of them) found miles away (if ever). Securing himself with rope or chain helps hold the investigator, and he can add the STR of the rope or chain to his own in the STR vs. STR struggle.

Additionally, those caught in the Death-Walker's furious storm suffer 1D4 points of damage each round from being struck by flying debris and huge hailstones. The Death-Walker may also attack investigators with bolts of lightning. Those struck by lightning are stunned and effectively immobilized for a number of rounds equal to the damage inflicted. Victims struck by lightning must match their hit points against the

damage done on the Resistance Table, or they die of heart failure.

The keeper should determine the STR and sturdiness of any shelter where investigators hide out during the storm. Cars and trucks may be tossed about by the winds, causing damage to any inside. Some structures may not be able to withstand the wrath of the Death-Walker's storm, and roofs or walls may be torn off, or entire buildings ripped up.

THE DEATH-WALKER, God of the Angry Storm

STR 35 CON N/A SIZ N/A INT 18 POW 30
DEX 50 Move 100 HP 30

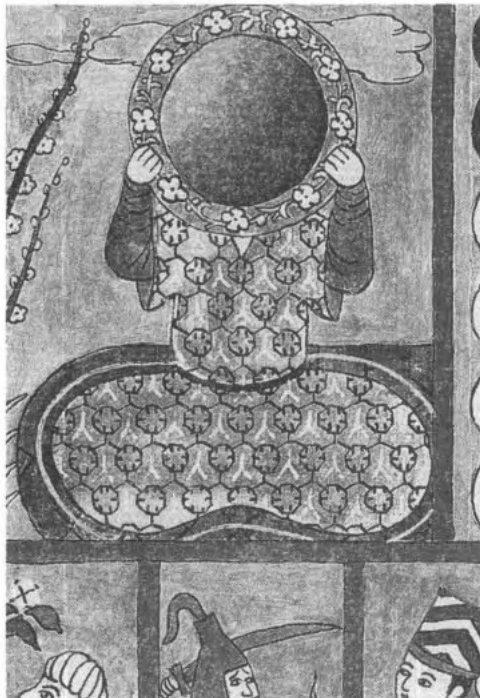
Damage Bonus: N/A.

Weapons: Storm 100%, damage special (see above)
Lightning Bolt 90%, damage 2D10 + immobilization
& possible death (see above)

Armor: none, however it may only be harmed by POW- or INT-draining spells.

Spells: does not usually utilize spells, although may know any as desired by the keeper.

Sanity Loss: 1D4/1D20 Sanity points to see the Death-Walker.



FROM A SELJUK FORTUNE-TELLING TEXT
c. 1100 A.D. (Turkish & Islamic Arts Museum, Istanbul)

■ **SNOW-THING, Avatar of Ithaqua.** It was like a sudden cloud of snow hanging over the altars, like a huge shapeless mass of thickly packed snow—not just a swirl of flakes, though snowflakes did seem to encircle it. . . . The thing began to fade away, just as if dissolving into falling snow, until at last there was nothing there. Then I became frightened, with the fear that the thing that encompassed me was all around me in the falling snow.

— August Derleth, "The Snow-Thing".

This avatar of Ithaqua appears as a sentient

cloud of swirling snow. A pair of glowing eyes are sometimes seen within the snowy cloud.

CULT: the Snow-Thing is not worshiped.

ATTACKS & SPECIAL EFFECTS: the Snow-Thing attacks by inflicting freezing damage. No actual wounds are inflicted, but tissue, bones, and organs suffer severe damage from the intense cold. Victims who survive an attack require immediate and prolonged medical attention. A successful First Aid roll heals a

single point of lost CON, STR, and hit points, but no APP. A successful Medicine roll returns 1D3 points each CON, APP, STR, and hit points. Only one such successful skill roll may be made, beyond that the investigator requires one week of professional medical treatment per hit point and attribute point lost.

THE SNOW-THING, Icy Manifestation

STR N/A CON N/A SIZ 38 INT 14 POW 35
DEX 35 Move 30 flying HP 38

Damage Bonus: N/A.

Weapon: Cold Attack 100%, damage 1D6 + 1D10 CON, 1D10 STR & 1D4 APP each round

Armor: none. Intense fire and heat inflicts 1D6 points of damage to the Snow-Thing. Otherwise it can be harmed only by spells that effect POW or INT.

Spells: does not usually utilize spells, although may know any as desired by the keeper.

Sanity Loss: 1D4/1D20 Sanity points to see the Snow-Thing.

JUK-SHABB, Great Old One. The ultimate tier was a purple cone, from the apex of which a blue smoky mist drifted upward to a sphere that poised in mid-air—a sphere that shone like translucent ivory.

— H. P. Lovecraft, A. Merritt, Robert E. Howard, C. L. Moore, and Frank Belknap Long, "The Challenge From Beyond".

Juk-Shabb is a bizarre and obscure Great Old One who appears as a sentient sphere of metal or energy.

CULT: Juk-Shabb is worshiped by the wormlike creatures of the planet Yekub. It communicates with its followers telepathically and by changing color.

OTHER CHARACTERISTICS: its favored minions are permitted to tap into Juk-Shabb's awesome power, gaining access to its INT, POW, and spells.

ATTACKS & SPECIAL EFFECTS: Juk-Shabb wields no physical attack and is one of the least malevolent of all the Great Old Ones. It possesses great mental powers and can utilize any spell desired.

MINDBLAST: if it overcomes its target's magic points with its own, the victim loses 2D10 Sanity and falls into a state of stupefaction for 1D100 hours. Each use of this power costs Juk-Shabb 1D6 magic points. The Great Old One undoubtedly has other unique mental abilities.

JUK-SHABB, God of Yekub

STR N/A CON N/A SIZ 20 INT 30 POW 50
DEX N/A Move 0 HP 100

Damage Bonus: N/A.

Weapon: Mindblast magic points vs. magic points, damage 2D10
Sanity loss & stupefaction for 1D100 hours

Armor: none, but Juk-Shabb is immune to all mundane physical attacks. Enchanted weapons and magic harm the Great Old One normally.

Spells: any, as desired.

Sanity Loss: 0/1D4 Sanity points to see Juk-Shabb.

KARAKAL, Great One. *Karakal, portrayed encircled by flames, can start fires at will and is lord of the entities known as the Minions of Karakal.*

— Sandy Petersen, *Field Guide to Creatures of the Dreamlands.*

Karakal's images portray a handsome smiling man, nude from the waist up and encircled by blazing flames. Karakal rarely leaves his sacred Hall of the Flowing Stones in distant Kadath.

CULT: Karakal is the Dreamland's fire god. Karakal is often worshiped by wizards. People who live in the shadows of volcanos have also been known to pay Karakal special homage. Karakal's temples keep an eternal flame burning. The priests intently watch the flickering of the flame, and claim to thus be able to discern Karakal's will.

ATTACKS & SPECIAL EFFECTS: on the rare occasion he leaves Kadath, he always travels incognito, though a clever observer might guess the god's presence upon, say, seeing an old tinker start a camp fire with the touch of a finger. Karakal can emit a burst of flame from his hand by expending 1 magic point. Each such flame burst not only causes damage, but sets the clothing and hair of the target on fire. He can also create immobile walls of fire which last for hours by spending 1 magic point per ten yards of wall. Anyone passing through one of Karakal's fire barriers takes 2D6 damage.

KARAKAL, Master of the Flames

STR 35 CON 50 SIZ 15 INT 14 POW 30
DEX 15 APP 16 Move 15 HP 33

Damage Bonus: +2D6.

Weapons: Flame Burst 90%, damage 3D6 + sets target afire
Fist 95%, damage 1D3 + db

Armor: at will, can invoke divine sanctity, for 10-point armor. He is immune to all forms of heat or cold damage.

Spells: Karakal knows all Contact Deity spells for fellow Great Ones as well as Contact Nyarlathotep. Can create an immobile wall of fire up to 100 yards long which gives 2D6 damage to anyone leaping through it.

Sanity Loss: it costs no Sanity points to see Karakal.

KASSOGTHA, Great Old One. *Slowly revolving in an ocher-veined nimbus as if a deformed fetus floating in a uterus of chaos, the leviathan of diseased coils appeared . . . clothed in a nimbus of charged, blurry vapors, a gray-blue knot of slithering motion. Miles and miles of twisting, writhing coils. Knotted, flowing over one another.*

— Joseph Pulver, *Nightmare's Disciple.*

Kassogtha, it is said in certain Mythos tomes, is Cthulhu's sister and third mate, with whom she spawned twin daughters Nctosa and Nctolhu (suppos-

edly imprisoned on Jupiter within a hurricane three times the size of Earth).

CULT: Kassogtha has little organized Earthly following, although she has come to the attention of the mentally deranged, including at least one serial killer. Singly or in small groups, Kassogtha worshipers are bent on freeing their queen with horrible and bloody rituals of sex, drugs, and torture.

OTHER CHARACTERISTICS: Kassogtha, like many of the other deities of the Mythos, communicates with humans and other lesser races telepathically. Those in contact with her hear a shrill, booming, horrible voice in their head, the words crudely strung together and mixed with non-human languages.

ATTACKS & SPECIAL EFFECTS: Kassogtha attacks by crushing victims in her miles of slithering coils. When struck, a victim is quickly pulled into the pulsing, squirming mass of tentacles where he is constricted and crushed. Friends may attempt to free a snared investigator by grabbing him and matching their combined STR against Kassogtha's on the Resistance Table. Such a rescue may be attempted only once, for on the next round the hapless victim is pulled deep into the Great Old One's writhing mass.

KASSOGTHA, Bride of Cthulhu

STR 119 CON 89 SIZ 189 INT 27 POW 30
DEX 25 Move 20 floating HP 139

Damage Bonus: +18D6.

Weapons: Tentacle 90%, damage Grapple

Tentacle Constriction automatic when Grappled, damage 9D6

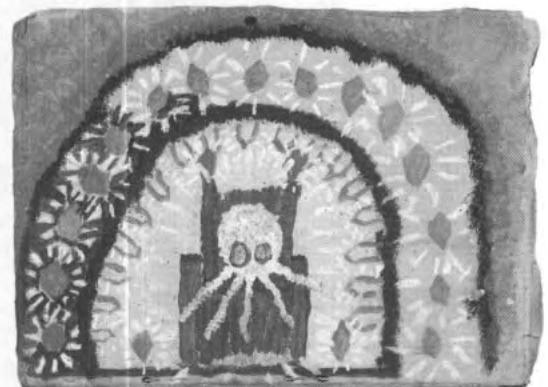
Armor: none, but all non-enchanted physical attacks do minimum damage.

Spells: Contact Cthulhu, all others dealing with Cthulhu and its spawn. Any others as the keeper desires, except those dealing with the Elder Gods and their minions.

Sanity Loss: 1D10/1D100 Sanity points to see Kassogtha.

KTHANID, Elder God. *For the thing upon which he suddenly found himself gazing was a shape of primal horror, the blasphemous*

shape of Cthulhu himself—except that it was not Cthulhu but Kthanid, and where the former was black as the pit the latter shone with the light of stars. . . . For this great creature, bejeweled and glittering as though



CHILDREN'S DRAWING
from the archive of Rudolph Steiner

dusted with diamonds, stared out upon the hall through huge eyes that glowed like molten gold.

— Brian Lumley, *The Clock of Dreams*.

Kthanid appears as a bejeweled, glittering twin of Great Cthulhu, with brilliant golden eyes. The Elder God resides within the Hall of Crystal and Pearl—a marvelous palace beneath an ancient glacier on the alien world of Elysia. While it is nearly impossible to reach in the waking world, there are some in the Dreamlands who know how to sail from the Earth to Elysia.

Certain legends of the Cthulhu Mythos suggest that Kthanid and Cthulhu are “twins”, “brothers”, two members of the same race, or otherwise somehow related.

CULT: Kthanid is not worshiped by humans, although he may occasionally call certain selected, worthy humans to his palace. The Elder God freely assists those individuals he deems worthy in their struggles against the machinations of Cthulhu and the Great Old Ones. Generally, Kthanid’s assistance is in the form of some bit of knowledge, an artifact, or spell. This Elder God will, however, directly confront

and battle with Great Old Ones in certain rare instances.

ATTACKS & SPECIAL EFFECTS: Kthanid attacks with strange glowing beams that emanate from his eyes. These beams either hold a target or inflict damage upon him or her. To hold a target, Kthanid must overcome their POW with his own on the Resistance Table. Such held victims may try to resist Kthanid’s POW each round to break free. If Kthanid chooses to inflict damage upon a victim, the beams of light automatically do 10D6 points of damage. Kthanid’s light beams ignore all armor or damage resistance—natural or artificial.

KTHANID, the Eminence

STR 100 CON 98 SIZ 210 INT 75 POW 100
DEX 21 Move 20 stride / 18 swim / 20 fly HP 154

Damage Bonus: +18D6.

Weapons: Light Beam 100%, damage 10D6 or Grapple
Fist 100%, damage 1D6 + db

Armor: 15-point skin; additionally, he regenerates 10 hit points per round.

Spells: Kthanid knows any spell he wishes.

Sanity Loss: 1D8/5D10 Sanity points to see Kthanid.

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ELYSIA

The stories concerning Elysia are very odd, and I can only report what I have read in a few scant sources without trying to assess the veracity of their claims.

Elysia is said to be the home of the Elder Gods, a place of love of harmony to which only the truly worthy can gain access. It seems a paradise; for such a place to exist in the dark universe ruled by the Outer Gods and Great Old Ones must be suspect.

The name seems to derive from Elysium, the paradise of the Greeks, a place of mortals become immortals that could be entered only by those favored by the gods. The connections are obvious, and should only increase our suspicion of the stellar paradise.

I believe the stories of Elysia as paradise ultimately derive from ancient legends concerning a war between the Elder Gods and their foes, the Outer Gods and the Great Old Ones. Since the Outer Gods and Great Old Ones are obviously malevolent forces, the Elder Gods have been deified as saints. But this misses the truth, that awful truth hidden away in certain tomes of the Mythos: humanity is but a mote in the eye of the Elder Gods, utterly insignificant, and they do not care what fate befalls us.

How could they care, those beings who are said to have imprisoned many of the Great Old Ones upon our planet, causing us millennia of misery? How could they care, those who are said to have destroyed entire planets in order to defeat their foes? How could they care, those who are said to have killed, maimed, and forever imprisoned their enemies?

To the Elder Gods we are but tools: to defeat their enemies, to advance their own alien goals, to light their dark hours with amusement. They may not hate and despise us, but still, beware! What they do is for their own good alone. ♦♦♦

KURPANNGA, Great Old One. *A malevolent devil-dingo found in Central Australia. Kurpannga is completely hairless, except for a line of bristling fur along his spine and a tuft at the end of his tail. His teeth are shockingly numerous, and extremely sharp, more resembling the teeth of a crocodile or carnivorous dinosaur than a dingo.*

— Sandy Petersen, *Terror Australis*.

Kurpannga dwells in the Dreamlands—specifically in the Dreamtime, the dream-realm of Native peoples. The legendary Mulga-Seed wirrunnen created Kurpannga in the Dreamtime and filled his frame with malice enough to last forever.

CULT: Kurpannga has no cult. He is an agent of destruction, not worship. The Great Old One often prowls the Earth, wielding destruction and death.

ATTACKS & SPECIAL EFFECTS: being within 10 yards of Kurpannga costs everyone present 1 point of CON each round. Instead of biting, he can bark, howl, or whine in a round, and all within earshot must resist his magic points on the Resistance Table or lose 1D6 magic points of their own.

BLIGHT: Kurpannga has the ability to blight land by walking over it. All the ground within 10 yards of his track becomes poisoned for the next growing season. All plants growing on it are twisted and deformed, and any animal eating such vegetation sickens and dies.

If reduced to zero hit points, the Great Old One is forced back to the Dreamtime.

KURPANNGA, The Devil-Dingo

STR 65 CON 52 SIZ 28 INT 12 POW 28
DEX 20 Move 30 HP 40

Damage Bonus: +5D6.

Weapons: Bite 90%, damage 1D6 + 5D5

Horrible Presence automatic, damage 1 CON per round
Bark automatic, damage resist or lose 1D6 magic points

Armor: 8-point hide.

Spells: any spell the keeper wishes.

Sanity Loss: 1/1D10 Sanity points to see Kurpannga.

LAM, Great Old One. *Being with a large forehead, small slanting eyes, and a small mouth, depicted in one of Aleister Crowley's paintings. [It has been] stated that Lam is one of the Great Old Ones, and has linked him to the High Priest Not to Be Described and the "greys" seen during UFO abductions.*

— Daniel Harms, *Encyclopedia Cthulhiana*.

A being of inestimable power, Lam resembles the 'greys' of modern UFO mythology with a large forehead, almond shaped eyes, small mouth, and no nostrils. Lam lives on the dark side of Mars, but infrequently travels to Earth to study its flora and fauna,

abducting any specimens it finds intriguing. When Lam is summoned, or chooses to appear, he does so in a column of bright light, and often sends hallucinations to confuse those he chooses to visit.

CULT: no known human cult knowingly worships Lam as a Great Old One, but many individuals and groups worship him through their belief in extraterrestrial life.

ATTACK & SPECIAL EFFECTS: relatively weak physically, Lam relies on his mental prowess and ability to dominate others' minds to capture subjects. To dominate a victim, Lam his victim's POW with his own on the Resistance table. If Lam is successful, the victim is completely under the Great Old One's power and will do as commanded, even killing himself or others. If Lam fails, the victim does not fall under his power, but does 'lose time', effectively suffering from a short-term amnesia that prevents him from recalling any interactions he had with the Great Old One. Lam may mass-hypnotize any within 30 yards of him using this mental power. Once under Lam's influence, an investigator cannot break free until the Great Old One leaves or is dispelled, or someone successfully Psychoanalyzes him.

Lam communicates telepathically. He also has telekinetic powers, and may mentally move objects by expending 1 magic point for every 5 SIZ of an object.

LAM, The Grey

STR 15 CON 23 SIZ 14 INT 38 POW 65
DEX 19 Move 12 HP 19

Damage Bonus: +1D4.

Weapons: Dominate POW vs. POW, damage special (see above)

Mass-Hypnotism automatic, special (see above)

Telekinesis automatic, 1 magic point per 5 SIZ moved (see above)

Armor: none, but Lam can expend one magic point to heal two points of damage. To strike Lam, an attacker must first overcome the Great Old One's POW with his own. Those who succeed may strike Lam normally. Those who failed the POW struggle have their attacks bounce off Lam, as if he had some unseen force field around his body.

Spells: as the keeper wishes.

Sanity Loss: 1/1D6 Sanity points to see Lam.

LILITH, Great One. *Here cosmic sin had entered, and festered by unhallowed rites had commenced the grinning march of death that was to rot us all to fungous abnormalities too hideous for the grave's holding. Satan here held his Babylonish court, and in the blood of stainless childhood the leprous limbs of phosphorescent Lilith were laved.*

— H. P. Lovecraft, "The Horror at Red Hook".

The entity known as Lilith has a number of forms. She usually appears as a woman of ageless and sinister beauty with smooth alabaster skin and billowing jet-black hair. Her eyes are like gleaming coal, her lips are a



THE QUEEN OF THE NIGHT
Babylonian relic made of straw and baked clay,
c. 1750 B.C. (British Museum)

lusty crimson, and her shape is the most sensuous of all. Sometimes she is a silent black woman of exotic beauty, like a Black Madonna. Lilith sometimes is a glowing leprous figure vaguely woman-like. She has also been known to take on the form of a horrible huge monster.

CULT: Lilith has little organized worship in the modern world, although she was well known and feared by early humans. She is sought out by small cults and sorcerers dabbling in the black arts or by those interested in procreation, fertility, or sex magic. In the waking world, she is known in some religions as Adam's first wife who rebelled against her husband and God,

later to become the consort of Satan. Of all the Great Ones, Lilith is the one who visits the waking world most frequently. It is unclear as to why Nyarlathotep allows Lilith to meddle in the waking world and not incur his anger.

Some sources believe that Lilith was once one of the powerful and mysterious Ancient Ones who was banished to the Dreamlands as a Great One when her worship and power waned. As an Ancient One, Lilith was said to often appear as an enormous female gug when she visited the physical realm. If true, this might explain the free reign given to her by Nyarlathotep in the realm and matters of waking men. Also if true, Lilith may one day regain her power and might and rejoin the Ancient Ones in their temple between the planes. She may still be able to take the form of a female gug.

A rare tome in Latin, *Psalms de Sorrow Book Judas!* discusses Lilith in great detail.

ATTACKS & SPECIAL EFFECTS: all who are aroused by the female figure fall into an awed stupor in the presence of this Great One. Such victims must resist against Lilith's POW with their own. Those who fail can do little more than stare in amazement at Lilith's beauty. Those who resist Lilith's POW do not fall under her spell. Lilith may command anyone under her power to do her bidding. Such mesmerized victims eagerly obey their mistress. This hypnotic stupor lasts until Lilith has been dispelled or until a successful Psychoanalysis breaks her mental hold.

Lilith has the ability to walk through any form of obstruction such as doors, walls, etc. She often visits sleeping men, seducing them into somnambular intercourse. Victims of Lilith's somnambular seduction are drained of 1D10 magic points and awaken exhausted

but remembering nothing of their visitor. The Great One may also watch, unseen, as couples make love during the night. When the lovers have fallen asleep, Lilith steals some of the man's semen. From the semen gathered through seduction or theft Lilith creates monsters and deformed creatures to haunt the night. Lilith's children are the creatures of the night, and as such she has the ability to command any non-Mythos monsters.

Lilith also has the ability to drain 1D10 magic points by kissing a victim and overcoming his or her POW with her own. Lilith uses stolen magic points to replenish her own when she has used them. If the Great One does not need magic points those drained are simply lost. In combat she may rake with her claw-like finger nails.

Psalms de Sorrow Book Judas!

In Latin by an unknown author. *Psalms de Sorrow Book Judas!* (*Psalms of Sorrow, The Book of Judas*) is thought to be one of a number of "lost" books of the Bible. It details the treachery of Judas, as well as the temptation of Eve, the fall of Satan, the story of Sodom and Gomorrah, and tells of the horrors of hell. Adam's first wife, Lilith, is detailed in this book, including her treachery and ultimately her status as Satan's consort. At least two other "demonic forces" are discussed in *Psalms de Sorrow Book Judas!*: the Queen in Red (an avatar of Nyarlathotep), and the Great Old One Summanus. The actual date of the original book is unknown, but copies have been produced throughout modern times, the earliest known surviving copy being a 15th century edition. *Sanity loss* 1/1D6; *Cthulhu Mythos* +3 percentiles; *average 13 weeks to study and comprehend*. **Spells:** none.

LILITH, The Queen of the Night

	Goddess Form	Giant Gug Form
STR	30	30
CON	53	53
SIZ	9	72
INT	25	25
POW	35	35
DEX	20	20
APP	25	N/A
Move	10	10
HP	31	63
DB:	+1D6	+5D6
Claw	85%/1D6 + db	85%/2D6 each (x4)
Kiss	100%/1D10 MP drain	N/A
Bite	N/A	100%/1D10
Stomp	N/A	50%/1D6 + db

Armor: at will, can invoke divine sanctity, which protects her as 10-point armor. Lilith cannot be harmed by any physical attack at night. During daylight hours the Great One may be

harmed normally. Lilith may regenerate a single hit point for each magic point she expends.

Spells: any as desired by the keeper, plus the ability to command any non-Mythos monsters.

Sanity Loss: there is no Sanity Loss for seeing Lilith. If in giant gug form 0/1D10 Sanity is lost.



LOBON, Great One. *The spear is [Lobon's] personal emblem, but he is no war god.*

— Sandy Petersen, *Field Guide to Creatures of the Dreamlands*.

Lobon is portrayed as a bearded youth, graceful and curly-haired. He dresses in a robe of white samite and is crowned with ivy. The spear is his personal symbol, and his statues always show a spear in his right hand.

CULT: at one time, Lobon and his brothers Tamash and Zo-Kalar were worshiped widely. With the destruction of Sarnath, his cult has dwindled.

ATTACKS & SPECIAL EFFECTS: Lobon dislikes conflict. When faced with danger to himself or present followers, he tries to retreat to another dimension, taking anyone loyal to him along. He will only fight if faced by some creature capable of following him through the dimensions. Lobon fights by emitting beams of clear yellow light from his hands. These beams destroy 3D6 magic points of any target they strike.

LOBON'S SPEAR: Lobon's spear has several special abilities. It can repel damage at a rate of 3 points of damage per magic point expended. It can also provide 4 magic points per round to the wielder, which cannot be saved up. The spear can fly about at the owner's mental direction, and can carry objects or animals up to SIZ 4 when so doing.

His spear is not a weapon, but an emblem. It is rendered impure and loses all its powers if it is stained by blood or even the ichor of an alien race. It cannot regain its powers until Lobon cleanses it in the great Fountain of Alath-Zann at Kadath. Lobon sometimes temporarily lends his spear to valued servants, sometimes for the length of the servant's life. The spear is an extension of Lobon and, if the god somehow lost his power or were destroyed, the spear would also vanish.

LOBON, Lost Deity of Sarnath

STR 45	CON 48	SIZ 12	INT 16	POW 22
DEX 21	APP 21	Move 10		HP 30

Damage Bonus: +3D6.

Weapon: Light Beam 100%, destroys 3D6 of target's magic points

Armor: none, but the Spear can emit a shimmering glow at the will of the holder which repels damage at a cost of 1 magic point per 3 points of damage.

Spells: Lobon can summon any creature native to the Dreamlands and not connected to another deity by expending 1 magic

point per SIZ point of the being summoned. He also knows all Contact Spells for the other Great Ones and Contact Nyarlathotep.

Sanity Loss: it costs no Sanity points to see Lobon.



MAGNUM INNOMINANDUM, Unique Entity. *The Nameless Mist was created by Azathoth to fill the interstices between the spheres that compose the universe, and to spawn Yog-Sothoth.*

— Stéphane Gesbert, *Cthulhu Dark Ages*.

The Magnum Innominandum is served by the gugs and worshiped by the dark ones, and may intrude into the material world when certain conditions are met. These emanations of the otherworldly mist resemble the mist in the spell of the same name and are preceded by icy winds. Living beings engulfed by the Nameless Mist lose all senses except touch (modify skill rolls appropriately). Cognitive skills—and in particular the Occult skill—function normally. The outlandish experience costs 0/1D4 Sanity points.

The Magnum Innominandum is likely to hide befitting creatures at the keeper's discretion, e.g. 1 dimensional shambler, 1-2 gugs, 1 dark young, 1-10 dark ones, etc.

THE MAGNUM INNOMINANDUM, The Nameless Mist, Milk of the Void

STR N/A	CON N/A	SIZ infinite	INT 0	POW 24
DEX N/A	Move 24			HP N/A

Damage Bonus: N/A.

Weapons: none, but possible attacks by "what lies within" (see corresponding creature entries)

Armor: N/A

Spells: N/A

Sanity Loss: 0/1D4 Sanity points to be engulfed by the Magnum Innominandum



MH'THRHA, Outer God. *The Fenris Wolf, portrayed in Norse mythology, is the most famous legendary representation of Mh'ithrha. The Arch-Lord has tried numerous times to break through to our world, and each time comes closer to succeeding. In the myths, Fenris is tricked by the gods into being tied up with a magic silver thread. Fenris is unable to break free until Ragnarok, the Twilight of the Gods. Released, Fenris will eat Odin and swallow the Moon! What the legend cloaks in symbols is the following reality—the thread is the thin barrier which separates Tindalos from our world, Ragnarok is the End Times, Odin represents the souls of humanity, and the round Moon is the symbol of curved space which the Tindalosians will conquer.*

— Bruce Ballou, "The Wild Hunt".

Of all of the Lords of Tindalos, the most powerful is Mh'ithrha, the Arch-Lord of Tindalos. Although not an actual Outer God as such, Mh'ithrha form and awesome powers defy standard classifications. Mh'ithrha's eternal battle with Yog-Sothoth is legendary.

HYPER-SIGHT: Mh'ithrha can see an area of up to ten miles in radius as if he were in the fourth dimension—all directions, behind walls, in containers, etc., all at once. He cannot see into magically protected areas or behind round or spherical spaces.



ROMAN COIN
first century A.D. (Private collection)

STEP-THROUGH: as long as sharp angles are within ten feet of him, Mh'ithrha can step through via hyperspace to another angle anywhere in the spacetime it inhabits. It takes one round to open the angle, from whence mist begins to trickle forth. It takes a second round to

step out through the exit angle.

TWIST SPACE: for one round per five magic points sacrificed, Twist Space can ripple local space-time around it within a one mile radius. Those outside this area see everything twisting and elongating in odd directions. Those inside see themselves being twisted and stretched, and lose 1/1D4 SAN. To resist being incapacitated by the twisting and stretching effects

for 2D6 rounds, those inside the area must roll CON xl or POW xl, whichever is better. Those outside the radius who are firing ranged weapons into the area of effect suffer a 75 percentile reduction to hit; those attacking from within the radius suffer an 85 percentile reduction. A character inside or outside the area of effect can negate the ranged attack penalty with a successful Cthulhu Mythos roll (or a Mathematics or Physics roll at half normal percentile rating) and a sacrifice of 1 SAN. (With a successful roll, the viewer is able to comprehend the angles of the distortion).

ATTACKS: Mh'ithrha, besides its arsenal of Time-Space abilities, may attack each round with a Claw, Bite, or Tongue. The Claw attack leaves behind the same blue ichor associated with the Hounds of Tindalos (inflicting poison damage of POT 2D6 each round until

wiped off). With his Bite attack, Mh'ithrha may swallow whole anything up to a SIZ of 300.

MH'ITHRHA, Arch-Lord of Tindalos

STR 80	CON 80	SIZ 80	INT 44	POW 80
DEX 35	Move infinite			HP 80

Damage Bonus: +9D6.

Weapons: Claw 99%, damage 1D6 + ichor (see above) + 9D6

Bite 100%, damage swallow whole (up to SIZ 300)

Tongue 100%, damage 1D10 POW drain + total blood drain*

Charnel Odor of Decay and Death 100%, damage nausea**

*the process leaves a gaping hole in the chest surrounded by gobs of blue ichor. Mh'ithrha adds one magic point per point of POW drained, up to a maximum of 80.

**all within smelling range must make a CON x l roll or be incapacitated by vomiting, for 1D6 rounds.

Armor: 8-point skin; ordinary weapons do no damage; magic weapons and spells do full damage. Further, it regenerate 8 hit points per round until dispelled.

Spells: any, as the keeper desires, particularly those dealing with time and space.

Sanity Loss: 1D10/1D100 Sanity points to see Mh'ithrha.

M'NAGALAH, Great Old One. A tentacled mass of what looked like bloated raw entrails and eyes.

— Ramsey Campbell, "The Tugging".

CULT: M'nagalah is an obscure Great Old One with no known human cult, although it may be worshipped by alien races on other worlds.

OTHER CHARACTERISTICS: its appearance is signaled by a hissing, squishing, wet writhing noise. When encountered or summoned, M'nagalah drags itself sickly across the ground toward any present, clutching and reaching for victims with dripping, quivering entrail-like tentacles. Even those who have summoned the Great Old One are attacked by the cancerous deity unless somehow protected or hidden from the creature's view.

ATTACKS & SPECIAL EFFECTS: those grasped by M'nagalah are crushed or have slippery tentacles forced into any body openings and are turned inside out on the following round. The bodies of such victims are drawn into M'nagalah's mass of bloated entrails, bleeding and quivering, where they become one with the alien deity.

M'NAGALAH, The Devourer

STR 55	CON 80	SIZ 50	INT 21	POW 30
DEX 25	Move 16			HP 65

Damage Bonus: +6D6.

Weapon: Tentacle 80%, damage 1D6 + db or death on following round

Armor: none. M'nagalah regenerates at a rate of 25 points per round.

Spells: all dealing with the Great Old Ones and their minions, as well as any others the keeper thinks appropriate.

Sanity Loss: 1D8/3D10 Sanity points to see M'nagalah.



MAGIC SCROLL FROM ETHIOPIA
(The Walters Art Museum,
Baltimore, Maryland)

MNOMQUAH, Great Old One. *His lizard's head and flabby wattled neck . . . his clawed and webbed forepaws . . . [and] strangely sensitive organs which bulged and pulsed beneath the membrane layer which covered otherwise empty eye-sockets.*

— Brian Lumley, *Mad Moon of Dreams*.

Mnomquah appears as gigantic lizard-like creature similar to a huge dinosaur. He resides in the sub-lunar Lake of Ubboth at the core of the Dreamland's moon—some speculate that he may also be encountered within the waking world moon.

CULT: Mnomquah is worshiped by the hideous moon-beasts and their slaves from Leng. The cult works toward the day when Mnomquah will be free from his prison and can rejoin his mate, Oorn, who is trapped in the ruins of Sarkomand. The bulk of the cult's hierarchy consists of moon-beasts, but there are some favored few among the Lengites who are allowed to serve as acolytes.

OTHER CHARACTERISTICS: Mnomquah was one of the Great Old Ones which came from space with Great Cthulhu eons ago. He created for himself a great underground sanctuary in the Black Lake of Ubboth. When the moon was torn free from the earth's crust, Mnomquah and his home went with it. The Elder Gods discovered Mnomquah lurking in his sub-lunar hole and sealed him inside.

ATTACKS & SPECIAL EFFECTS: as far as the Great Old Ones go, Mnomquah is not very powerful and is little more than a gigantic monster. He has a long sticky tongue which can strike out at targets as much as a mile distant, and his maw can consume entire ships. The Great Old One's tongue is coated with a powerful adhesive, which a victim may try to break free of by matching his STR vs. the adhesive's STR 30. If unsuccessful in breaking free, the victim is pulled back into Mnomquah's mouth on the following round.

MNOMQUAH, The Monster in the Moon

STR 100 CON 90 SIZ 200 INT 20 POW 31
DEX 18 Move 20 / 18 swim HP 145

Damage Bonus: +18D6.

Weapons: Tongue 80%, Grapple

Bite 50% (auto. if Grappled by tongue), damage swallowed
Claw or Stomp 75%, damage 1D6 + db

Armor: 10-point skin. For 30 magic points Mnomquah is capable of surrounding himself with a barrier of energy which makes him invulnerable to all physical attacks. This barrier lasts for 1D10 hours.

Spells: Contact Moon-beast, Contact Nyarlathotep, Contact Oorn, Summon/Bind Shoggoth, and others as the keeper desires.

Sanity Loss: 1D3/1D20 Sanity points to see Mnomquah.

DEITIES OF THE MYTHOS

MORDIGGAN, Great Old One. *A colossal shadow that was not wrought by anything in the room. It filled the portals from side to side, it towered above the lintel—and then, swiftly, it became more than a shadow: it was a bulk of darkness, black and opaque, that somehow blinded the eyes with a strange dazzlement. It seemed to suck flame from the red urns and fill the chamber with a chill of utter death and voidness. Its form was that of a worm-shapen column, huge as a dragon, its further coils still issuing from the gloom of the corridor; but it changed from moment to moment, swirling and spinning as if alive with the vortical energies of dark aeons. Briefly it took the semblance of some demoniac giant with eyeless head and limbless body; and then, leaping and spreading like smoky fire, it swept forward into the chamber.*

— Clark Ashton Smith, "The Charnel God".

Mordiggian appears as a mass of living death and darkness, sweeping, leaping, and changing shape at will. The Great Old One is accompanied by the stench and chill of death. All fire and other sources of heat and light are extinguished upon the arrival of the Charnel God, leaving the area deathly cold and still.

CULT: Mordiggian is little worshiped by humans or ghouls today, although in the far future it will be the patron deity of the city of Zul-Bha-Sair on the lost continent of Zothique. The Great Old One is worshiped by some necromancers and ghouls in the Dreamlands. In Zul-Bha-Sair and other places of Mordiggian worship, all dead are offered up to the Charnel God as appeasement, and it is heretical not to do so, even for non-Mordiggian followers. The ghoulish priests of Mordiggian completely cover themselves in hooded robes of rich funeral-purple and silver skull-like masks. Bringing the dead back to life is the greatest of transgressions in an area of Mordiggian worship, and insures an attack by Mordiggian ghoul priests and possibly the Great Old One himself. The Cult of the Charnel God is a sect devoted to Mordiggian. The Ghoul's Manuscript details Mordiggian and its cult.

OTHER CHARACTERISTICS: all within the presence of the Charnel God must successfully Dodge each round to avoid directly looking at the deity and being blinded by its weirdly dazzling, changing form. Those blinded must first make a successful Luck roll in order to be able to attack the Great Old One, and then the attack is made at 1/4 the blinded investigator's skill roll. All other sight-related skills are useless



SKETCH OF A
CEREMONIAL MASK
from *The Dreams of Lydia*
(courtesy the estate of V. Kent)

to the blinded investigator. Those who are not blinded must also make a successful Luck roll to attack, but their attacks are performed at 1/2 their normal skill roll. These investigators may make any other sight-related skill rolls normally as long as they do not require looking at Mordiggian. The Great Old One's blinding effect lasts only as long as the investigators are in its presence, and once away from the Charnel God those blinded regain full sight within 1D10 minutes.

Mordiggian is not an especially malevolent being, and may spare those who have not personally offended it or its ghoulish followers.

ATTACKS & SPECIAL EFFECTS: Mordiggian attacks by engulfing victims, sucking away their life force, and dissolving their bodies. Nothing is left of Mordiggian's prey but their clothes and other non-living items they had. Those eaten by the Charnel God are never seen again in the waking world or the Dreamlands, their life force and very soul consumed by the Great Old One.

The Ghoul's Manuscript

A loathly tome bound in leathery human flesh, tells of Mordiggian and its followers. One awful side effect of studying the *Ghoul's Manuscript* is that the reader is eventually transformed into a ghoul. Each week of study the reader must roll his POW or less on 1D100. If successful he has read the book without becoming a ghoul. Once a POW roll is missed the transformation begins and may not be halted or reversed. Once begun, the reader permanently loses 1 APP and 1D10 SAN each week. Once APP reaches 0 the transformation is complete. If during the transformation the victim is reduced to 0 SAN or otherwise goes insane, he runs off to join other ghouls in some dank cemetery. If the victim does not go insane and retains some SAN he may actually remain in the world of men, although he must keep himself hidden or disguised, and his companions must make the SAN roll for seeing ghouls each day they are together. Also, once transformed into full ghoul, the victim must practice the feeding habits of typical ghouls or eventually perish. Companions witnessing their friend's horrible eating habits must make a SAN roll and suffer the loss of 0/1D2 SAN each time (1/1D4 SAN if the ghoul's "food" was known to the witnesses). Simply skimming this tome does not inflict its curse upon the reader, however there is a cumulative 10% chance every time thereafter that the skimming reader will have to roll his POW or suffer the curse. The unholy text is written in a cramped sub-English hand; *Sanity loss* 1D2/1D8; *Cthulhu Mythos* +2 percentiles; *average 6 weeks to study and comprehend*. **Spells:** Call/Dismiss Mordiggian, Contact Ghouls.

MORDIGGIAN, The Charnel God

STR 33 CON 77 SIZ varies INT 20 POW 25
DEX 20 Move 16 HP 77

Damage Bonus: +6D6.

Weapon: Engulf 75%, damage death

Armor: may not be harmed by non-enchanted weapons.

Spells: any as the keeper desires, especially those dealing with ghouls and death.

Sanity Loss: 1D8/1D20 Sanity points to see Mordiggian.

MOTHER OF PUS, Outer God. *Its repulsive, liquescent form covers the bottom of the stagnant pool, immersed in slime and stinking mud. It has developed eyes and is growing mouths and more writhing tentacles . . . lies dreaming and growing, tentacles undulating faintly as it sleeps. It waits for its grandmothers to come sing it to wakefulness.*

— Richard Watts, "Behold the Mother".

The Mother of Pus is a Lesser Outer God composed of slime, tentacles, eyes, and mouths. The Mother of Pus was spawned through an obscene mating between a human and Shub-Niggurath, the Black Goat of the Woods with a Thousand Young. When summoned to Earth, the Mother of Pus seeks refuge in pools of stagnant, foul water.

CULT: the Mother of Pus has no organized cult yet.

OTHER CHARACTERISTICS: the true horror of the Mother's power manifests itself in a number of special ways. Each night, all those within a 20-mile radius of the Mother must make a Sanity roll. Those who succeed suffer the loss of a single point of SAN, however, those who fail lose 1D10 points. Many in the area go mad. Some may commit suicide, others turn into gibbering, drooling idiots, some may become homicidal. Those whose insanity is temporary regain their faculties eventually—others are not as lucky, and live out their days in asylums.

Over the next nine months, numerous women and animals find themselves mysteriously pregnant after their exposure to the Mother. The resulting births are always stillborn and deformed, sometimes even rotting within the womb so that when delivered the fetus comes out as a mass of bloody liquescent sludge.

Those individuals in the immediate area of the Mother of Pus are stricken with the Weeping Curse of the Mother of Pus. Weeping, ulcerous sores appear all over the victims' bodies. These stinking, painful sores take several weeks to properly heal, and permanently reduce APP by 1D3 points.

ATTACKS & SPECIAL EFFECTS: the Mother of Pus attacks with up to 10 of her tentacles per round. Once grappled by the Mother of Pus, victims are drained of POW at a rate of 1D3 points per round as the Mother feeds on her victims. To drain POW the Mother must

overcome her victims' POW with her own on the Resistance Table. The Mother may attack up to four targets at a time, and those grasped may attempt to break free by matching their STR against the Mother's STR, which is divided evenly among her held victims. Those drained of all POW die horribly, their bodies left as withered, desiccated husks.

MOTHER OF PUS, Lesser Outer God, Granddaughter of Shub-Niggurath

STR 60 CON 85 SIZ 64 INT 20 POW 45
DEX 19 Move 15 HP 75

Damage Bonus: +7D6.

Weapon: Tentacles 90%, damage = db + 1D4 POW drain

Armor: the Mother of Pus suffers minimum damage from all physical attacks. Further, as she lairs and attacks from the bottom of mucky water, all attacks against her are halved. Attacking and damaging her exposed tentacles is possible, but ultimately ineffectual, as she simply sprouts new ones and suffers no damage from such a loss. If attackers manage to lure her out of her watery lair they may attack normally.

Spells: Call Shub-Niggurath, Summon/Bind Dark Young, others as the keeper desires.

Sanity Loss: 1D3/2D10 Sanity points to see the Mother of Pus.

NATH-HORTHATH, Great One. *Nath-Horthath, the God of Celephaïs . . . [is] always accompanied by at least one lion.*

— Sandy Petersen, *Field Guide to Creatures of the Dreamlands.*

Nath-Horthath appears as a jet-black-skinned human with blond hair and pupilless silver eyes. He rides and is always accompanied by a lion. Nath-Horthath wears silver chain mail of delicate design covered by an open robe of azure silk and a golden crown set with black opals.

CULT: Nath-Horthath is the god of Celephaïs, though he has small temples elsewhere in the Dreamlands. Lions are sacred to Nath-Horthath, and may not be harmed by his worshipers except when in peril of life or limb.

ATTACKS & SPECIAL EFFECTS: Nath-Horthath is easily angered, except by his worshipers, toward whom he has supreme patience. He occasionally even bickers with his fellow gods. If he is provoked, he will always stay to fight at least five rounds of combat, even if he is losing badly. He almost always strikes at the foe with the highest POW, leaving lesser enemies to his worshipers or servant lion.

Each round, Nath-Horthath can cast a fist-sized fireball from his hand, at the cost of 1 magic point per 1D10 damage done by the ball. The fireballs always hit at any range, unless the target successfully Dodges.

If Nath-Horthath engages in close combat, he can pluck a silver war hammer out of the air with which to fight. At the conclusion of the fight, the hammer disappears again. This hammer is an enchanted weapon.

NATH-HORTHATH, God of Celephaïs

STR 60 CON 45 SIZ 21 INT 14 POW 20
DEX 24 APP 18 Move 12 HP 33

Damage Bonus: +4D6.

Weapons: Fireball 100%, damage 1D10 per magic point
Hammer 90%, damage 3D6 + db

Armor: Nath-Horthath's chain mail armor stops 15-points of damage. In addition, it doubles Nath-Horthath's magic points for the purpose of defending against attacking spells only.

Spells: Nath-Horthath can cause a dragon to appear by his side for the expenditure of 1 magic point. He knows all Contact spells for other Great Ones, as well as Contact Nyarlathotep.

Sanity Loss: it costs no Sanity points to see Nath-Horthath.

NCTOSA & NCTOLHU, Great Old Ones. *Nctosa and Nctolhu are Kassogtha's twin daughters, sired by her brother, Cthulhu. They're imprisoned on Jupiter, in a hurricane three times the size of Earth, called the Great Red Spot of Jupiter.*

— Joseph Pulver,
Nightmare's Disciple.

Nctosa and Nctolhu are the twin daughters of Cthulhu and his sister Kassogtha. Although they bear little resemblance to their sire, they are virtually indistinguishable from each other. Scholars speculate that Nctosa has a slightly bluer tinge to her carapace, but no one is sure. Both appear as gigantic creatures that scuttle on eight segmented legs and have six long arms ending in claws that emerge from under a large shell not unlike a limpet's. Both are currently imprisoned within the Great Red Spot on Jupiter.



ALLEGORY OF MARSH FEVER, DRAWING
Jacobus Houbraken, 1721. (Musée des Beaux Art, Orléans)

CULT: no Earth-bound cult currently worships Nctosa or Nctolhu.

ATTACK & SPECIAL EFFECTS: Nctosa and Nctolhu always attack in concert, telepathically communicating their plans. Each is able to attack with three of their razor sharp claws per round when engaged in combat.

Nctosa and Nctolhu have identical statistics.

NCTOSA & NCTOLHU, Twin Spawn of Cthulhu

STR 98 CON 65 SIZ 182 INT 46 POW 38
DEX 27 Move 20 stride / 20 swim / 8 fly HP 124

Damage Bonus: +16D6.

Weapons: Claws 85%, damage 1D10 + 16D6

Armor: 15-point cartilaginous carapace.

Spells: Nctosa and Nctolhu know all Summon and Bind spells except for Summon/Bind Nightgaunt and all Contact spells except Contact Nodens.

Sanity Loss: 1D8/1D20 Sanity points to see Nctosa and Nctolhu.

NODENS, Elder God. *And upon dolphins' backs was balanced a vast crenelate shell wherein rode the grey and awful form of primal Nodens, Lord of the Great Abyss. . . . Then hoary Nodens reached forth a wizened hand and helped Olney and his host into the vast shell.*

— H. P. Lovecraft, "The Strange High House in the Mist."

He usually takes the form of a normal human, gray-bearded and hoary. Nodens often rides in a chariot formed from a huge seashell drawn by unearthly monsters or fantastic beings from earthly legend.

CULT: at times, Nodens is almost friendly to humankind. He has visited Earth on occasion, and is known to have aided some who were pursued or

harassed by the Great Old Ones or Nyarlathotep. Nodens has no cult on Earth, although is widely known in the Dreamlands. He is served by nightgaunts.

ATTACKS & SPECIAL EFFECTS: Nodens never physically attacks a foe. Faced by a weak opponent, he summons nightgaunts in sufficient quantity to carry off the target. Facing a powerful foe, Nodens attempts to dismiss the enemy: in dismissing a foe, roll the foe's POW or less on 1D100. With a success, the foe remains and Nodens voluntarily departs in order to avoid a struggle. If Nodens is forced to leave because of some such being's resisting his dismissal, he has been known to take a favored human with him partway, left in some random location. He is recorded as having taken a human on trips to the outer reaches of the galaxy (and back again).

NODENS, Lord of the Great Abyss

STR 42 CON 45 SIZ 15 INT 70 POW 100
DEX 21 APP 21 Move 12 HP 30

Damage Bonus: +3D6.

Weapon: Staff* 100%, damage 4D6 + db

*staff damage ignores protective armor.

Armor: none to start, but may choose to add armor by spending 1 magic point per point of armor desired—this armor lasts until either moonset or sunrise.

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ELDER GODS

In my essay on Elysia, I offered cautions concerning the Elder Gods, saying that they are not the benevolent patrons of mankind that some might wish. That leads to the question: What are their goals? I have tried to delve into that here, but be warned, what follows is largely speculation, and trying to puzzle out the motives of the Elder Gods as a whole is something like trying to determine the motives of humanity—they are both great, heterogeneous groups.

They hate the Great Old Ones and Outer Gods. Numerous texts tell of the Great Old Ones and Outer Gods either warring against the Elder Gods or rebelling against them. The Elder Gods won this war and so imprisoned many of the Great Old Ones and Outer Gods. Some tomes relate this war to the theft of knowledge from Celaeno, but all of these tales are so apocryphal that we may truly trust none. In any case, we may understand this: A great goal of the Elder Gods is to ensure their old enemies remaining imprisoned and punished, at any costs.

They protect certain corners of the universe. We know Hypnos protects the boundary between the Dreamlands and the Waking World. Kthanid seems to guard the world of Elysia. Rathis wards the outermost boundaries of our universe. Why these beings should feel obligated to guard these places is unknown.

They act in their own self-interest. This is the most basic motivation, the one most easily forgotten. The Elder Gods are beings, members of great races in many cases. Though they may not be bent on destroying us, they are not our friends either. They desire to raise up their species, to rise to new levels of technology, philosophy, and life. They wish to uncover old mysteries, to discover new sciences; we must hope we are not in their way. ♦♦♦

Spells: can call nightgaunts to his aid at the rate of 1D10 nightgaunts per magic point expended; Nodens may summon other servants at a rate of one per magic point expended; he heals himself by expending a magic point per point of damage; keepers should add other spells as thought characteristic of this god.

Sanity Loss: no Sanity points loss for seeing Nodens.

N'TSE-KAAMBL, Elder God. *Priests . . . came armed with scrolls and holy periapts and chanting of the goddess N'tse-Kaambl whose splendor hath shattered worlds.*

— Gary Myers, "Yohk the Necromancer".

N'tse-Kaambl appears as a beautiful woman dressed in long, flowing robes, wearing a Greek-style helmet and carrying a large shield and spear. Her shield is emblazoned with the Elder Sign.

CULT: N'tse-Kaambl is worshiped widely throughout the Dreamlands and has shrines at all the major temples. Her chief worshipers are the yellow-skulled priests of Yuth. These priests are the keepers of a powerful amulet which they anoint in adoration of their goddess. It is said that this amulet is a powerful talisman which will protect those that would profane the things of the Outer Gods. She is little known in the waking world.

ATTACKS & SPECIAL EFFECTS: N'tse-Kaambl is a powerful goddess who was instrumental in the war against the Great Old Ones. It was she who created the powerful Elder Sign which imprisoned those hideous gods within their tombs. She actively opposes the Great Old Ones and the Other Gods whenever possible. Apart from acting as a normal spear, her weapon is capable of emitting blasts of powerful energy similar to the spell Shriveling. Each such blast costs her 1 magic point but inflicts damage equal to her current POW. Her shield functions as an Elder Sign and protects anything which is behind it.

N'tse-Kaambl is indifferent toward humanity as a whole. Her only concern is the ultimate defeat of the Outer Gods and the Great Old Ones. She will sometimes aid those who call upon her in their struggles against these foul gods. She will only directly intervene if one of these beings is physically manifest. If the threat is great enough she can rouse her fellow Elder Gods to come and stand with her.

N'TSE-KAAMBL, Shatterer of Worlds

STR 70	CON 45	SIZ 20	INT 70	POW 100
DEX 25	APP 21	Move 12		HP 33

Damage Bonus: +5D6.

Weapon: Spear 100%, damage 4D6 + db

Armor: 25-points, provided by her shield and helm.

Spells: all Call and Contact Deity spells for both Elder Gods and Great Ones. Elder Sign, Eye of Light and Darkness. Like Nodens, she can heal herself at the rate of 1 hit point per magic point spent.

Sanity Loss: there is no
Sanity loss for viewing
N'tse-Kaambl.

NUG & YEB, Great Old Ones. *I talked in Yemen with an old man who had come back alive from the Crimson Desert—he had seen Irem, the City of Pillars, and had worshipped at the underground shrines of Nug and Yeb—Iä Shub-Niggurath!*

— H. P. Lovecraft and Adolphe de Castro, "The Last Test".

Nug and Yeb are the "twin offspring" of Yog-Sothoth and Shub-Niggurath. They appear as writhing, festering

masses composed both of vaporous gases and solid matter. Eyes and mouths open and close on the bubbling bodies of Nug and Yeb, forming and dissolving, dripping spittle and sap from the alien beings. Whirling vapors and the dripping ichor coalesce into various limbs terminating in claws and hooves. The limbs, eyes, mouths, and other organs continually form, shrink, and dissolve into the nightmarish entities.

CULT: the pair of monstrous beings are worshiped by the people of K'n-yan in underground shrines with sickening and horrible orgiastic rites. Small bands of other human and nonhuman beings may also worship Nug and Yeb with similar ceremonies in underground sanctuaries. During certain orgiastic ceremonies the Great Old Ones mate with both female and male sacrifices. Nug and Yeb devour their male mates alive after receiving their sperm, and later give birth to some horrible creature. Female mates are impregnated by the noxious pair but later die giving birth to the alien offspring they carry.

ATTACKS & SPECIAL EFFECTS: Nug and Yeb attack by crushing victims in their massive appendages or by biting them with their many mouths.

The Great Old Ones have identical statistics.

NUG & YEB, The Twin Blasphemies

STR 90	CON 173	SIZ 89	INT 31	POW 37
DEX 17	Move 25			HP 131

Damage Bonus: +10D6.

Weapons: Appendage Crush 90%, damage 1D6 + db
Bite 80%, damage 5D6



COPPER ENGRAVING
Hendrick Goltzius, c. 1600. (Teylers Museum, Haarlem, the Netherlands)

Armor: none, however, no normal physical weapons can harm Nug and Yeb. Enchanted weapons and magic inflict normal damage to the pair of Great Old Ones.

Spells: Nug and Yeb may automatically Call each other at will, as well as Shub-Niggurath and Yog-Sothoth. Any other spells as desired by the keeper.

Sanity Loss: 1D10/1D100 Sanity points each to see Nug and Yeb.



VATSAYAYNA KAMA-SUTRA MANUSCRIPT
(Pierpont Morgan Library)

NYARLATHOTEP, Outer God. *Nyarlathotep, horror of infinite shapes and dread soul and messenger of the Other Gods.*

— H. P. Lovecraft, "The Dream-Quest of Unknown Kadath."

Nyarlathotep is the messenger, heart, and soul of the Outer Gods. He is the only one to have a true personality, and he claims to have a thousand different forms. To him, causing madness and insanity is more important and enjoyable than mere death or destruction. He is also the protector and apparent warden of the Dreamlands' Great Ones—those deities whom dwell mainly in the realm of dreams. Nyarlathotep

looks upon the Great Ones meddling in the waking world with much disdain, and those that are caught doing so often suffer the Crawling Chaos' wrath. The Outer God has even been known to actually destroy Great Ones who angered him with their curiosity of the world of waking men.

Only a fraction of Nyarlathotep's 999 forms have been described. The Black Pharaoh is an Egyptian-looking human. The Bloody Tongue is an enormous monster with clawed ap-

pendages and a single long blood-red tentacle in place of a face. The Haunter of the Dark is black and winged, with a tri-lobed red eye, and cannot withstand light. The Bloated Woman is a mammoth woman whose body convulses with numerous tentacles. The Beast takes the form of Egypt's Sphinx, but its face is filled with stars. The Tick Tock Man is an artificial intelligence. The Effigy of Hate is a horrible totem. There is some evidence that the Black Man of witch ceremonies is also a form of Nyarlathotep. These and others are described in detail below.

CULT: Nyarlathotep is typically worshiped through one of his forms, or Masks. There are numerous such cults, spread across the entire globe. The Brotherhood of the Black Pharaoh is centered in Cairo and has a powerful branch in London. The Cult of the Bloody Tongue is known in Kenya and New York. The Starry Wisdom Cult of Providence worships the Haunter of the Dark, as does the Cult of the Sand Bat in Australia. Other known cults include Shanghai's Order of the Bloated Woman, the Black Brotherhood, the Brotherhood of the Black Pharaoh, and the global Brotherhood of the Beast. Insiders of New World Industries worship Nyarlathotep and Shub-Niggurath.

In addition those worshiping the Outer Gods often do so in hope of garnering Nyarlathotep's favor. Rewards to loyal slaves usually come through the Crawling Chaos, as the other Outer Gods are too mindless to care. Nyarlathotep may grant worshipers knowledge of a spell, impart some destructive fact or divisive religious belief, or grant a servitor monster as an assistant. Nyarlathotep's gifts always seem to provoke turmoil among humanity, and are particularly likely to bring suffering and terror to a gift's recipient.

Besides servitors of the Outer Gods, Nyarlathotep has special servants, including the shantaks and hunting horrors. Many of his avatars have specific servant creatures, such as Shugoran's shugoran creatures, Set's typhonian beasts, or The Effigy of Hate's servitors of The Effigy of Hate. He may gift any type of creature to a worshiper if he deems it good. Such a bequest involves at least the permanent donation of POW or other characteristic to Nyarlathotep and the other Outer Gods.

OTHER CHARACTERISTICS: Nyarlathotep enacts the will of the Outer Gods, and is accurately referred to as their soul. He always attempts to bring madness to humanity, and several prophecies, including the stories "The Crawling Chaos", "Nyarlathotep", and the poem "The Fungi from Yuggoth" seem to state that someday Nyarlathotep himself will destroy humanity and possibly the entire planet.



HANDBILL
New York, 1920s

Nyarlathotep is always a mocking figure, evidently contemptuous of his masters.

All invocations to the Outer Gods include Nyarlathotep's name, possibly recognizing him as their messenger. He is known and feared by all Mythos species, and he occasionally requires things of them.

AVATARS: following are dozens of Nyarlathotep's known and described avatars. Hundreds more exist. The keeper is encouraged to be creative in the designing of additional "Masks" for Nyarlathotep to terrorize his or her investigators.

■ **AHTU, Avatar of Nyarlathotep.** *Higher already than the giants of the forest ringing it, the fifty-foot-thick column . . . sprouted a ring of tendrils, ruddy and golden and glittering overall with inclusions of quartz. They snaked among the combatants as flexible as silk; when they closed, they ground together like millstones and spattered blood a dozen yards.*

—David Drake, "Than Curse The Darkness".

Ahtu is not a specially important avatar, but it has been well observed.

CULT: in Africa, human worshipers of this horror are those with no hope, driven to insanity by encroachments and ill-treatment by rulers and exploiters. Self-mutilation is a sign of the cult: all have amputations and terrible scars from near-fatal whippings and beatings. However, New World worship more resembles voodoo rituals.

OTHER CHARACTERISTICS: the Necronomicon describes Ahtu, declaring that it is one of many seeds that fell to earth eons ago, and that should it take root here, Ahtu will suffuse the planet. Spells in that book can Summon or Dismiss Ahtu.

ATTACKS & SPECIAL EFFECTS: when it appears it erupts from the ground, blasting everyone within ten yards with searing heat and explosive shock. Its eight 200 foot-long tentacles make up to 8 attacks a round.

Ahtu can Crush everything within a ten yards radius. With Dodge roll success, target escapes with 3D6 hit points lost. Ahtu needs 4 rounds to mount another Crush attack.

AHTU, Lord of the Deformed

STR 150 CON 200 SIZ 100 INT 10 POW 50
DEX 25 Move 24 HP 150

Damage Bonus: +15D6
Weapons: Engulf 100%, damage automatic death
Eruption 100%, damage 4D6 from shock + 6D6 hit points from heat (see above)
Tentacles 80%, damage 6D6 + db for grinding tentacles
Crush 100%, damage 12D6
Sanity Loss: 1D10/1D100
Sanity points to see Ahtu.

■ **AKU-SHIN KAGE, Avatar of Nyarlathotep.** *Humanoid in shape, its most distinguishing*

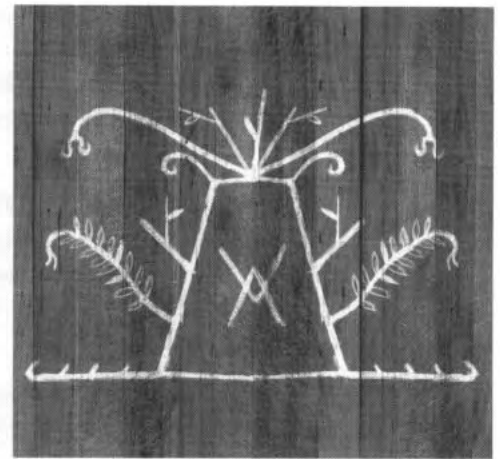
feature is that the avatar is dressed in a full suit of blackened samurai o-yoroi armor. (O-yoroi is made of enameled metal plates woven into a very ornamental design for a light but effective suit of protection.) But, where unprotected parts of the body would normally be seen by the viewer, like the upper arms, legs, and head, it is instead an amorphous shadow that shifts within the suit. Those who are brave enough to look into the hooded helmet will see a black void with dozens of tiny mouths bearing sharp gnashing teeth. Blood constantly drips from cracks in the armor.

—Michael Dziesinski, *Secrets of Japan*.

This avatar can only be summoned on the new moon and the darkest nights. To those who unknowingly summon this avatar, the Aku-Shin Kage manifests in invisible form, blending into the surrounding shadows and stalking his new victim.

In addition to the horrid mask of the Aku-Shin Kage, Nyarlathotep's Japanese avatar can appear as a charismatic Japanese man of commanding presence called the Dark Warlord, who in ages past influenced affairs amongst the religious orders and the military class. The Dark Warlord was responsible for much of the strife in the most turbulent periods of Japan's history. The visage the avatar takes is of a man known in ages past as Nobunaga Oda, a feudal warlord responsible for the bloody reunification of Japan in the Sengoku era. In the modern age, this human mask often sits in on the board room meetings in a business suit with Japanese captains of industry. When slain he reverts to the monstrous form of the Aku-Shin Kage. This "ghost of Nobunaga" also stirs up trouble using ultra-right nationalists with the promise of a new golden age for Imperial Japan.

CULT: the Aku-Shin Kage was worshiped by the Japanese before the 20th century as a kami-sama of chaos and war. Worshipers hoped its summoned fury would be unleashed upon the enemy. Eventually it became known how unpredictable the being was so



MAGICAL SYMBOL OF VOODOON CULT
Haiti. (Voodoo Museum, New Orleans)

this practice declined. Now, it is worshiped by power-mad modern cultists like Buddha's Tears and the Dugpa sect of degenerate Buddhists (the Green Caps), hoping to gain occult knowledge or to destroy a foe.

ATTACKS & SPECIAL EFFECTS: like all of Nyarlathotep's forms, he can summon any servitor or member of an independent race to do his bidding at a cost of 1 magic point per POW the summoned creature possesses.

PSEUDOPOD ATTACK: as the Aku-Shin Kage, he can either attack by extending two night-black limbs once per round, or by swiping with his katana. The gnashing mouths on each pseudopod appendage strike down the unfaithful, while the shadowy pseudopods themselves have the effect of extreme cold, causing the flesh to become brittle and flake as when exposed to liquid nitrogen.

CORROSIVE BLOOD: the bright crimson blood, which continually flows from Aku-Shin Kage's armor, is corrosive to flesh and can be gathered by

worshippers or flung as a ranged weapon. Living flesh struck by the corrosive blood suffers 1D6 points of damage for 1D4 rounds. The sticky acid blood may not be washed off.

AKU-SHIN KAGE, The Dark Warlord

char.	Monstrous Form	Human Form
STR	60	12
CON	40	19
SIZ	35	11
INT	86	86
POW	100	100
DEX	19	19
APP	N/A	14
Move	15	12
HP	38	15
DB:	+5D6	+0
Pseudopod	75% / 1D8+db (see above)	N/A
Bite	15% / 1D6	N/A
Blood	25% / 1D6 (see above)	N/A
Katana Sword	100% / 1D10+db	100% / 1D10+db
Armor:	4-point	none

Spells: knows all spells. He can summon any monster at a cost of 1 magic point per POW point of the creature.

Sanity Loss: 0 to see the human form; 1D6/1D20Sanity points to see the Aku-Shin Kage.

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NYARLATHOTEP

I scarcely know where to start when discussing Nyarlathotep. He is the god of a thousand masks, with a thousand different personalities and motivations. In his many different forms, he is worshiped across the universe, on Abbith, on Sharnoth, on L'gy'hx, and more. What I try to do here is outline some of the most common motivations of Nyarlathotep, so we can better know this unknowable being.

He serves the Outer Gods. Nyarlathotep is said to be the "messenger, heart, and soul" of the Outer Gods. While they are imprisoned he is free, able to do their tasks in the universe, able to carry their messages to their fellows or followers.

He prepares for the end of the world. While the Outer Gods lie imprisoned, Nyarlathotep prepares the way for their eventual return. Many prophecies say that he will herald in the End Times, that it will be through his actions that doom comes. I know without doubt that his cultists on this world have been active in this regard. Doubtless they are on a thousand other worlds as well.

He sees the dark side of the universe. Nyarlathotep's vision is a dark one. He sees the universe not as it is, but as it could be in our worst nightmares. So he tempts and taints, trying to make his vision ours.

He embodies the forces of nature. Bestial and angry, Nyarlathotep lashes out at that which has angered him, and there is no intelligence within his animalistic responses.

He is. In the end we must simply remember that Nyarlathotep was, is, and shall be. He is a cunning and intelligent sentient being who makes plans that span thousands of years, and thus appears alien and unknowable to mere mortal beings.

◆◆◆

BARON SAMEDI, Avatar of Nyarlathotep.

The amoral personification of death, the Baron is a tall, sinister man in sunglasses and top hat, always smoking a cigarette.

— Fred Van Lente, *The New Orleans Guidebook*.

Baron Samedi is a part of the pantheon of deities of traditional voodoo. He is the Lord of the Dead, and master of necromantic magic and all things dead. He is generally depicted as a tall black man with his face painted like a grinning skull. He wears a black top hat and black coat with long tails. Few followers of voodoo suspect the true and alien identity of the Baron.

CULT: Baron Samedi is worshiped alongside the other loa or spirits of the voodoo religion. All murders and necromantic magic—such as the creation of zombi—must be cleared by Baron Samedi before they can be performed. The Baron prefers rum and tobacco as offerings, and may only be summoned in a cemetery.

OTHER CHARACTERISTICS: it is not uncommon for the loa of voodoo to possess zealous believers during rituals, and Baron Samedi is no exception. Those possessed by the Baron first take on a glazed, stupefied look, but soon become very animated, their mouths cracking into wide, mad grins, and their speech punctuated with deep, chilling laughs. Through his host body, Baron Samedi commands his loyal followers. Those possessed by Samedi have his INT, POW, and spells—all other characteristics remain their own. If a host body is killed, the Baron is driven out and either departs or possesses a new willing host. If there are no willing hosts available, Samedi must overcome a victim's POW with his own in order to take possession of the new body.

Baron Samedi may also appear in person if he so chooses.

ATTACKS & SPECIAL EFFECTS: the Baron's touch is deadly. Anyone touched by Baron Samedi and overcome by his POW instantly die.

Baron Samedi also has total control of everything dead, and may create and control zombies at will from any corpses within a 30 yard radius.

BARON SAMEDI, Lord of the Cemetery

STR 28 CON 41 SIZ 19 INT 18 POW 30
DEX 18 Move 8 HP 30

Damage Bonus: +2D6.

Weapon: Touch 80%, damage death

Armor: may not be harmed by any non-enchanted weapons. Magical weapons and spells harm him normally.

Spells: any as desired by the Keeper, but generally those dealing with death and the dead.

Sanity Loss: 0/1D4 Sanity points to see Baron Samedi.



SIGNS OF VODOO
rubbing taken from the door frame of an Ewe home
(southern Togo)

BEAST, Avatar of Nyarlathotep.

Nyarlathotep, the mad faceless god, howls blindly in the darkness to the piping of two amorphous idiot flute-players.

— H. P. Lovecraft, "The Rats in the Walls."

The Beast is a powerful, savage, and near-mindless avatar of the Outer God Nyarlathotep. This creature can only assume earthly form when a special spell is cast in the vicinity of the Great Sphinx on the plateau of Giza in Egypt.

Although archaeologists claim that the Sphinx was carved from an outcropping of limestone that was left over by the builders of the Great Pyramid, legend holds that it has lain in the sand since before the coming of man. The Arab name for it is Abu Hol, "Father of Terror".

CULT: a world-wide cult known as the Brotherhood of the Beast worships this manifestation of Nyarlathotep. They are connected with the multinational corporation NWI and are dedicated to remaking the world in their image.

OTHER CHARACTERISTICS: if the particular spell to summon the Beast is successfully cast, the ground about the Sphinx quakes slightly, signifying that the Beast's essence has entered the stone. The body flexes and the limbs begin to move with the sound of grinding stone. The face, placed there in later years by the Pharaoh Khafre, cracks and falls away, revealing a black, oval void in which can be seen whirling suns and galaxies. This entity is nearly mindless and immediately begins to destroy all nearby, trampling men and buildings beneath its great paws.

BEAST, Beastly Behemoth

STR 200 CON 100 SIZ 500 INT 1 POW 50
DEX 20 Move 12 HP 300

Damage Bonus: +43D6.

Weapon: Paws 50%, damage 12D6

Armor: 20-point stone-like hide.

Spells: none.

Sanity Loss: 1D6/1D20 Sanity points to see the Beast.

■ **BLACK BULL, Avatar of Nyarlathotep.** Its actual form is immeasurable in its nightmarish grandeur, black



FLYER FROM THE
GERMAN INSTITUTE FOR EGYPTOLOGY
Cairo

as night, gigantic, and its body is full of stars. On its head it sports two horns that stand out against the endless blackness of the universe, in that they are darker than it. But it has been waiting for aeons somewhere in the constellation of Taurus for the stars to be right. The papyri, however, speak of its arrival on earth in almost human form. Its head is then like fire, its right eye shot through with blood, his left green like a cat's with two pupils. Its lids are white, its lower lip protruding, its shanks are thin, and it bears the sign of Hapi on its breast.

— Steffen Schütte, "Im Zeichen des Stiers."

The Black Bull—of The Black Bull from the Other Side of the Stars—is invoked in ancient papyri under many names, and if Egyptian lore is correct, its arrival is synonymous with the end of the world. It is not the one who will destroy the world, however, it is merely the Herald of the Doom, Corrupter of Man, Ambassador and Preparer of the Way of the Other Gods who will come after it. The Black Bull may manifest in giant bull form, or in its almost-human form.

CULT: The Black Bull has been worshipped by humans since prehistory, and probably by their predecessors as well. The center of the cult was and is found in the mountains of Southern Egypt and was located there before the ancient Egyptians developed their power and empire. Moreover, the cult imprinted itself on their culture, so that something like mummification found its way into Egyptian ritual as a magic means of promising eternal life without ever fulfilling the promise. And thus it transpired that the undead have led the Bull Cult since prehistory while elsewhere the lifeless remains of Egyptian mummies are placed impiously on display. The cult of the Black Bull always

depicts its lord as a bull with an obscenely swollen phallus, one eye bloodshot, the other with two pupils. It awaits the fulfillment of its revelations and the arrival of its master on earth. It is allegedly to be reborn in the form of an earthly ruler, and so it is no coincidence that so many of the great rulers of world histories, from Alexander the Great through Caesar up to Napoleon, have shown an unhealthy affinity for Egypt.



17TH CENTURY RUSSIAN PRINT (CENSORED)
(Hillwood Museum, Washington, D.C.)

The Cult of the Black Bull and the Brotherhood of the Black Pharaoh have a long-standing and historic hatred of each other.

ATTACKS & SPECIAL EFFECTS: in its monstrous form, the Black Bull can simply trample up to ten characters per round like annoying insects.

In its almost-human form, it attempts to corrupt humans with promises of power and turn them on each other. To that end, the Black Bull is willing to teach its adepts spells, predominantly those which spread madness and pain rather than death and destruction.

Another favorite tactic is to drive men to madness with cosmic insights. For every five magic points it spends, the Black Bull can grant visions that last five minutes and cost 1D6/1D20 Sanity points.

THE BLACK BULL, Ambassador and Preparer of the Way of the Other Gods

char.	Almost-Human Form	Giant Black Bull Form
STR	12	250
CON	19	150
SIZ	15	350
INT	86	86
POW	100	100
DEX	19	15
Move	12	25
HP	17	250
DB:	+1D4	+3D6

- Weapons:** Any Weapons (Almost-Human Form) 100%, damage as per weapon + 1D4
Hoof Trample (Black Bull form) 85%, 10D6 + 3D6
- Armor:** None in either form. Only magical weapons or spells can injure the Black Bull in monstrous form. In Almost-Human form it is surrounded by a nimbus, making it difficult to focus on the avatar: ranged weapon attacks are consequently halved.
- Spells:** the Black Bull knows all spells. If it is attacked, it can summon members of any servitor race at a cost of one magic point per POW of the summoned creature.
- Sanity Loss:** 1/1D6 Sanity points to see it in Almost-Human form; 1D10/1D100 Sanity points to see the monstrous and giant Black Bull.

■ **BLACK DEMON, Avatar of Nyarlathotep.** This being is black-furred, snouted like a hog, with green luminous eyes and the claws and fangs of a wild beast.
— Doug Lyons, "One In Darkness".

The Black Demon is sometimes confused with a similar but more powerful avatar of Nyarlathotep, the Dark Demon. Although similar in appearance, the Dark Demon is a more intelligent and malevolent entity.

CULT: the Black Demon has no organized cult. It is most often summoned to carry out acts of vengeance and murder.

OTHER CHARACTERISTICS: it requires specific rituals to summon or dismiss the Black Demon. Victims can be targeted for the Black Demon by a Red

Talisman, given to a specific person. Each use of a talisman increases by 5% the chance that the Black Demon instead turns on and slays those who manipulate it. If it destroys its original summoner the Black Demon is set free to return to its outré realm. It may also be dispelled by means of the proper ritual or by reducing it to zero hit points. The Black Demon dislikes and shuns light, although light causes it no actual harm.

THE RED TALISMAN: these magical talismans are generally made of red leather equilateral triangles, about four inches on a side. They are inscribed with arcane symbols. A Red Talisman draws the Black Demon to a magically-targeted victim. Once the victim touches the talisman, the target is secured. If the talisman is thrown away or destroyed it magically reappears on or near the victim. As the Black Demon approaches the talisman slowly fades from blood red to jet black. When the talisman is totally black the avatar attacks. The ritual to create and enchant a Red Talisman is found in certain Mythos tomes. Such a ritual requires at least the expenditure of a point of POW and the blood sacrifice of a small to medium-sized animal.

ATTACKS: the avatar attacks with its bestial claws and fangs. It may claw twice and bite once in each round. It has no other unusual powers or attacks, and is a fairly minor Mask of the Crawling Chaos.

BLACK DEMON, Lesser Avatar of Nyarlathotep

STR 21 CON 19 SIZ 19 INT 6 POW 20
DEX 15 Move 8 HP 19

Damage Bonus: +1D6.

Weapons: Claws 80%, damage 1D8 + 1D6

Bite 75%, damage 1D4 + 1D6

Armor: none, but material weapons do no harm unless enchanted.

Spells: none normally.

Sanity Loss: 1/1D10 Sanity points to see the Black Demon.

■ **BLACK LION, Avatar of Nyarlathotep.** *A deafening roar burst forth from the deepest recesses of the crumbling edifice. Together we watched in fearful awe as a mammoth four-legged animal extracted itself from the ash and fire of Nyarlathotep's lair. It was, I knew, the transformed sorcerer Himself, but I could not immediately determine what form of horrific creature He had become. The behemoth boldly strode from the fiery wreckage, causing us to retreat even further. We found ourselves facing the deformed image of a colossal lion, this new form surely born of Nyarlathotep's dark familiar, the black lion He had brought with Him from the desert. But it was the head, framed within the striped folds of the beast's nemes head gear, that defied all logic, for the lion wore the face of Nyarlathotep Himself! The monster's vile appearance mocked that of the great stone Sphinx that guards the gateway to the Great Pyramids*

of Lower Egypt. It even sported the false beard of that archaic, monumental sculpture.

— Stanley C. Sargent, "Nyarlathotep, A Fable of Ancient Egypt".

This aspect of Nyarlathotep appeared in northeast Africa at the end of the 11th Dynasty when it almost destroyed Ancient Egypt. Accounts deciphered from scrolls written by the Pharaoh Amenemhat claim that he defeated the Black Lion by burying it in the plains of Karnak, not killing the god but trapping him there. There are those who speculate that the Black Lion is still entombed, and if unearthed will complete his task of destroying the world.

CULT: No cult is known to worship the Black Lion in modern times.

ATTACKS & SPECIAL EFFECTS: it can trample up to 1D20 individuals per round. Investigators making successful Dodge rolls avoid being crushed—those who fail are not so lucky. Alternatively, it can strike with two claws at two separate targets each round. Or the Black Lion can consume one individual per round with its bite attack. A Dodge roll can be attempted to avoid being eaten, and there is no limit to the number of victims which the Black Lion can devour.

BLACK LION, Destroyer of Egypt

STR 90 CON 70 SIZ 100 INT 86 POW 100
DEX 28 Move 10 HP 85

Damage Bonus: +11D6.

Weapons: Claws 75%, damage 1D10 + 11D6

Bite 40%, damage automatic engulfment and instant death

Trample 50%, damage 11D6

Armor: 5-point fur, muscle and sinew. If brought to 0 hit points, it collapses on the ground, changes form, and flies into interstellar space.

Spells: the Black Lion knows all Mythos spells. It can summon monsters at the rate of 1 magic point per POW point of the summoned monster; it may summon a shantak, hunting horror or servitor of the Outer Gods at the cost of a single magic point.

Sanity Loss: 1D6/1D20 Sanity points to see the Black Lion.

■ **BLACK MAN, Avatar of Nyarlathotep.** *She had spoken also of the Black Man, of her oath, and of her new secret name. . . .*

— H. P. Lovecraft, "The Dreams in the Witch House".

The Black Man aspect of Nyarlathotep appears as a normal human male except that he is completely black—skin, teeth, hair, eyes—everything. The Black Man is not negroid but is actually jet— or onyx—black.

CULT: the Black Man has been associated with witchcraft for centuries. It was said that he attended black sabots and gatherings of witches, taught them black magic and unholy secrets, brought messages from the devil, and was responsible for all manner of foul deeds. The Black Man carries the Book of Azathoth in which his followers must sign their names, thus giving their souls to him. He is also synonymous with the devil in

some legends. Generally, the Black Man appears only at gatherings of worshipers of Mythos gods to accept sacrifices, grant knowledge of spells or other bits of arcane lore, give an especially favored follower some familiar or guardian beast, or otherwise help to spread his corruption and chaos. The Arkham Witch Cult worships the Black Man. This avatar also manifests frequently in the Dreamlands.

ATTACKS & SPECIAL EFFECTS: the Black Man's touch drains 1D6 points of POW.

BLACK MAN, God of the Witches' Sabbath

STR 23 CON 35 SIZ 17 INT 86 POW 50
DEX 20 Move 9 HP 26

Damage Bonus: +1D6.

Weapon: Touch 90%, damage 1D6 + db or 1D6 POW drain

Armor: none, however he may regenerate hit points at a rate of 1D6 per Magic point expended.

Spells: any as the keeper desires, including Dreamlands spells, which he may use in the waking world just the same as in the Dreamlands.

Sanity Loss: 0/1D2 Sanity points to see the Black Man.

■ **BLACK PHARAOH, Avatar of Nyarlathotep.**

Nyarlathotep appears in full Black Pharaoh aspect, cruel and glittering, full-voiced and magnificently evil.

— Larry DiTillio and Lynn Willis, *Masks of Nyarlathotep*.



DETAIL OF A RARE WOODCUT
by Günther Hasse from the first edition of
Friedrich Wilhelm von Junzt's
Unaussprechlichen Kulten, Düsseldorf, 1839.
(Staatsarchiv, Berlin)

The Black Pharaoh appears as a tall, handsome, swarthy man in ancient Egyptian garb. He is cruel and majestic, and generally appears to gloat over some vile victory or to impart some dire warning upon meddling investigators. There is some connection between the Black Pharaoh and Nephren-Ka. They may have been one-in-the-same, or Nephren-Ka may have used the title of Black Pharaoh to bully and terrorize his subjects.

CULT: the Black Pharaoh is worshiped by the Brotherhood of the Black Pharaoh—a cult most active in Egypt and England, but with possible ties elsewhere.

ATTACKS & SPECIAL EFFECTS: the Black Pharaoh most often manifests with a pair of unseen hunting horrors. The air on either side of the Black Pharaoh boils and bends, but the

hunting horrors are otherwise unseen until such time as their Master needs them.

If the hunting horrors are not sufficient deterrent, the Black Pharaoh may attack with his rod and ring of office. Every other round the Black Pharaoh may cause

a searing bolt of energy to blast from either his rod or his ring, doing an automatic 20 points of damage to any one target. The avatar does this by means of casual gestures of either his ring hand or the rod. Victims are horribly withered and seared.

BLACK PHARAOH, Lord of Ancient Egypt

STR 21 CON 15 SIZ 15 INT 86 POW 100
DEX 18 Move 8 HP 15

Damage Bonus: +1D6.

Weapon: Rod & Ring automatic, damage 20 hit points

Armor: none, however he may regenerate hit points at a rate of 1D6 per Magic point expended.

Spells: any as the keeper desires.

Sanity Loss: 0/1D2 Sanity points to see the Black Pharaoh.

■ **BLACK WIND, Avatar of Nyarlathotep.** *At times, Nyarlathotep takes the form of the Black Wind, a great storm which can destroy crops, forest, and houses for miles around.*

— Daniel Harms, *Encyclopedia Cthulhiana*.

The Black Wind is best described as a hell-storm of Biblical proportions. Driving rain, deafening thunder and searing lightning, howling wind, tornados or hurricanes, earthquakes, sandstorms, blizzards, mudslides—depending upon the geographical location. The howling wind always seems to carry the wails and moans of tortured souls, and vague demonic faces sometimes appear in the roiling clouds. Such storms are always followed by infestation of some sort of disease-laden vermin or insects. Areas ravaged by the Black Wind are left barren and destroyed.

CULT: the Black Wind is worshiped by the Cult of the Bloody Tongue.

ATTACKS & SPECIAL EFFECTS: once a year Nyarlathotep unleashed the Black Wind. This unholy force sweeps across the countryside bringing plague, famine, and disaster. Mighty storms shake the area and disease-infested insects and vermin descend, devouring crops and infecting any in their path with terrible illness. Those infected become sick within CON x1 hours, and then suffer the loss of 1D10 CON per day until death occurs. The specific illness varies, but is always something horrible such as bubonic plague, ebola, and smallpox, etc., at the keeper's discretion. The keeper may allow a successful Medicine roll to save the infected investigator if made within the first few hours of infection.

As an intangible force, there is little that can be done to the Black Wind. Certain rituals and banishments may stop it. The keeper should assign damage from the Black Wind's hell-storms as appropriate. Investigators may be able to resist infection from the plague with a CON roll, made at a modifier determined by the keeper (re: CON x5 if faced with a few rat or insect bites to CON x1 or less if swarmed by biting vermin).

THE JOURNAL OF SIR HANSEN POPLAN

THE HISTORY OF EGYPT

If there was ever a country that was built by the Mythos, it was old Egypt, and so I here recount her heights, or perhaps depths, as a warning.

Some 17,000 years ago or more the country of Stygia was founded. It was influenced by the culture of the serpent people, and so it worshiped dark gods from its beginning. We may only pray that no sorcerers from Stygia live on, that all its blasphemous artifacts have been destroyed.

Stygia was destroyed some 11,500 years ago, but from its ashes rose the country of Khem, supposedly free of Stygia's dark taint.

But Khem was doomed from the start. New monstrosities descended from the stars and placed their half-human descendants on Khem's throne. Some 9,000 years ago a great sorcerous battle was fought; though Khem was freed, the once-fertile land was destroyed.

Old Egypt arose from the ashes of Khem. It too seemed cleansed of the old Stygian taint but there would be many evil pharaohs who would try to revive the old ways.

Nephren-Ka was the Black Pharaoh. He brought back all the Stygian gods, creating temples which may still be uncovered today.

Nitocris was the Ghoul Queen. Dark artifacts she created to worship the Mythos still exist as well.

Nophru-Ka was the Mad Prophet. He worshiped Nyarlathotep, and it is whispered that his bloodline still exists, that it is central in Nyarlathotep's plans to bring on the End Times.

Akhenaton was the Priest of the Solar Disk. He worshiped Yog-Sothoth in his avatar as Aton. His prophecies still foretell the future.

Today's Egypt seems free of the great taints of the past, but still we must remember: Secrets lie beneath the sands. ♦♦♦

BLACK WIND, Bringer of Famine and Plague

STR N/A CON N/A SIZ N/A INT 86 POW 100

DEX N/A Move unlimited HP N/A

Damage Bonus: N/A.

Weapons: Mighty Storms automatic, area damage from wind, tornados, lightning, driving rain, etc. as the keeper desires.

Plague automatic, damage 1D10 CON loss per day until dead.

Armor: N/A.

Spells: N/A.

Sanity Loss: 0/1D8 Sanity points to become aware of Nyarlathotep's presence in the Black Wind.

■ **BLOATED WOMAN, Avatar of Nyarlathotep.** She appears as a 600-pound, seven-foot-tall female horror, with tentacles in place of arms, and more tentacles sprouting from rolls of sickly yellow-gray flesh. Below her eyes another tentacle waves, and below and beside that are lumpy chins, each sporting a mouth, each mouth a perfect rosy bow made hideous by clusters of fangs. She wears a yellow-and-black tunic of pure silk.

— Larry DiTillio and Lynn Willis, *Masks of Nyarlathotep*

CULT: this nauseating avatar is worshiped almost exclusively in the Orient. Cult sacrifice consists of the mutilation and dismemberment of a victim with the sacred

cult sickle. She sometimes manifests and is worshiped in the Dreamlands.

OTHER CHARACTERISTICS: if slain in this form Nyarlathotep transforms into a mass of reflexively-writhing tentacles which bore into the ground and there disintegrate. The Bloated Woman rises again from this tentacular ruin in 1D6+2 months.

ATTACKS & SPECIAL EFFECTS: the Bloated Woman can attack with both arm tentacles each round. When first grabbed by one of these larger tentacles the victim suffers 3D3 points of damage. On subsequent rounds the victim is gripped by the tentacle and mouthed by one of the slobbering maws of the goddess. This mouthing—the Kiss of the Bloated Woman—destroys the victim's INT at a rate of 1D6 per round. This loss is permanent. As long as the victim has INT remaining he can try to escape by overcoming the Bloated Woman's STR with his own on the Resistance Table. When a victim's INT is reduced to zero his skull bursts open under the Bloated Woman's slobbering lips and the corpulent goddess slurps down the living brains.

The Outer God has a thicket of smaller tentacles with which it can also attack. Each round 1D6 of the smaller tentacles attacks with a sickle.

THE BLACK FAN: the belt of the Bloated Woman's tunic holds six sickles and the enchanted Black Fan which, when held just under its eyes, permits the goddess to take on the semblance of a slim and beautiful Chinese maiden. The Black Fan draws all attention to the beautiful and delicate eyes of the Bloated Woman and somehow shields its bulk and true hideous form. When the enchanted fan is removed the goddess' full monstrosity is gruesomely apparent. Assisted by its Black Fan, the Bloated Woman can seduce men, giving victims unearthly and degenerate pleasures before smothering them in its flabby bulk. Humans cannot wield the enchanted Black Fan.

BLOATED WOMAN, Goddess of the Black Fan

STR 31 CON 44 SIZ 26 INT 86 POW 100
DEX 19 Move 12 HP 35

Damage Bonus: +3D6.

Weapons: Arm Tentacle 85%, damage 3D3 + hold for Kiss
Sickle 50%, damage 1D4 + 3 + db
Kiss automatic when Grappled, damage destroys 1D6 INT

Armor: none.

Spells: the Bloated Woman knows all Mythos spells.

Sanity Loss: 1D8/1D20 Sanity points to see the Bloated Woman.

■ **BLOODY TONGUE, Avatar of Nyarlathotep.** *The Bloody Tongue is an enormous monster with clawed appendages and a single long blood-red tentacle in place of a face. This tentacle stretches forward when the Thing howls at the moon.*

— Lynn Willis, *Call of Cthulhu* 5.5.

The Bloody Tongue appears to be one of Nyarlathotep's most common avatars. It is a giant black humanoid figure with three legs, a pair of clawed arms, and a single enormous blood-red tentacle in place of a face.

CULT: The Cult of the Bloody Tongue is among the most organized and widespread of all the Nyarlathotep cults. Bloody cult murders and human sacrifices are common practices.

ATTACKS: the Bloody Tongue attacks with both hands each round, grasping and crushing victims, or rending them with its

massive claws. It may grasp and crush one victim each round with its massive blood-red face-tentacle.

HOWL: the Bloody Tongue also has a blood-curdling howl which inflicts 1 point of SAN loss upon any who hear it and are overcome by the god's POW on the Resistance Table. It may howl once a round.

BLOODY TONGUE, The Thing that Howls at the Moon

STR 80 CON 50 SIZ 90 INT 86 POW 100
DEX 19 Move 16 HP 70

Damage Bonus: +10D6.

Weapons: Claw 85%, damage 10D6 + db

Face-Tentacle: 80%, damage = db

Howl automatic, damage 1 point SAN loss if overcome

Armor: none, but brought to zero hit points, he collapses on the ground, changes form (always to a more monstrous one, which causes his viewers to lose Sanity points), and then flies into interstellar space.

Spells: Nyarlathotep knows all Mythos spells; he can summon monsters at the rate of 1 magic point per POW point the monster has; he may summon a shantak, hunting horror, or servitor of the Outer Gods at the cost of a single magic point.

Sanity Loss: 1D10/1D100 to see the Bloody Tongue avatar.

■ **CRAWLING MIST, Avatar of Nyarlathotep.** *The Crawling Chaos dissolved into dank mist which writhed away into the crevices of the west-leading tunnel and was gone.*

— Brian Lumley, *Elysia*.

This form of Nyarlathotep appears as a sickly-colored fog that springs up without warning. The fog moves in whatever direction it desires, even against the most powerful of winds. The fog's swirling clouds are so thick that anyone enveloped by them will be unable to see more than a few feet in any direction. This avatar manifests chiefly in the Dreamlands.

CULT: the Crawling Mist has no organized cult within the Dreamlands or the waking world.

ATTACKS & SPECIAL EFFECTS: in this form, Nyarlathotep may transport those whom he envelopes over great distances in a very short time. Persons who are transported in this fashion will have no impression of movement other than any they may already be engaged in, such as walking. When the fog lifts they will simply be in another place.

CRAWLING MIST, Sickly Cloud

STR N/A CON N/A SIZ varies INT 86 POW 100
DEX 19 Move 18 floating HP 30

Damage Bonus: N/A.

Weapon: Transport auto., damage special (see above)

Spells: any as desired by the keeper.

Armor: none, but if reduced to zero hit points the mists will coalesce into another one of his more monstrous forms and fly screaming into space.

Sanity Loss: 0/1D3 Sanity points to see the Crawling Mist.



A FORGED THEATER PLACARD announcing the 1920 appearance in Paris of a Chinese diva, that never took place. (Private collection)

■ **DARK DEMON, Avatar of Nyarlathotep.** *He looks something like a medieval conception of the demon Asmodeus. Black all over, and furry, with a snout like a hog, green eyes, and the claws and fangs of a wild beast.*

— Robert Bloch, "The Dark Demon".

CULT: this is a minor avatar of Nyarlathotep who manifests in the world by possessing its followers. Usually only the most insane madmen worship the Dark Demon, for they must be willing to sacrifice themselves to it. The Dark Demon is known in both the Dreamlands and the waking world.

OTHER CHARACTERISTICS: those candidates for demonic possession generally dream of their dark god several nights before it takes dominion over their bodies. The transformation from human to the Dark Demon takes 1D4+2 rounds. It is at this time that the avatar is most vulnerable—only when it has fully manifested can the Dark Demon utilize its powers and spells. Witnessing the transformation into the Dark Demon costs 1/1D6 Sanity.

ATTACKS & SPECIAL EFFECTS: if reduced to zero hit points the Dark Demon lets out a single eldritch scream and dissolves into a fiery cloud of stinking black smoke. This noxious cloud is five yards in diameter. Everyone in the roiling smoke loses 1D6 hit points per round and must resist against the cloud's poison or die. The POT of the smoke equals the POW of the Dark Demon when it was killed. This fiery toxic cloud dissipates in 1D4 rounds.

DARK DEMON, The Dark One

STR 21 CON 79 SIZ 19 INT 30 POW 25
DEX 17 Move 9 HP 49

Damage Bonus: +1D6.

Weapons: Claws 80%, damage 1D8 + db

Tusk Gore 65%, damage 1D4

Hoof Kick 75%, damage 1D10 + db

Armor: none, but the Dark Demon can fully regenerate any damage with the expenditure of a single point of POW. Reduced to zero hit points, the avatar dissolves to a fiery cloud of stinking black smoke that dissipates in 1D4 rounds. Anyone in the roiling smoke suffers 1D6 points of damage and must resist against the smoke's poison POT each round.

Spells: all.

Sanity Loss: 1D2/1D8 Sanity points for seeing the Dark Demon.

■ **DWELLER IN DARKNESS, Avatar of Nyarlathotep.** *A vast amorphous creature . . . for it had none [a face], bearing only a curious, cone-like head which . . . seemed to have a fluidity which was unnerving; moreover, the creature [had] both tentacle-like appendages and hands—or growths similar to hands, not only two, but several; so that it seemed human and non-human in its structure.*

— August Derleth, "The Dweller in Darkness."

This horrible avatar of Nyarlathotep dwells in the Wood of N'gai, one of Nyarlathotep's most sacred

spots, said to be somewhere in North America.

CULT: the Dweller in Darkness has little organized worship, especially among humans. Some Mythos races may offer it worship in exchange for knowledge or power.

OTHER CHARACTERISTICS: this avatar is usually accompanied by a pair of servitors of the Outer Gods when it manifests. It also has the ability to take on human form at will.

ATTACKS & SPECIAL EFFECTS:

the Dweller in Darkness may attack with as many appendages as it desires, lashing out with tentacle-like or hand-like limbs. Its reach is about a 60 foot radius. Once struck, a victim is held and crushed in subsequent rounds. Damage from the crush varies. The keeper rolls 1D8 and adds 1—this is the number of D6s worth of damage done. To break free of the Dweller's grip a victim must overcome the dark god's STR with his own on the Resistance Table. Grasped investigators who make successful Luck rolls have one or both arms free, allowing for weapon attacks.

HOWL: the Dweller in Darkness has another form of attack. It emits an unnerving, unnatural howl. Each round the investigators must make a SAN roll against the god's eerie howl and suffer the loss of 0/1D3 Sanity point.

DWELLER IN DARKNESS, The Howler in the Night

STR 76 CON 53 SIZ 81 INT 37 POW 100
DEX 15 Move 12 HP 67

Damage Bonus: +9D6.

Weapons: Appendage Crush 80%, damage 1D8 + 1D6

Howl automatic, damage 0/1D3 Sanity points

Armor: ignores the first 10 points of damage received each round from all sources.

Spells: any as the keeper desires.

Sanity Loss: 1D10/1D100 Sanity points to see the Dweller in Darkness.

■ **EFFIGY OF HATE, Avatar of Nyarlathotep.** *A tower of intertwined corpses. . . . Near the top of the monument a pair of great bat-like wings wrapped about the obelisk. The foot of the monument is littered with skulls, the plants of the garden surrounding the memorial now dead and blackened.*

—Geoff Gillan, "Regiment of Dread".

The Outer God may appear in this form only when specifically summoned. When successfully sum-



WOODCUT FROM THE
DICTIONNAIRE INFERNAL
J.A.S. Collin de Plancy, Louis Breton
(illustrator), Paris, 1818

moned, the Effigy inhabits a tall war totem, obelisk, or other memorial to the dead. Whoever summons the Effigy must provide it with a sacrifice of 3 points of POW from a chosen victim. The Effigy drains 3 more points of POW from its victim over the next two nights, finally coalescing fully on the last night. The Effigy of Hate is a bizarre aspect of Nyarlathotep, appearing as a tower of intertwined, writhing corpses topped with a pair of enormous bat wings. The corpses are dressed in the uniforms of whatever battle or war the monument was dedicated to.

Witnessing the transformation from totem to Effigy of Hate costs varying Sanity points. On the first day, the thing appears to be a normal statue although cracked and oozing with some sticky black substance: 0/1 Sanity. On the second day the monument is covered with a thick, hard shell of amber-like translucent material. Beneath the shell the face of the statue can be seen to have changed into the tower of intertwined corpses, and topped with the folded bat-wings: 1/1D4 Sanity (close examination at this point reveals that the corpses are actually writhing and twisting beneath the covering shell: lose and additional 1/1D2 Sanity). When the thing has finally coalesced and takes to the sky on its great horrible wings the Sanity loss is 1/1D6 Sanity points.

CULT: the Effigy of Hate has no actual cult. It is summoned by warriors intent on reliving past battles or to extract revenge from enemies of past wars.

OTHER CHARACTERISTICS: the Effigy of Hate causes battles to be relived by those who summoned it. Investigators first hear the flapping of the Effigy's huge wings as the thing circles overhead and then settles to earth. Next a thick fog begins to roll in, out of which emerge soldiers dressed and armed for the appropriate battle. The soldiers are silent and grim zombies who mindlessly reenact their last battle.

SERVITORS OF THE EFFIGY OF HATE: the Effigy has special servitors who act upon the Outer God's whims and collect victims for its battles. All Servitors of the Effigy of Hate look identical and have identical statistics.

ATTACKS & SPECIAL EFFECTS: the Effigy of Hate attacks by swooping down on victims, enveloping them in its huge wings, and swallowing them whole. Such victims become a part of the Effigy (witnessing this costs 1/1D4 Sanity points), their hit points added to the Effigy's.

EFFIGY OF HATE, Living War Totem

STR 80 CON 50 SIZ varies INT 18 POW 50
DEX 10 Move 10 flying HP varies

Damage Bonus: N/A.

Weapon: Engulf 80%, damage is swallow whole

Armor: 15-point hard shell.

Spells: any as the keeper desires.

Sanity Loss: 0/1 Sanity points to see the Effigy of Hate on the first day; 1/1D4 Sanity points on the second day (1/1D2 additional Sanity points to notice that the corpses are actually writhing and twisting beneath the covering shell); 1/1D6 Sanity points when the thing has fully manifested.

SERVITORS OF THE EFFIGY OF HATE. The servitors of the Effigy of Hate are horrible anthropoid creatures eight feet tall, their heads twisted, inhuman skulls. Moving in pairs, they carry between them litters filled with corpses dressed in military uniforms—the company of the litter. The corpses are actually zombies and can be commanded by the servitors to arise and pursue investigators. Any investigators killed or captured by the zombies are taken to the litters and enrolled among the dead. Use statistics for zombies for the company of the litter.

SERVITORS OF THE EFFIGY OF HATE, Commanders of the Dead

STR 20 CON 17 SIZ 20 INT 6 POW 16
DEX 11 Move 7 HP 19

Damage Bonus: +1D6.

Weapon: Clawed Fists 75%, damage 1D6 + 1 + db

Armor: 6-point heavy bone.

Spells: none.

Skills: Listen 65%, Spot Hidden 50%, Track 77%.

Sanity Loss: 1/1D8 Sanity points for seeing the servitors of the Effigy of Hate; 1/1D8 Sanity points to see the company of the litter.

■ **FACELESS GOD, Avatar of Nyarlathotep.** A life-sized sphinx with the wings of a vulture and the body of a hyena. There were talons and claws, and upon the squatting, bestial body rested a massive, anthropomorphic head, bearing the ominous triple crown whose dread designs had so singularly excited the natives. But the worst and by far the most hideous feature was the lack of a face upon the ghastly thing.

— Robert Bloch, "The Faceless God".

The Faceless God is the lord of the desert and master of delirium.

CULT: no human cult. Sand-dwellers may worship it in certain parts of the world.

ATTACKS & SPECIAL EFFECTS: although capable of physical attack, the Faceless God prefers to mentally torment its victims. It causes realistic and frightening hallucinations in those whose POW it overcomes with its own. Typical hallucinations include being followed by dark and ominous figures, being stalked by horrible monsters, or being lost in the desert. Sanity losses are incurred as though the hallucination were real. Successful Psychoanalysis breaks the avatar's mental hold. Those driven to insane deaths whisper homage to Nyarlathotep with their final breath.

FACELESS GOD, Lord of the Desert

STR 70 CON 58 SIZ 88 INT 63 POW 80
DEX 24 Move 12 / 12 flying HP 73

Damage Bonus: +9D6.

Weapon: Claw 80%, damage 1D6 + db

Armor: none, but normal weapons do only minimum damage to the Faceless God.

Spells: all.

Sanity Loss: 1D8/1D20 Sanity points to see the Faceless God.

■ FLOATING HORROR, Avatar of Nyarlathotep.

The body was peeling away, cracking open like a pod, droozing a quivering cheesy bladder—the delirious gelatinous body of Nyarlathotep. It was massive. By some abominable infusion, it swelled to twice the size of the body it hatched from. Its surface was covered with something sticky, a black sap, bubbling, running off at the sides, carrying with it a bed of pearls, shiny curdled clods of milk, thick clusters of eggs. Something like pinworms nee-dled over the gummy black silk, glimmering with a rabid bacterial fire. The body it pulled from was reduced to a cake of filaments that crumbled and lapsed with blue volts to dusty embers cooking in a soft camarine light. Then the thick singed-grease odors wafted across the field, and Pantucci began to retch. It was hovering a few meters off the ground, its jelly sac bloated with webs of blue-pulsing veins. Tendrils, lion-red, flayed open around mouthlike gaping seams that writhed below the bulbed body. The tentacles were pushing it off, into the air, and it was lifting, its hideous rippled hulk was rising up over the puddling mess of its cocoon.

— A. A. Attanasio, "The Star Pools".

This jelly-like floating mass is one of the more obscure forms of Nyarlathotep. It is summoned to Earth through a specially chosen and prepared human vessel called the Host. When ritually killed, the Host transforms into the Floating Horror.

CULT: this deity is connected to fringe voodoo cults, particularly in Haiti and other Caribbean islands. Cult leaders lead ritual ceremonies involving the worship of an undersea island. The dark rite involves frenzied dancing and concludes with elderly devotees gouging themselves to death with sharp stones.

ATTACKS & SPECIAL EFFECTS: its main attack is the hundreds of barbed tendrils that flay and wriggle across the surface of the Horror. The Floating Horror lashes out with its tendrils, striking as many opponents as it desires each round. Each victim may be struck with 1D6 tendrils. Each tendril has a STR of 5 and may combine to grapple a victim. Held victims are drawn into one of the Horror's mouths and consumed at a rate of 1D10 SIZ each round. Lost SIZ does not regenerate, and victims may be left horribly disfigured or otherwise crippled.

The Floating Horror also produces a horrible odor which may cause victims to vomit or dry retch uncon-

trollably: such victims are incapacitated for 1D6 rounds. To avoid the effects of the Horror's noxious odor, each investigator must roll his CON x5 or less on 1D100.

FLOATING HORROR, Haitian Manifestation

STR 75 CON 60
SIZ 40 INT 86
POW 100 DEX 25
Move 10 HP 50

Damage Bonus: +6D6.

Weapons: Tendrils 70%, damage 1D8 + Grapple
Mouths 50%, damage 3D6 + swallows 1D10 points SIZ each round
Odor 100%, victim must make a CON x5 roll or vomit for 1D6 rounds.

Armor: all weapons do minimum possible damage and cannot impale. If brought to zero hit points, the Floating Horror changes form (always into a more monstrous one, which causes his viewer to lose Sanity points), and then flies into interstellar space.

Spells: the Floating Horror knows all Mythos spells. It can summon monsters at the rate of 1 magic point per POW point the monster has; it may summon a shantak, hunting horror or servitor of the Outer Gods at the cost of a single magic point.

Sanity Loss: 1D10/1D100 Sanity points to see the Floating Horror.

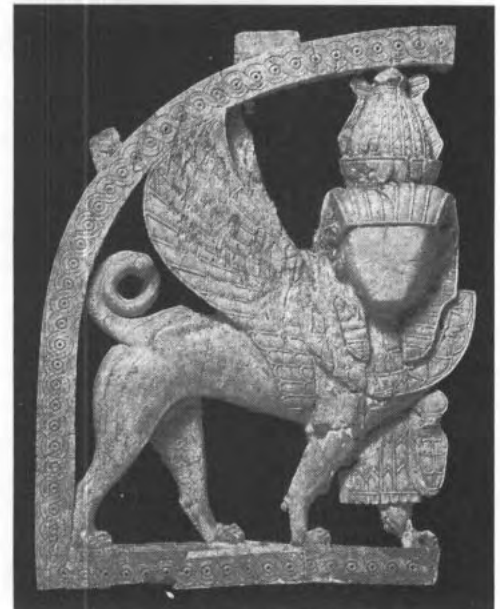
■ GREEN MAN, Avatar of Nyarlathotep. The figure of a man, sitting some seven feet tall, entirely constructed of leaves, branches, plaited corn, fruits, and grasses woven together in an intricate and methodical design. The effect of the creation is distinctly chilling. . . .

— David Hallett, "Eyes for the Blind".

The Green Man is a humanoid figure composed entirely of plant material—leaves, vines, branches, fruits, and grasses all entangled to form a botanical man.

CULT: the Green Man has been known to humans for centuries, where he has been worshiped as a nature or fertility god by Druids, Witches, and other Pagan peoples. Few humans dare to suspect the Green Man's true identity and nature.

Some cultures made human sacrifices to the Green Man, often by burning victims alive in great wicker effigies. Others sacrificed animals and great harvests of food to the Green Man. Appeased, the Green Man was thought to bless his followers with bountiful crops and fertile livestock.



PHOENICIAN IVORY CARVING
Eighth Century B.C. (Iraq Museum, Baghdad)

Some primitive or botanical races of the Mythos might worship this form of Nyarlathotep, as do some

sects—human and non-human—in the Dreamlands. The Green Man may only be summoned in natural or wilderness areas. When called, he steps silently out from a thicket of trees and brush, or from some other overgrown area.

ATTACKS & SPECIAL EFFECTS: the Green Man has a horrific form of attack. He may grasp a victim and drain the life from him, leaving a dry husk. After each such attack the Green Man grows—leaves

and blossoms opening, vines and branches thickening—like a plant responding to fertilizer. The hit points of drained victims are absorbed by the Green Man's STR, CON, and SIZ equally, rounding down. For example, a victim who had 10 hit points would add 3 points each to the Green Man's STR, CON, and SIZ. The tenth hit point is simply lost. So the botanical avatar becomes stronger after each feeding. Each round a victim is held by the Green Man he is drained of 1D10 hit points. Witnessing the Green Man draining away the life of a victim costs each viewer 0/1D3 Sanity points.

COMMAND PLANTS: the Green Man may also command and control all plant life within a 100 yard radius of himself. Although plants may not uproot themselves to chase investigators, vines and branches may tangle feet or grasp victims to strangle or hold, trees may throw their fruit, etc.

GREEN MAN, Botanical Avatar

STR 25* CON 69* SIZ 21* INT 42 POW 75
DEX 20 Move 12 HP 45*

Damage Bonus: +2D6*.

*base amount: increases as he feeds.

Weapon: Grasp & Drain 70%, damage 1D10 each round (see above)

Control Plants, damage special (see above)

Armor: the Green Man has no actual armor, although all physical weapons do minimum damage to him. He may regenerate 2D6 hit points each round at will. The Green Man is immune to all elements, including water, electricity, cold—even fire. His botanical body may be fully affected by chemicals, however, especially defoliants and herbicides.



CAVE PAINTING
Northern Territory, Australia

Spells: any dealing with plants or the weather, plus any he wishes to utilize.

Sanity Loss: 1/1D6 Sanity points to see the Green Man. Witnessing the Green Man's life drain costs an additional 0/1D3 Sanity points.

■ **HAUNTER OF THE DARK, Avatar of Nyarlathotep.** *"I see it—coming here—hell-wind—titan blur—black wings—Yog-Sothoth save me—the three-lobed burning eye."*

— H. P. Lovecraft, "The Haunter of the Dark".

One of the Outer God's most famous avatars. In this form Nyarlathotep somewhat resembles a gigantic man-bat. Its only facial feature is a single red three-lobed burning eye. The Haunter of the Dark is only semi-material and appears to be composed of thick smoke. It can fly through solid objects at need, though it can also hold and move such objects.

CULT: this form of Nyarlathotep is also known as the Fly-The-Light or the Father of All Bats, and is well known to the fungi from Yuggoth. It is worshiped as the Father of All Bats in Australia and perhaps other parts of the world. It is also known and feared in the Dreamlands.

OTHER CHARACTERISTICS: this avatar can endure only extremely dim light such as starshine. Any brighter light sources inflict harm upon the Haunter of the Dark. It appears only in total darkness. Even candlelight does one point of damage per round to the Haunter of the Dark. Other light sources harm the being as follows: flashlights and torches do 1D6 damage per round; light of a full moon does 2D6 damage per round; headlights and street lights inflict 3D6 damage per round; full daylight does 10D6 per round. Steady light causes the avatar to disintegrate much like sunshine burning off a morning fog. Very brief (even if powerful) light sources such as lightning or flashbulbs do not harm the Haunter of the Dark.

THE SHINING TRAPEZOHEDRON: the Haunter of the Dark is intimately connected with an ancient and alien artifact known as the Shining Trapezohedron. A ritual performed with the Shining Trapezohedron summons the Haunter of the Dark. Exposing the queer stone to light temporarily dispels the entity.

ATTACKS & SPECIAL EFFECTS: the Haunter of the Dark attacks by psychically clutching a victim, appearing as if the Haunter has extended a smoky limb and reached into the body of its victim. This attack burns and dissolves flesh and bone while boring a hole through the top of the skull and devouring the victim's brain. Such victims are left charred and marked with yellow stains. The avatar is also able to grasp a victim and fly off with him through walls or other solid objects. Such victims are either carried off to dismal

and horrible places and never seen again or are unceremoniously dropped from impossible heights.

HAUNTER OF THE DARK, The Fly-The-Light, Father of All Bats

STR 28 CON 22 SIZ 24 INT 20 POW 22
DEX 23 Move 10 / 20 flying HP 23

Damage Bonus: N/A.

Weapons: Engulf & Burn 100%, damage 2D6 per round, no escape
Devour Brain automatic, damage 1D6 per round every round after Engulf.

Grapple 95%, damage carried off or dropped from great heights.

Armor: none, however no physical weapons can harm the Haunter of the Dark. Cold, fire, chemicals, and electricity also do not harm it. Only light and magic affect the Haunter of the Dark.

Spells: any, as desired by the keeper.

Sanity Loss: 1D6/1D20 Sanity points to see the Haunter of the Dark.

■ **HIGH PRIEST NOT TO BE DESCRIBED**, avatar of Nyarlathotep. Being which dwells alone in a monastery on the Plateau of Leng and wears a yellow silk robe and mask. It is served by the men from Leng, with whom it communicates by playing a flute.

— Daniel Harms, *Encyclopedia Cthulhiana*.

In this form, Nyarlathotep appears as a humanoid entity draped in yellow silk robes with a mask obscuring its face. The visage concealed beneath the mask is that of a long dead inhabitant of some crypt, covered with rotten flesh and writhing with maggots. This form strongly resembles the King in Yellow, and is often mistaken for it. Similarly, this form of Nyarlathotep is widely regarded as the Thing in the Yellow Mask who appeared in the Dreamlands before the primitive Ygirothian people and bade them to build the city from which they drew their name.

CULT: the High Priest Not to be Described/the Thing in the Yellow Mask is no longer worshiped, except in the Dreamlands by surviving Ygirothians, and those who would follow their corrupt ways.

OTHER CHARACTERISTICS: this form has no voice, but makes its wishes known via simple sign language which it conveys with its skeletal hands.

THE HIGH PRIEST NOT TO BE DESCRIBED, The Thing in the Yellow Mask

STR 12 CON 19 SIZ 11 INT 86 POW 100
DEX 19 APP N/A Move 12 HP 15

Damage Bonus: +0.

Weapons: Any Weapon 100%, damage as per weapon

THE JOURNAL OF SIR HANSEN POPLAN

SHINING TRAPEZOHEDRON & OTHER EGYPTIAN WONDERS

I suspect that the Shining Trapezohedron is the best known of all Mythos artifacts. It can be used to call forth Nyarlathotep in his Haunter of the Dark aspect, and perhaps to control him. As well, it offers glimpses of faraway places and times.

In ancient times it was created by the mi-go on their dark planet, Yuggoth. After being brought to Earth, it saw many of the elder continents of the world. It rose to prominence when it was found by the black pharaoh, Nephren-Ka. Later it was used by the pharaoh Nitocris. In recent times it had come to the United States; rumor states that it was associated with Providence's Starry Wisdom cult until the cult's dissolution in 1877.

That the Shining Trapezohedron is a product of technologies that we can not even begin to understand is frightening, but that is not its only frightening aspect.

The Mirror of Nitocris also comes from ancient Egypt. Justin Geoffrey wrote of it in People of the Monolith, saying, "Where the sand Her secret hid. Buried with her glass that she, At the midnight hour might see Shapes from other spheres called."

It is said to be a gateway to other realms, worshiped by humans since the earliest days of man on Earth. Unfortunately creatures from the worlds beyond the mirror can crawl through to our own.

The Black Ankh of Akhenaton is made of an obsidian rock with a strange, bright, circular imperfection at the middle of the cross. It is said that Yog-Sothoth comes to its wearer in his dreams, to whisper secret plots and plans.

There can be no doubt that many more artifacts are buried in Egyptian tombs, tools of the Mythos waiting to be found once more. ♦♦♦

Armor: none, but brought to 0 hit points he collapses on the ground, changes form (always into a more monstrous one, which causes his viewers to lose Sanity points), and then flies off into interstellar space.

Spells: any as desired by the keeper.

Sanity Loss: it costs 0/1D4 Sanity points to see the masked Thing and 1D4/1D10 Sanity point to see the Thing unmasked.

■ **HORNED MAN, Avatar of Nyarlathotep.** *The Pans, Satyrs, and Silenuses, all of whom are... represented more or less completely in the form of goats. Thus, Pan was regularly portrayed in sculpture and paintings with the face and legs of a goat. The Satyrs were depicted with pointed goat-ears, and sometimes with sprouting horns and short tails. . . . Thus, Pan was called by the Arcadians the Lord of the Wood.*

— Sir James Frazer, *The Golden Bough*.

Throughout human history there have been many “horned gods” associated with various cultures: Pan, Cernunnos, Herne the Hunter, the Wild Huntsman, Satan, and others. In reality, this figure of a powerful horned man is one of the many aspects of Nyarlathotep. The Horned Man’s description varies slightly from culture to culture. Sometimes he has the curled horns of a ram, sometimes the curved horns of a bull, and other times the majestic branching rack of a stag. In some instances the Horned Man has hooves instead of feet, and sometimes he is depicted as having a tail—either a short, faun-like tail, or a barbed serpentine one. In any event, he is associated with all things wild and lustful, holding dominion over all manner of beasts and wilderness places.

CULT: the Horned Man has been worshiped in various human cultures for aeons, from the Druids and Celts, to modern-day Pagans and Wiccans. Few, if any, however, realize the true nature of the Horned Man. Horned Man worship often takes the form of orgies and rites of carnal excesses. The Horned Man is widely known and worshiped in the Dreamlands.

OTHER CHARACTERISTICS: the Horned Man has total control over all wild beasts, and may command them to do his bidding. The Horned Man also holds sway over the weather in the immediate area, changing it with as little effort as a hand gesture or nod of his head.

The Horned Man is sometimes summoned by witches to take part in their ceremonies. During these rites, the Horned Man sometimes dances with a particular follower, permanently bestowing upon him or her 1 additional point of POW.

ALTER WEATHER: the Horned Man may change the weather at will. The keeper establishes the base weather conditions. Every 5 magic point sacrificed effects one level of change (see further below).

The effective radius of the Horned Man’s weather control is two miles; this area can be widened for a cost of 5 magic points for each additional mile. The change in the weather lasts thirty minutes for every 5 magic points of the total contributed, but violent weather such as a tornado lasts a much shorter time.

Five weather components can be changed, in varying levels of effect. One level costs 5 magic points to change: thus to change the two levels from partly cloudy to heavy clouds takes 10 magic points to change. For snow to fall, the temperature must be 30°F or lower, otherwise the precipitation is rain, not snow.

Cloud Cover Levels: (1) clear, (2) foggy, (3) partly cloudy, (4) cloudy, (5) heavy clouds.

Wind Direction Levels, the eight compass points: (1) north, (2) northeast, (3) east, (4) southeast, (5) south, (6) southwest, (7) west, (8) northwest.

Wind Speed Levels: (1) calm, (2) breezy, (3) gusty, (4) strong steady wind, (5) gale, (6) local hurricane, (7) tornado.

Temperature Levels: one level raises or lowers the temperature in the area of effect by five degrees Fahrenheit.

Precipitation Levels: (1) dry, (2) drizzle or mist, (3) rain [snow], (4) hail [snow], (5) heavy rain [heavy snow], (6) thunderstorm [blizzard]. cost is 5 magic points per level of change instead of 10, as listed in the spell description.

THE WILD HUNT: among the most infamous and terrifying of the Horned Man’s attacks is the Wild Hunt. The Wild Hunt is composed of ghostly or undead hunters on spectral horses, and packs of snapping spectral hounds, all lead by the Horned Man. The Wild Hunt races through the night across lonely countrysides in search of their prey. The Horned Man leads his Wild Hunt after those whose souls he has been sent to collect: perhaps those foolish mortals who have signed their names in the Book of Azathoth, or have otherwise made themselves know to the idiotic Outer Gods. At times, the Wild Hunt may even include Mythos beasts, such as the dreaded hounds of Tindalos. Viewing the Wild Hunt causes a Sanity loss, as does even just hearing the haunting and terrifying wails and howls and hooves of the Hunt.

The Wild Hunt may consist of the Horned Man and 2D10+10 hounds, 1D6+3 mounted hunters, 2D6+3 hunters on foot. For statistics for the Hunt, if needed, use average scores or roll for statistics for dogs, horses, and zombies. These numbers and statistics are offered merely as a suggestion, and the keeper is encouraged to create a specific Hunt as he so desires.

HORNED MAN, God of the Wild Hunt

STR 29	CON 48	SIZ 20	INT 86	POW 50
DEX 20	Move 9			HP 34

Damage Bonus: +2D6.

Weapons: Fist 90%, damage 1D6 + db
Horn/Antler Gore 75%, damage 2D6 + db
The Wild Hunt, damage special (see above)

Armor: none, however the Horned Man may heal himself 1D10 points for every 1 magic point he expends.

Spells: may Command any animal at will; he may also Alter Weather; plus any other spells at the keeper's discretion.

Sanity Loss: 1/1D6 Sanity points to see the Horned Man. Seeing the Wild Hunt costs 1/1D8 Sanity Points (may be higher if the Hunt includes other Mythos creatures or entities). Just hearing the Wild Hunt costs 0/1D2 Sanity Points.

■ **HOST, Avatar of Nyarlathotep.** . . . [A victim's] face was darkened with scales. The ears, cheeks, forehead, and scalp were still clear, but he had the mouth of an iguana, and his eyes were ringed with black circles. . . . [The victim] watched on in horror as his body danced its insane, impossible movements. His fingers were gradually becoming webbed, and his joints rearranged so that he could move his body as could no other human.

— A. A. Attanasio, "The Star Pools".

The Host is the human vessel Nyarlathotep sometimes uses to manifest on Earth. The chosen host is cut by a sharp palm-sized green rock decorated with cuneiform-like designs. The odd rock inflicts a black wound that does not bleed. Hours later the victim falls into a coma lasting for 1D10 days. While in the coma the victim dreams of mazes, monsters, and finally of encountering Nyarlathotep in one of his human forms. The Crawling Chaos tells the victim that they are the chosen one and then they wake. This dream costs the victim 1D10 Sanity points.

From the wound a black scaly growth slowly spreads across the victim's body. It always itches and emits a thick putrefying odor. Within a week, limbs are rubbery and fingers become webbed. Meanwhile, the victim loses complete control of his body as Nyarlathotep takes full possession and controls his victim's every action. The possessed often are fully aware of their horrible situation, yet totally helpless to fight it. The human host loses 1D10 Sanity points each day thereafter until completely insane.

CULT: the Host is worshiped in Haiti by fringe voodoo cults. Cult leaders seek out the chosen Host, bringing him or her to a secret place in Haiti called the Star Pools. There, they wait for Nyarlathotep to free himself from the humanoid body and transform into the Floating Horror. This process is normally accelerated by ceremonially killing the Host, releasing the Floating Horror.

ATTACKS: the Host normally uses spells to protect itself from harm, but can use any human weapon if required to do so. The Host also has a horrible scream which leaves any who hear it permanently deaf. Victims of the Host's scream may attempt to cover their ears but must make successful Dodge rolls each time to do so.

THE HOST, Chosen of the Sharp Stone

STR 22 CON 20 SIZ 14 INT 30 POW 50
DEX 20 Move 9 HP 17

Damage Bonus: +1D6.

Weapons: Any Weapon 80%, damage as per weapon

Scream 100%, damage 1D2 + permanent deafness

Armor: 2-point scaly skin. If killed before the transformation is complete, the Host dies normally, but if brought to zero hit points after this time, he or she collapses on the ground and changes into the Floating Horror.

Spells: the Host knows all Mythos spells.

Sanity Loss: 1/1D10 Sanity points to see the Host.

■ **HUMAN FORM, Avatar of Nyarlathotep.** A tall, slim figure with the young face of an antique pharaoh, gay with prismatic robes and crowned with a pshent that glowed with inherent light . . . the fascination of a dark god or fallen archangel, and around whose eyes there lurked the languid sparkle of capricious humor.

— H. P. Lovecraft, "The Dream-Quest of Unknown Kadath".

Nyarlathotep often appears in human form. When he does so it is often—but not always—as a black or swarthy man. His human guises include the Royal Pant—a black saxophonist with extraordinary "talent", Harley Patten—a smooth-talking carnival huckster, Randal Flagg—a sinister later-day messiah, Leland Gaunt—a purveyor of needful things, Sutter Kane—an author of strangely prophetic tales of terror, and an assortment of scholars. Some Mythos scholars speculate that Nyarlathotep was one of the three Wise Men/Kings/Magi who followed the star to Bethlehem, while others suspect that Christ was, in fact, Nyarlathotep. He may have been the inspiration for Dickens' Ghost of Christmas Future.



HARLEY PATTEN

photo c. 1924, found among the Knights of Revelry 50th Anniversary archive. (Mobile Carnival Museum)

Serval of Nyarlathotep's other known avatars have both human and monstrous forms, including the Tick Tock Man and the Queen in Red. The motives behind the Outer God's apparent fascination with the human race are not clearly known.

CULT: Nyarlathotep generally is not worshiped in human form. The Outer God uses this guise to walk among men and plant the seeds of chaos.

OTHER CHARACTERISTICS: in human form Nyarlathotep may try to corrupt or trick his foes by

appearing as a friend, and is generally reluctant to reveal his supernatural powers unless pressed. Nyarlathotep usually reacts to challenges by summoning beings to carry off or otherwise dispose of foes.

When in human form, Nyarlathotep can be slain by normal physical means. If so slain, after collapsing the body begins to quake and swell, bursting to release one of his monstrous forms. This unwelcome entity then rises from the split corpse and disappears into the sky without further molesting the killer.

ATTACKS: in human form, Nyarlathotep may attack using any weapon at 100% proficiency.

NYARLATHOTEP IN HUMAN FORM, The Ultimate Mask

Statistics, Hit Points, Move & Damage Bonus: vary between the Outer God's human forms. His INT and POW are always extraordinarily high, however.

Weapon: Any Weapon 100%, damage as per weapon

Armor: none, but brought to zero hit points, he collapses on the ground, changes form (always to a more monstrous one, which causes his viewers to lose Sanity points), and then flies into interstellar space.

Spells: Nyarlathotep knows all Mythos spells; he can summon monsters at the rate of 1 magic point per POW point the monster has; he may summon a shantak, hunting horror, or servitor of the Outer Gods at the cost of a single magic point.

Sanity Loss: no loss to see his human forms.

■ **JACK O'LANTERN, Avatar of Nyarlathotep.** *He has long hair, green skin, monstrous saucer eyes, and a wide, misshapen mouth. Jack always carries a lantern, which has a mesmerizing and hypnotic effect on anyone who spies its light.*

— W. Haden Blackman, *The Field Guide to North American Monsters*.

Jack O'Lantern is a figure from early Irish folklore. Originally, Jack was a mean, drunken man who was forsaken by both heaven and hell and cursed to restlessly wander the earth for all of eternity. He was given a magical coal by the devil which he used to light his

way through the night. In reality, this forlorn figure is one of the many Masks of Nyarlathotep. He may appear either as the misshapen, bug-eyed, wide-mouthed man or as a man with a grinning jack o'lantern for a head. He sometimes is seen in rags and sometimes in elegant dress clothes complete with tuxedo with tails. No matter what form he takes, however, the avatar always carries—either as a lamp or a head—a satanically-grinning jack o'lantern which burns with the fires of hell. Jack is sometimes accompanied by 2D10 lumens, and at any time he may summon 1D10 of the creatures per point of POW he expends.

CULT: Jack O'Lantern has never had a cult. He was known to and feared by Druids, witches, and other pagan peoples, but not worshiped. In the modern world his carved pumpkin lantern has become a symbol of Halloween. Jack was the obvious inspiration for Washington Irving's headless horseman in "The Legend of Sleepy Hollow".

ATTACKS & SPECIAL EFFECTS: Jack O'Lantern may either strangle or swallow one investigator each round. His horrible, wide mouth can stretch to engulf any single target up to SIZ 18 each round, regardless of previous swallowed victims or Jack's SIZ. Those swallowed are just gone, never to be seen again. Perhaps they end up in some other dark realm, or the Dreamlands' underworld. Or perhaps they are instantly digested by the avatar. In any event, they are never seen again.

JACK O'LANTERNS: the avatar's most effective attack is its enchanted carved pumpkin lantern. The first sign of Jack O'Lantern is always the glowing demonic face of his lantern bobbing in the darkness. All who see the blazing light must resist Jack's POW with their own on the Resistance Table or become mesmerized by it. Those who fall under the magical sway of Jack's lantern act as if hypnotized, following the entity and its simple commands. Often Jack uses his lantern's powers to lead investigators deep into woods or swamps where he either murders them or lures them into quicksand, alligator pits, off cliffs, or other potentially deadly circumstances.

Those who resist the enchanted jack o'lantern's powers must make a second POW struggle against Jack. If this second roll is failed the investigator loses 1D6 Sanity and is filled with sheer terror. He must do anything within his power to flee the area and the ghastly sight, even at the expense of his comrades and equipment. Such terror-filled investigators may run head-long into traffic, over a cliff, or into some other dangerous situation (the keeper may wish to allow a Luck roll to avoid such tragic ends).

Jack may also throw his enchanted jack o'lantern at one victim per round. Those struck are instantly killed as their heads are smashed to pulp by the grinning



POSTCARD

purchased in 1933 at a service station in Puckerbrush, Nevada. (Private Collection)

pumpkin. Jack's lantern magically reappears in his hand or on his neck after each attack.

Besides his own lantern, Jack may see and hear through any carved jack o'lantern, and may cause any jack o'lantern to suddenly shriek (0/1 Sanity loss for a single jack o'lantern; 0/1D4 Sanity points for multiple screaming pumpkins). Similarly, he may cause pumpkin vines in fields to attack and strangle victims. Investigators must match their STR against the vines' STR or suffer 1 point of strangulation damage each round. Multiple vines may attack a single target, adding their STR together for the attack. Animated pumpkin vines have 1D2 STR each.

THE HALLOWEEN MAN: there is some evidence that Jack is also the Halloween Man of urban legends. The Halloween Man appears as a stick-thin man with unnaturally long and pointed chin and nose, dead black eyes, and long clawed fingers. He dresses in tattered black dress clothes including tuxedo with tails, spats, and battered top hat. The Halloween Man carries a large black sack over his shoulder. He is like the Halloween version of the anti-Santa Claus. According to urban legend, the Halloween Man snatches up lone children on Halloween night and carries them off in his sack. These children are never seen again. Their fate is unknown, although some believe that the Halloween Man eats the children.

JACK O'LANTERN, The Halloween Man, Lord of Halloween

STR 21 CON 57 SIZ 19 INT 17 POW 35
DEX 18 Move 8 HP 38

Damage Bonus: +1D6.

Weapons: Strangle 75%, damage 1D6 + 1D6 each round until dead
Swallow 65%, victim is forever gone
Hypnosis, damage POW vs. POW or under the control of Jack (see above)
Thrown Pumpkin 75%, damage death
Control Pumpkin Vines, damage special (see above)
Snatch Children (as the Halloween Man) 75%, damage special (see above)

Armor: 4-point clothes and weird flesh. Non-enchanted, non-iron weapons do no harm to Jack O'Lantern. Magic and enchanted or iron weapons harm him normally.

Spells: any as desired by the keeper. Spells used generally cause terror or madness. May also Summon 1D10 lumens per POW point expended.

Sanity Loss: 1/1D8+1 Sanity points to see Jack O'Lantern; 0/1D6 Sanity points to see the Halloween Man.

■ **KOKOPELLI, Avatar of Nyarlathotep.** *And saw, as he looked back at the space he had just departed, a round face on a very thin neck turn toward him with a gesture like a cartoon animation, rotating to look at him with one sardonic eye. He had a glimpse of the two bone-thin arms clasping something like a stick. . . . It was an odd ululant, plaintive, lilting tone like that of a flute, coming to him through the hissing and windblown rain.*

— Donald R. Burleson, "Kokopelli".

Kokopelli is a familiar figure in American southwestern art and folklore. Kokopelli is common in ancient Indian petroglyphs, and is depicted as a one-eyed, stick-thin figure with an arched back, playing a flute.

CULT: the Anasazi and other natives of the American southwest knew Kokopelli and paid him homage. The people of K'n-yan worshiped Kokopelli, and may still do so today in their hidden underground cities. Today, Kokopelli is little more than an image used on southwestern merchandise.

OTHER CHARACTERISTICS: Kokopelli may manifest through any of his images.

ATTACKS & SPECIAL EFFECTS: Kokopelli may attack with his hands, but his stick-thin body makes physical attacks mostly ineffectual. His true power lies in his flute, and with it he may summon or change weather, summon animals or monsters, or confuse or beguile his victims.

ALTER WEATHER: Kokopelli may use his flute to summon or change the weather. The keeper establishes the base weather conditions. Every 5 magic point sacrificed effects one level of change (see further below).

The effective radius of Kokopelli's weather control is two miles; this area can be widened for a cost of 5 magic points for each additional mile. The change in the weather lasts thirty minutes for every 5 magic points of the total contributed, but violent weather such as a tornado lasts a much shorter time.

Five weather components can be changed, in varying levels of effect. One level costs 5 magic points to change: thus to change the two levels from partly cloudy to heavy clouds takes 10 magic points to change. For snow to fall, the temperature must be 30°F or lower, otherwise the precipitation is rain, not snow.

Cloud Cover Levels: (1) clear, (2) foggy, (3) partly cloudy, (4) cloudy, (5) heavy clouds.

Wind Direction Levels, the eight compass points: (1) north, (2) northeast, (3) east, (4) southeast, (5) south, (6) southwest, (7) west, (8) northwest.

Wind Speed Levels: (1) calm, (2) breezy, (3) gusty, (4) strong steady wind, (5) gale, (6) local hurricane, (7) tornado.

Temperature Levels: one level raises or lowers the temperature in the area of effect by five degrees Fahrenheit.

Precipitation Levels: (1) dry, (2) drizzle or mist, (3) rain [snow], (4) hail [snow], (5) heavy rain [heavy snow], (6) thunderstorm [blizzard]. cost is 5 magic points per level of change instead of 10, as listed in the spell description.

SUMMON ANIMALS: with his flute, he may summon any native animals and command them to do his bidding. This costs the Outer God no magic points, but he may only summon a total SIZ of animals equal to his POW. He may also use his flute to summon a member of any servitor or independent Mythos race at a cost of

1 magic point per point of POW of the summoned monster.

MENTAL ATTACKS: Kokopelli may use his flute to cause his victims to become disoriented, confused, enthralled, or even hallucinate. He does so by playing a haunting melody and overcoming each of his victims' POW with his own on the Resistance Table. It costs Kokopelli 5 magic points per victim, and the effects last until the god stops playing his tune, is dispelled, or a victim is successfully treated with a Psychology or Psychoanalysis roll. Kokopelli typically uses this power to cause victims to become lost in the wilderness, forget important information, stand by helplessly, see things, or generally cause confusion.

Humans cannot play Kokopelli's flute, and those attempting to do so suffer the immediate loss of 2D10 points of POW. Those reduced to zero POW die instantly, their bodies left withered, dry husks.

KOKOPELLI, The Flute-Player

STR 8	CON 62	SIZ 6	INT 50	POW 75
DEX 20	Move 12			HP 34

Damage Bonus: N/A.

Weapon: Claw 90%, damage 1D4

Armor: none, however, due to Kokopelli's unnatural thinness, all physical attacks are reduced by 75% (always at least 1%, however).

Spells: any, as desired by the keeper.

Sanity Loss: 1/1D8 Sanity points to see Kokopelli.

■ **KRUSCHTYA EQUATION, Avatar of Nyarlathotep.** *And when I, who was colder and more scientific than the rest, mumbled a trembling protest . . . through this revolving graveyard of the universe the muffled, maddening beat of drums, and thin, monotonous whine of blasphemous flutes from inconceivable, unlighted cham-*

bers beyond Time; the detestable pounding and piping whereunto dance slowly, awkwardly, and absurdly the gigantic, tenebrous ultimate gods—the blind, voiceless, mindless gargoyles whose soul is Nyarlathotep.
— H. P. Lovecraft, "Nyarlathotep".

The Kruschtya Equation is a mathematical equation which, when solved, causes Nyarlathotep to manifest. The Equation is a highly sophisticated piece of quantum mathematics far be-

yond the comprehension of most mortal minds. Even those who have the wherewithal to solve the formula must spend hundreds or thousands of hours to do so.

CULT: although not worshiped as such, this avatar of Nyarlathotep is known by some of the more advanced races of the Mythos, such as the mi-go, shans, Yekubians, Yithians, and Yadditians. The Hyperboreans may well have known the secrets of the Kruschtya Equation, as do possibly the people of K'n-yan. Those who know the Equation and its solution understand its power and use it with great caution.

OTHER CHARACTERISTICS: no human with an INT below 18 may even attempt to solve the Kruschtya Equation. Those attempting to solve the formula must spend 365-EDU days studying and figuring the Equation. At the end of that time the person must roll his INT or less on 1D100. If successful he has solved the Equation, if not he must spend another 365-EDU days figuring. Each week someone spends trying to solve the Equation there is a 1% cumulative chance that he or she becomes obsessed with the task. Once obsession occurs, the person suffers the loss of 0/1 Sanity points each day until they have solved the Equation or have gone insane trying.

Solved, the Kruschtya Equation manifests as Nyarlathotep himself. The person who solved the Equation first hears haunting laughter and unearthly howling. The person's vision darkens momentarily and he suddenly feels as though his thought processes are not totally his own. Thoughts and knowledge the person never had before begin to swirl around in his mind. He begins to speak in foreign and alien languages he has never heard, spouting bits of history and facts he couldn't possibly know. An unearthly power surges through the person, who crackles with an unhealthy black electricity. Second by second his knowledge and INT increases as Nyarlathotep's thoughts flood his mind. Within moments, his INT has raised to 86 and his POW to 100. The person has become Nyarlathotep. The person retains his or her own STR, CON, SIZ, DEX, Move, and HP, but now possesses Nyarlathotep's INT of 86 and POW of 100. The person's SAN drops to 0 and his or her EDU triples.

There may be little that can be done to save someone who has solved the Kruschtya Equation. Such individuals are alive in body only, their mind having become that of the Crawling Chaos. Killing the person dispels Nyarlathotep who departs in his usual dramatic way by changing into some other monstrous thing before leaving. Spells such as Cast Out Devil may force Nyarlathotep out of his human host without destroying the body, but the person's mind is likely gone forever—he or she is permanently insane, at the very least.



REPRODUCTION FROM
NOTES CONCERNING THE RITES OF NEW GUINEA
by the ethnologist Nathaniel Wheeler, 1913

ATTACKS & SPECIAL EFFECTS: the Kruschtya Equation has no actual form of attack. Solving the Equation is attack enough.

KRUSCHTYA EQUATION, Mathematical Formula of the Gods

STR N/A CON N/A SIZ N/A INT 86 POW 100
DEX N/A Move N/A HP N/A

Damage Bonus: N/A

Weapons: N/A

Armor: N/A

Spells: N/A

Sanity Loss: 1D10/1D100 Sanity points to solve the Kruschtya Equation.

■ **LROGG, Avatar of Nyarlathotep.** Which conferred benefits on its worshippers and demanded only annual sacrifice, in the shape of the removal of the legs of a conscious native . . . smashing all the statues of the two-headed bat-deity Lrogg and killing three of the priests.

— Ramsey Campbell, "The Insects from Shaggai".

This avatar of Nyarlathotep is closely connected to the Outer God's Father of All Bats / Fly-The-Light / Haunter of the Dark form. Lrogg is a double-headed bat-creature composed of living, icy blackness. The bat-god has countless star-like eyes that twinkle and move about on its two faces, and each head has several fanged mouths. Lrogg's wings flap noiselessly, but throw off a shower of queer black sparks and flame.

CULT: Lrogg is worshiped by the cuboid inhabitants of L'gy'hx with weird rites of self-mutilation.

ATTACKS & SPECIAL EFFECTS: it may attack with two bites each round or by casting off a shower of black sparks and flame from its wings. Any struck by the unholy black fire automatically lose 1D10 hit points and 1D6 CON. Any CON lost in this way never regenerates.

LROGG, the Silent Bat-God from the Stars

STR 40 CON 55 SIZ 45 INT 25 POW 35
DEX 20 Move 10 / 60 flying HP 50

Damage Bonus: +4D6.

Weapons: Bite 75%, damage 2D6

Sparks & Flame 45%, damage 1D10 + 1D6 CON drain

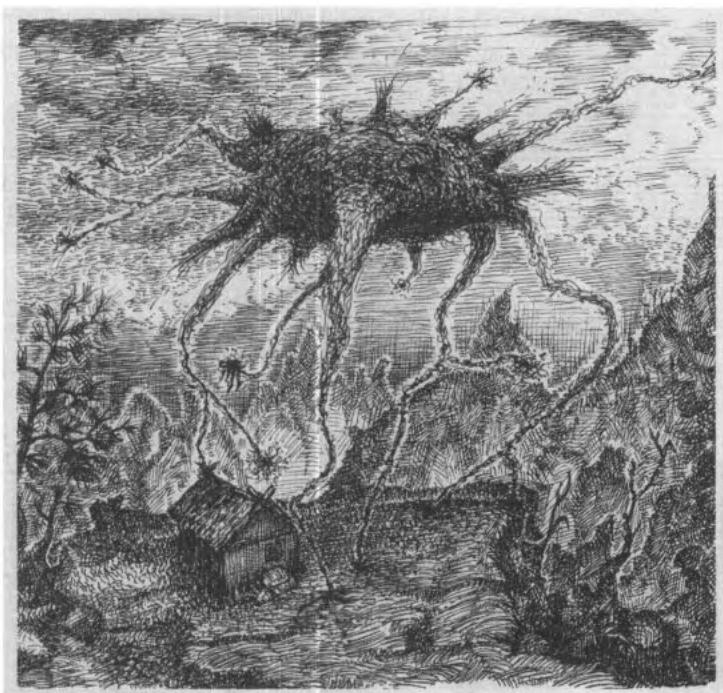
Armor: none, however Lrogg suffers damage only from fire or light.

Spells: any.

Sanity Loss: 1D8/1D20 Sanity points to see Lrogg.

■ **MESSENGER OF THE OLD ONES, Avatar of Nyarlathotep.** If it had a definite shape, that shape was not easily apparent, because it continually flowed in upon itself contorting and writhing. . . . In size, it was enormous. [It was like] a team of six or eight black horses, somehow joined together and all attempting to gallop off in different directions at once.

— Joseph Payne Brennan, "The Willow Platform".



WEATHER PHENOMENON IN THE UKRAINE
Kievan Chronicle, 1812. (Tretyakov Gallery, Moscow)

The Messenger of the Old Ones is an enormous translucent mass of writhing tentacles that crawls across the sky, continually throwing out glutinous streamers as it does. Its form is confused; the streamers and flows seem to ripple in various directions at the same time, like tattered battle flags whipped by uncertain winds.

The Messenger of the Old Ones is a harbinger of great cataclysmic events and only appears to herald an extraordinary occurrence such as the rise of R'lyeh. The Messenger will not otherwise be encountered, for its sole job is to spread the news of portentous Mythos activity.

CULT: the Messenger is never worshiped.

OTHER CHARACTERISTICS: just before the Messenger of the Old Ones appears, the sky darkens and appears to become leaden. All becomes very still and quiet. An enormous black shadow falls across everything and a gigantic writhing mass appears, clawing its way across the sky. As it is watched the thing pulses green and then a pale corpse-white. The entity then breaks up and small twisting masses fly from it to all sectors of the sky. Within an hour nothing remains of the original mass but a single chunk.

ATTACKS & SPECIAL EFFECTS: the Messenger attacks by dropping long, knotted tendrils and strings onto victims. It moves over a target then suddenly whips a cluster of strands around the victim, pulling up him or her into its body where the person is eaten. Each round that a victim is held in the strands he or she loses 1D3 hit points, loses 1D4 APP, and loses 1D6

points of SAN, as his or her flesh and face are eaten away by caustic enzymes and a horrible death approaches.

The APP loss comes from the terrible acid burns sloughing away the victim's skin and face. If the victim loses more than one-third of his or her total APP from the acid, then he or she is rendered completely blind. Any APP lost is permanently gone.

MESSENGER OF THE OLD ONES, the Herald of Cataclysm

STR 25 CON 20 SIZ 50 INT 04 POW 16
 DEX 14 Move 35 HP 35

Damage Bonus: N/A.

Weapon: Tendrils 80%, damage 1D3 + 1D4 APP & 1D6 SAN each round

Armor: none, but the Messenger of the Old Ones is immune to all non-enchanted weapons.

Spells: none.

Sanity Loss: 1/1D10 Sanity points for seeing the Messenger of the Old Ones.



STATUETTE OF PAZZUZU
 (British Museum, London)

■ NYARLATOPHIS, Avatar of Nyarlathotep.

At first it was claimed He wore robes of brilliant red, beneath which lay a perfect specimen of the male human body in its prime. He soon chose, however, to abandon the robes, taking a common white linen kilt as primary adornment for His slender, swarthy form. He brazenly donned the striped cloth nemes headscarf as well, which only a pharaoh may wear. As further insult, He soon thereafter attached to His headwear the image of the uraeus serpent, the traditional symbol of pharaonic vigilance in the form of a cobra poised to spit venom in the face of Egypt's enemies. Still later reported concerning Nyarlathotep's countenance varied more radically. Some said He bore the visage of a man, while others claimed his head

resembled that of a ram or a serpent or, at times, that of a toad. Most often, however, it was said His excessively large and billowing nemes concealed His face in shadow altogether. So deep was the shadowing that some swore He was possessed of no face at all and that those who dared gaze directly saw naught but a vast and star-filled abyss where His face should reside.

— Stanley C. Sargent, "Nyarlathotep, A Fable of Ancient Egypt".

Millennia ago this aspect of Nyarlathotep walked out of the desert set on destroying Egypt. At the end of the

empire's 11th Dynasty he decimated much of the land and killed thousands, and for a time it seemed none could stop him. He was finally defeated in Karnak.

CULT: no cult is known to worship Nyarlathotep today, but this aspect may be worshipped as the Black Pharaoh, mistakenly or intentionally, by various cults with origins in Ancient Egypt, such as the Brotherhood of the Black Pharaoh.

ATTACKS & SPECIAL EFFECTS: he may summon and command lions at the cost of 1 magic point per POW point of the lion. Even if not under his magical sway, lions act friendly toward this dark god, crouching submissively in his presence, licking his palms, etc.

Nyarlathotep can cause non-living materials to disintegrate into dust at the cost of 1 magic point per 40 cubic feet destroyed. He can also transmute any mineral into any other mineral by placing it in his mouth and expending 1 magic point (example: he may transform lead to silver, etc.).

NYARLATOPHIS, The Sorcerer

STR 20 CON 35 SIZ 15 INT 86 POW 100
 DEX 21 APP 18 (in human form) Move 8 HP 25

Damage Bonus: +1D6.

Weapons: Any weapon 100%, damage as per weapon

Armor: none, but brought to zero hit points he collapses on the ground and changes form into his Black Lion form. Also, he may regenerate at the rate of 1D6 hit points per magic point expended.

Spells: Nyarlathotep knows all Mythos spells. He can summon monsters at the rate of 1 magic point per POW point the monster has; he may summon a shantak, hunting horror or servitor of the Outer Gods at the cost of a single magic point.

Sanity Loss: none to see Nyarlathotep in normal human form; 1/1D6 Sanity points if he wears an animal head; 1/1D10 if his face displays the cosmic void of stars and galaxies.

■ PAZZUZU, Avatar of Nyarlathotep. Foul demon of fecund but diseased fertility. Pazzuzu's screaming maw was said to contain row upon row of needle-sharp teeth, all set in decaying, bleeding gums. His breath was so noisome as to strike dead all those who inhaled it, save for his most faithful followers. With rotting genitalia and distorted, crippled limbs, Pazzuzu is one of the most bizarre demons found in Sumero-Babylonian myth.

— Ian Winterton, "The Priestess."

Pazzuzu is most often depicted as a thin demonic figure with a bestial, scowling face, four great wings, and a scorpion's tail. His mouth is full of fangs and his hands and feet end in claws.

CULT: Pazzuzu has little organized following today, although he had a small but zealous cult following in ancient times.

OTHER CHARACTERISTICS: Pazzuzu may spew forth a visible cloud of noxious vapors from his mouth like a jet of steam. It can affect one target at a distance

of up to thirty yards. The victim loses 1D6 hit points from this choking poison. The cloud dissipates immediately in open air, but stays active in closed rooms until a window or door is opened. The stream of noxious gases may be dodged in the first round, but if the room cannot be escaped, 1D4 hit points are lost in the second round, and 1D2 hit points are lost in the third round. In those two rounds, all who are in the room loses hit points—1D4 and 1D2, respectively—since the noxious vapors are everywhere.

ATTACKS & SPECIAL EFFECTS: each round Pazzuzu may attack with his scorpion tail and with either his claws or a bite. Those stung by Pazzuzu's tail must save verses his poison of POT 20 or instantly die. Those bitten must save versus Pazzuzu's disease-ridden spittle of POT 16 or become infected with some hideous disease. Those infected develop fever within 1D100 minutes, succumbing to full infection within another 1D100 minutes. Those sickened by Pazzuzu's bite must match their CON vs. the demon's POT 16 bite each day. If Pazzuzu's bite overcomes his victim they suffer the loss of 2 points of CON—if the victim overcomes the bite the bite's POT drops by 2 points. This CON vs. POT struggle continues each day until either the victim's CON has reached zero and he has died, or Pazzuzu's bite POT has reached zero and the victim has finally overcome the disease. Those who survive regain lost CON at a rate of 1 point per week of bed rest. Victims need check their CON against Pazzuzu's bite only once per day, regardless of how many bites they may have suffered.

PAZZUZU, Babylonian Demon

STR 21 CON 20 SIZ 22 INT 20 POW 25
DEX 12 Move 9 / 12 flying HP 21

Damage Bonus: +2D6.

Weapons: Claws 60%, damage 1D10 + db
Bite 50%, damage 1D20
Scorpion Tail 55%, damage special (see above)

Armor: 2-point bony plated skin.

Spells: any as desired by the keeper.

Sanity Loss: 3/1D8+2 Sanity points to see Pazzuzu.

■ POOL OF SHADOW, Avatar of Nyarlathotep.

Shortly before midnight a deep pool of shadow comes out. . . . The shadow quivers in excitement [at the screams of a victim] and leaps [onto a victim]. It begins to pulse and grow. A horrible form takes shape.

— John Diaper, Bob Gallagher, Steve Rawling and Ed Wimbler, "The Arkham Evil".

The Pool of Shadow manifests as a sentient, moving shadow.

CULT: the Pool of Shadow was worshiped by certain Druids, and may be worshiped by others still.

ATTACKS & SPECIAL EFFECTS: the Pool of Shadow attacks by shrouding a victim and draining away POW

at a rate of 1D10 POW per round. Light repels the Pool of Shadow, although does no actual harm to it. Otherwise, there is no physical protection from the Pool of Shadow, although certain spells may harm or dispel it.

The Pool of Shadow has another, more insidious attack. It may leap onto a victim and then change into another form of Nyarlathotep. By doing so, Nyarlathotep has impregnated human women who later give birth to half-breed monstrosities.

This avatar may be one of the forms of Tezcatlipoca, who also takes on the form of an intangible shadow.

POOL OF SHADOW, Unholy Shroud of Living Darkness

STR N/A CON N/A SIZ varies INT 86 POW 75
DEX N/A Move 18 HP N/A

Damage Bonus: N/A.

Weapon: Shroud automatic, damage 1D10 POW drain

Armor: N/A.

Spells: any as desired by the keeper.

Sanity Loss: 1/1D10 Sanity points to see the Pool of Shadow.

■ **QUEEN IN RED, Avatar of Nyarlathotep.** *The composer [Franz Liszt] was inspired in his work by a Florentine fresco depicting death as "a fearsome woman, with hair streaming wildly, with clawed hands. She is bat-winged, and her clothing is stiff with mire. She swings a scythe, eager to end the joy and delight of the world."*

— The Penguin Encyclopedia of Horror and the Supernatural.

The Queen in Red usually appears as a very beautiful and powerful woman. She is always dressed in regal crimson and lavishly adorned with gems and jewelry. At times she may appear as a horrible bat-winged, serpent-haired, clawed woman with vicious fangs. In this form she wears filthy red robes and wields a gleaming scythe crimson with blood.

CULT: the Red Queen has no organized cult. She is an agent of chaos and destruction, moving among royal courts and influential people where she wields her power and influence to deadly ends. She may appear as a vicious dictator or empress in some cultures, feared for her murderous reign of terror. She may appear as a paramour to power-mad conspirators, torturous tyrants, or corrupt religious figures. She could appear as a powerful Hollywood mogul or Wall Street businesswoman. Whatever the role she takes, the Red Queen doles out pain and suffering on a grand scale. She has also been known to appear and cause chaos in the Dreamlands.

OTHER CHARACTERISTICS: in human form, the Queen in Red wields awesome power over people. She is a master seductress, intellect, or schemer. She moves ever-higher up in circles of power and authority through charm, seduction, lies, gifts of bits of power or knowledge, murder, or whatever it takes. The Red Queen also radiates a subtle, almost hypnotic aura in a

100 foot radius. All within 100 feet of her must overcome her POW with their own. Those who overcome the Red Queen's POW may act of their own free will. Those who are overcome are so charmed by the Queen that they cannot take any action that would cause her harm. Those charmed also faithfully follow any of her commands that do not go against their normal habits: for example, a victim would not harm a friend, but might restrain him; a victim would not kill himself, but might drop all his weapons, etc. The charm lasts only as long as victims are within 100 feet of the Red Queen. A

successful Psychoanalysis roll can break the spell. The Red Queen does not have to be seen for the charm to take effect.

The Queen in Red does not usually attack foes herself, but surrounds herself with lackeys and charmed followers for protection. While she can utilize various spells—usually to take control of her victims—she guards her identity well, and avoids doing anything that would reveal her true form. At will or when reduced to zero hit points, she changes into her monstrous form. Once she changes into her bat-winged form, all those charmed by her aura are instantly set free. The charm effect does not work while in monstrous form.

The Queen in Red is detailed in *The Red Queen*, and is also mentioned in the *Massa Di Requiem Per Shuggay* and *Psalms de Sorrow Book Judas!* There are also countless instances of references to similar figures throughout human history, from the bible to the music of modern rock bands.

ATTACKS & SPECIAL EFFECTS: in monstrous form the Red Queen is a savage and wild she-demon. Like a fury she lashes out with claws and scythe, her serpentine hair entangles victims, and she bites with her fanged-mouth. In her frenzy she may attack each round twice with each of her claws, or make two claw and two scythe attacks; she may also bite 1D4 times each round. Each round she may also attempt to entangle one victim within ten feet with her hair. Up to four victims may be entangled at any one time. Entangled victims are completely immobilized and must overcome the Queen's

STR with their own to break free. The Red Queen may bite each entangled victim once each round at 100%, but while doing so cannot attempt to bite anyone not entangled. It is in this form that she is most likely to summon up other Mythos creatures or otherwise use spells of destruction. Once her cover is blown she causes as much chaos and death as she can before making her escape or being struck down. If she defeats all present she may revert to her human form and go about her business.

QUEEN IN RED, Agent of Chaos and Destruction

	Human	Monstrous
char.	Form	Form
STR	20	30
CON	50	53
SIZ	9	18
INT	20	16
POW	25	25
DEX	20	20
APP	18	N/A
EDU	28	N/A
Move	8	10/18 flying
HP	30	51
DB:	+1D4	+4D6

Weapons: Any Weapon (Human Form) Base% +25%, damage as per weapon

Claw (Monstrous Form) 85%, damage 1D6

Scythe (Monstrous Form) 75%, damage 4D6

Bite (Monstrous Form) 65% or automatic when entangled, damage 1D6

Hair Entangle (Monstrous Form) 40%, damage held for bite

Armor: none in human form. In monstrous form: 3-point thick robes, plus the Queen in Red regenerates 1D6 hit points each round.

Spells: Cause Blindness, Cloud Memory, Clutch of Nyogtha, Contact Nyarlathotep, Death Spell, Deflect Harm, Dominate, Entrall Victim, Mesmerize, Mindblast, others as the keeper desires.

Sanity Loss: none to see the Queen in Red's beautiful human form. Witnessing the transformation from beautiful woman to bat-winged she-demon costs 1/1D4 Sanity points. 1/1D8 Sanity points to see the Queen in Red's monstrous form.

■ **SET, Avatar of Nyarlathotep.** Again were the rites of Stygia revived, this time even more widely and intensely than under Nephren-Ka. Great temples were erected to Set and Nyarlath, and even the worship of Shuddam-El the Devourer was reestablished here in this very place.

— Richard L. Tierney, "The Worm of Urakhu".

Set appears as a tall swarthy muscular man with the head of the black jackal-like Typhonian beast. He wears a black tunic and sandals and is adorned with jewelry of black onyx. Set carries a black staff topped with an ankh and entwined by a serpent and a black lotus. Ancient Egyptian mythology relates various legends of Set. The dark god was said to have ripped himself from his mother's womb in an unnatural birth, and had the ability to become a ferocious black pig or a giant black serpent. He was also said to have



CHARCOAL RENDERING
Set, with jackal head, c. XXVI Dynasty

The Red Queen

An epic poem detailing the Queen in Red. The slim book is the English translation of its original anonymously-written medieval Italian, of which there are no known surviving copies. The text is hauntingly beautiful and dream-like. *Sanity loss* 1/1D6; *Cthulhu Mythos* +3 percentiles; *average 1 week to study and comprehend.* **Spells:** none.

murdered his nephew, Horus, chop the body into several pieces, and cast it into the Nile.

The Typhonian animal associated with Set has never been identified, and is assumed to be some extinct or otherwise unknown creature of the night. In reality, it is a species from another dimension that serves Nyarlathotep, usually as the Set avatar.

CULT: human worship of Set originated in ancient Libya before moving into Egypt. With the advent of Ra worship, Set followers were pushed back into Upper Egypt where they came into conflict with the cults of Horus and Osiris. The Osirins eventually overpowered the Setians, destroying temples and idols of the dark god, and obliterating the name and image of Set from many early records. The worship of Set was all but wiped out, the few remaining sects going into hiding. Today a very few small human cults, known as “The Beloved of Set”, or “The Majesty of Set”, still exist in hiding. Such sects are found mainly in Egypt. Some desert-dwellers of the Earth’s Dreamlands may also afford Set worship.

OTHER CHARACTERISTICS: Set has the ability to summon and command wild beasts, such as jackals, hyenas, wild dogs, wild pigs, etc. Set may summon and command wild beasts at the cost of 1 magic point per POW point the beast possesses. Such beasts must be indigenous to or otherwise in the area. Even if not under his magical sway, wild beasts act friendly toward this dark god, crouching submissively in his presence, licking his palms, etc.

Set has the ability to summon or send forth the Typhonian beasts to do his bidding. He may do so at will without the expenditure of magic points, but may only summon 1D3 of the beasts at any one time.

ATTACKS & SPECIAL EFFECTS: Set may strike with his two powerful hands and bite with his fanged maw each round, or he may strike once with his staff. Any struck by Set’s staff are instantly killed unless they can roll their POW or less on 1D100. Those who successfully resist suffer no physical harm, but lose 1D10 points of POW permanently. The touch of Set’s staff also has the ability to bring the dead back to life, at the god’s will. Humans cannot wield Set’s staff.

Set may also transform himself into a giant black pig or enormous black serpent. Set’s pig form is roughly the size of a rhino, with enormous tusks and a thick black hide. In this form he may attack with either a bite, gore, or a trample each round. Set’s other form is that of a gigantic snake with shiny black scales, enormous fangs, and glowing sulphurous eyes. In this form he may attack with a venomous bite, constrict, or attempt to swallow a single victim. Set’s venom is POT 20, and bitten investigators who are overcome by the toxin die within 1D6 rounds. To successfully constrict or swallow a victim, Set must first

ensnare them in his coils. Such victims are automatically swallowed on the next round. Set may swallow victims up to a total of SIZ 40, all others are crushed to death in his powerful coils.

SET, The Typhonian Beast

char.	Humanoid Form	Giant Black Pig Form	Giant Black Serpent Form
STR	29	56	48
CON	50	50	50
SIZ	20	40	30
INT	26	26	26
POW	75	75	75
DEX	19	12	18
Move	10	15	10
HP	35	45	40
DB:	+2D6	+5D6	+4D6
Hands	90%/1D6+db	N/A	N/A
Bite	75%/2D6	75%/3D6	90%/1D6 +POT 20 poison
Trample	N/A	90%/5D6	N/A
Tusk Gore	N/A	75%/1D10+db	N/A
Constriction	N/A	N/A	80%, held for Swallow or 4D6 crush the next round automatic, 4D6 each round
Swallow	N/A	N/A	

Staff (Human Form) 80%, damage instant death or lose 1D10 points of POW permanently (see above)

Armor: Set’s tunic offers him 12-point armor; 10-point thick hide and blubber in Giant Black Pig Form; 6-point scales in Giant Black Serpent Form. Also, he may regenerate at the rate of 1D6 hit points per magic point expended. If reduced to zero hit points, Set is transformed into a mummified corpse which instantly crumbles to dust and is blown away on some unnatural wind.

Spells: any as desired by the keeper.

Sanity Loss: 1D2/1D8 Sanity points to see Set; 0/1D2 Sanity points to see Set in his Giant Black Pig form; 0/1D4 Sanity points to see Set in his Giant Black Serpent form.

■ **SHUGORAN, Avatar of Nyarlathotep.** *A kind of bogeyman . . . its wings were black . . . peering through the window at her, what she described as a large Negro man wearing a gas mask or scuba outfit. . . . Near the window they’ve discovered footprints that may have been made by a heavy man in swim fins.*

—T. E. D. Klein, “Black Man with a Horn”.

Shugoran is one of the 999 masks of Nyarlathotep—also known as the Black Man with a Horn. Shugoran is a demon or bogey-man known



THAI SILHOUETTE
as sold in Chiang Mai



FROM THE PHOTO ALBUM OF A
WELL-KNOWN TATTOO ARTIST
turn-of-the-century

in parts of Asia and Africa. It is a creature all black, with rough catfish-like hide, tiny wing-like fins, webbed feet, and a long proboscis. Shugoran can produce smaller versions of itself: servant creatures or guardians sometimes given to favored followers. The members of this created servitor race are identical to their sire in all respects, although smaller and less powerful.

CULT: certain tribes of Tcho-Tchos worship Shugoran as Death's Herald—a messenger or harbinger of

doom. He may also be known in the Dreamlands—especially to the Leng men.

ATTACKS & SPECIAL EFFECTS: it attacks by attaching its black proboscis over a victim's mouth and nose, then sucking out his or her lungs, causing instant death. A victim of this attack is left with horrible purple bruises on the face, and the lungs protruding from his or her mouth as though the body had been turned inside out. A successful Dodge roll allows the target to avoid this attack.

It has a servitor race—also known as shugoran—to serve its every whim.

SHUGORAN, The Black Man with a Horn, Death's Herald

STR 45 CON 128 SIZ 22 INT 45 POW 40
DEX 30 Move 14 / 20 swimming HP 75

Damage Bonus: +3D6.

Weapons: Claw 75%, damage 1D6 + 3D6

Proboscis 90%, damage is automatic death on following round

Armor: 10-point slime and hide. Shugoran can regenerate 1 hit point for every magic point it expends to heal.

Spells: it may summon 1D6 of its servitor shugoran for 5 magic points. Any other spells the keeper desires.

Sanity Loss: 1D6/1D20 Sanity points to see Shugoran.

■ SKELETAL HORROR, Avatar of Nyarlathotep.

His hands turn into horrible jointed clawlike structures. . . . His final form stands over twelve feet high, a skeletal horror with a wildly malformed head like the toothless skull of a human embryo, and a filthy ragged robe.

— William Hamblin, "Thoth's Dagger".

This obscure avatar of Nyarlathotep appears as a giant humanoid skeleton with a horribly mutated head and face and crab-like claws. The Skeletal Horror is covered with sharp boney spines which poke and tear through its tattered robe.

CULT: the Skeletal Horror is not worshiped on Earth, although may be elsewhere by alien races.

ATTACKS & SPECIAL EFFECTS: the Skeletal Horror may attack twice each round with his massive claws. The avatar may also rake victims with his sharp boney spines, inflicting deep gashes and rips in flesh.

ENERGY BLAST: his other attack consists of web-like strands of energy. Glaring eyes and open grinning mouths are visible within the blast, which is sickly green. These webs spin rapidly out of the Skeletal Horror's form and into the chosen target, who takes damage equal to the magic points the avatar expends. This attack may be Dodged, but the roll is performed at 1/2 normal. Dodging investigators may take no other actions that round.

SKELETAL HORROR, Terrible to Behold

STR 29 CON 71 SIZ 27 INT 86 POW 100
DEX 18 Move 10 HP 49

Damage Bonus: +2D6.

Weapons: Claws 85%, damage 3D6 + db

Spike Rake 85%, damage 2D6

Energy Blast 100%, damage special (see above)

Armor: takes only minimum damage from all physical attacks.

Spells: any as the keeper desires.

Sanity Loss: 1D3/1D20 Sanity points to see the Skeletal Horror.

■ **SKINLESS ONE, Avatar of Nyarlathotep.** *It usually appears as a muscular eight-foot-tall human without skin, and sometimes with a third eye in the center of the forehead. Power crackles around the god, and the skin of any human within 100 yards starts to itch.*

— Geoff Gillan, "XV. The Fog Lifts", *Horror on the Orient Express*.

CULT: it has a small organized cult known as the Brothers of the Skin. The Skinless One usually manifests only in order to attend ceremonies and accept sacrifices.

THE SKINNING GAZE: it possesses a unique and gruesome attack known as the Skinning Gaze which it may utilize for a single magic point per victim. If the Skinless One overcomes its victim's magic points with its own on the Resistance Table, all of the victim's skin falls away like loose clothing. The hapless soul suffers the loss of 4D6 hit points in the process. The victim's movement thereafter is intensely painful and effectively reduced to 1. Such victims also suffer the loss of one hit point per round until dead. Witnessing this attack costs 1/1D10 Sanity points.

SKINLESS ONE, Fleshless Abomination

STR 20 CON 20 SIZ 20 INT 86 POW 100
DEX 20 Move 10 HP 20

Damage Bonus: N/A.

Weapon: Skinning Gaze 100%, damage 4D6 + loss of skin (see above)

Armor: anyone who shoots or strikes at the Skinless One develops an unbearable itch in the weapon hand, causing an involuntary

miss. Attacks of any kind always do minimum possible damage. The Skinless One is dispelled if reduced to zero hit points; however, it may return fully regenerated in 1D6 rounds.

Spells: all.

Sanity Loss: 1D8/1D20 Sanity points to see the Skinless One.

■ **SMALL CRAWLER, Avatar of Nyarlathotep.** *Deformed dwarf-like figure with four eyes. Its four arms each bear a tulwar. Three large tentacle-like appendages take the place of feet.*

— Larry DiTillio and Lynn Willis, *Masks of Nyarlathotep*.

CULT: the Small Crawler is known mostly in India where it has a small following. Other cults of Nyarlathotep know of this being but do not worship it.

OTHER CHARACTERISTICS: a passage from the *Cihta Aquadingen* says: "And then shall the gate be opened, as the sun is blotted out. Thus the Small Crawler will awaken those who dwell beyond and bring them. The sea shall swallow them and spit them up and the leopard shall eat of the flesh in Rudraprayag in the Spring." Many Mythos scholars interpret this passage to mean that this avatar's purpose is to wait until a specific time (when the stars are right?) and then go forth and

wake the slumbering Great Old Ones and bring them fully through to this dimension.

ATTACKS & SPECIAL EFFECTS: this minor form of Nyarlathotep may attack twice each round with each of its four arms.

SMALL CRAWLER, He Who Shall Awaken the Old Ones

STR 23 CON 38 SIZ 12 INT 19 POW 38
DEX 45 Move 18 HP 25

Damage Bonus: +1D6.

Weapon: Tulwar (x8) 80%, damage 1D6 + 1 + 1D6

Armor: although the Small Crawler has no armor, its four eyes and extremely high DEX and Move make it particularly difficult to strike. The Small Crawler may Dodge up to four different attacks each round.

Spells: any as desired by the keeper.

Skills: Dodge 90%.

Sanity Loss: 1/1D8 Sanity points to see the Small Crawler.

■ **TEZCATLIPOCA, Avatar of Nyarlathotep.** *Then he was a tall, limping man, with bright plumed headdress and a shining black mirror at his ankle. The Crawling Chaos said that in this mask he did rule at Tenoshtitlan, and did drink the blood of thousands spilled to vilify him.*

— Sam Johnson, *A Resection of Time*.

THE JOURNAL OF SIR HANSEN POPLAN

BROTHERS OF THE SKIN

Most recently I have come across sketchy translations of a set of Mythos tomes known as the Sedefkar Scrolls. They detail a cult which worships the Skinless One, the 680th mask of Nyarlathotep. Between the scrolls and a few more recent writings I have been able to puzzle together many facts concerning this, one of the many Earth cults which worship that particular dark god.

The cult of the Brothers of the Skin was founded by Sedefkar the Osmanli who lived in Constantinople in the 11th century. After showing the extent of his inhuman cruelty, Sedefkar was visited by The Skinless One itself and was gifted the Sedefkar Simulacrum, a powerful magical artifact which allows the stealing and wearing of skins, and hence human identities.

Sedefkar also learned many dark spells from the Outer God, and these he passed on to the cult that he founded. These spells allowed the manipulation of human flesh and organs: a new and gruesome art form.

Rumors exist of certain magical powers of the Brothers being conferred into artifacts usually made of the flesh of humans. Through these means others might call up the powers of the Skinless One.

Although centered in Constantinople, the Brothers of the Skin have spread across all of Europe. They follow a single leader, but cells often act independently, tied together only by their acts of worship to the Skinless One.

The cult of the Brothers of the Skin seems to be largely without purpose. They commit minor atrocities and petty crimes but seem to have no greater plan than that. I have spoken earlier of the motives of Nyarlathotep; I can only suggest that in his 680th form his prime concern is bringing out the dark and bestial side of humanity. ♦♦♦

Tezcatlipoca has a number of forms. Sometimes he manifests as a shadow, and sometimes he wanders the night as a headless giant wrapped in an ash-colored shroud and carrying his head in his hand. As The Smoking Mirror, Tezcatlipoca most often appears as a very tall man in Aztec or similar garb. He either carries or has as a part of his body (face, hand, foot, chest, etc.) a black, smoking mirror. In any form, the god is closely associated with jaguars, and it was thought that he could both control the great cats and become one at will.

CULT: Tezcatlipoca was a god of the ancient South and Central American peoples. He was among the Aztec's most important deity. Today Tezcatlipoca may still be worshiped by small, hidden sects in Central and South America.

ATTACKS & SPECIAL EFFECTS: the avatar's attacks depend upon its form. Its jaguar form attacks with one claw and one bite each round. The headless giant form attacks first with sheer fright: all seeing the horrible apparition must make a SAN roll. Those who fail suffer the associated Sanity loss for seeing the being, but then must make a second Sanity roll. If this second Sanity roll also fails the person instantly falls dead of fright. Thereafter, the headless giant may either attack once per round with a fist or a stomp attack. In shadow form Tezcatlipoca acts as the Pool of Shadow avatar of Nyarlathotep for attacks, armor, and other important statistics.

THE SMOKING MIRROR: any who look into the smoking mirror see nightmare visions of madness, outré realms, beings of the Cthulhu Mythos, and their own horrible insanity and death. Gazing upon the smoking mirror costs 1/1D10 Sanity points. Those who failed the Sanity roll but survive the encounter with Tezcatlipoca are thereafter haunted by horrendous nightmares and night terrors whenever they fall asleep. Each such nightmare or terror costs 0/1 Sanity point. Intensive psychotherapy may eventually cure such cursed investigators in 365-CON days, at the keeper's discretion.

TEZCATLIPOCA, The Smoking Mirror

	Smoking Mirror Form	Headless Giant Form	Jaguar Form
STR	20	41	24
CON	61	99	18
SIZ	19	37	20
INT	86	16	86
POW	100	100	100
DEX	20	15	24
Move	8	7	12
HP	40	68	19
DB:	+1D6	+4D6	+2D6

Weapons: Smoking Mirror (Smoking Mirror Form) automatic, damage special (see above)
Fist (Smoking Mirror Form) 75%, damage 1D6 + 1D6
Terror (Headless Giant Form) automatic, damage SAN roll or instant death (see above)
Fist (Headless Giant Form) 65%, damage 1D6 + 4D6

Stomp (Headless Giant Form) 45%, damage 1D10 + 4D6
Bite (Jaguar Form) 75%, damage 1D10 + 2D6
Claw (Jaguar Form) 90%, damage 1D6 + 1D6

Armor: none as the Smoking Mirror, but all who have gazed upon the smoking mirror must make a successful POW x5 roll to attack the avatar (those who fail are unable to bring themselves to raise a hand against the strange dark being). The headless giant form has 8-point thick shrouds and skin. The jaguar form has 2-point fur and muscle. The Smoking Mirror and jaguar forms may regenerate 1 hit point per point of POW he sacrifices.

Spells: any as desired by the keeper. Spells are most often used and taught in Smoking Mirror form. Jaguar, shadow, and headless giant forms do not generally use spells, although they are free to do so.

Sanity Loss: 1/1D6 Sanity points to see the Smoking Mirror; 1/1D10+1 Sanity points to see the headless giant; 1/1D10 Sanity points to see the shadow form; no Sanity point loss to see the jaguar form of Tezcatlipoca.

■ **THOTH, Avatar of Nyarlathotep.** *Then Thoth ascended up into the sky and took his place once more in the bark of the sun, and the bright pomp passed onward jubilant.*

— Sir James Frazer, *The Golden Bough*.

Thoth, a deity of the ancient Egyptians, is yet another of the masks worn by the Crawling Chaos, Nyarlathotep. In this form the Outer God appears as a large man with the head of an ibis. He is often depicted writing. Thoth is the god of the moon and of knowledge and magic. He has dominion over the calendar, chronology, and time. He is also a guide and helper of the dead. One myth tell how Thoth seeks and finds the lost eye of the moon and heals it with his spit. Thoth was also said to have been born from the head of Set.

CULT: Thoth was worshiped widely by the ancient Egyptians. He has some small following today in both the waking world and the fantastic Dreamlands.

OTHER CHARACTERISTICS: in the guise of Thoth, Nyarlathotep most often brings knowledge of magic and secrets to his followers.

ATTACKS & SPECIAL EFFECTS: Thoth's true power lies in his knowledge and magical abilities, and his physical attacks are mostly ineffectual. Thoth will most often try to defeat his enemies by using his wit or by wielding mighty magical force. The cost to Thoth for using spells is half the magic points or POW listed in the spell's description.

THOTH, God of the Moon

STR 19	CON 64	SIZ 20	INT 90	POW 100
DEX 18	Move 9			HP 42

Damage Bonus: +1D6.

Weapons: Beak 80%, damage 1D6 + db
Fist 90%, damage 1D6 + db

Armor: Thoth may protect himself from harm by expending 1 magic point per point of armor.

Spells: Thoth knows all spells and uses them as freely as he desires.

Sanity Loss: 1/1D6 Sanity points to see Thoth.

■ **TICK TOCK MAN, Avatar of Nyarlathotep.** *The black figure tugged at his expressionless face, peeling back the flesh to reveal wires and gears and mechanical workings. . . . His eyes were two small clock faces. . . . And he saw machines—or one great machine. Gurney holding the people were arranged around an island of monitors and keyboards and cables. The filaments attached to heads and chests plugged into the computer: flies caught in the wire web of a mechanical spider.*

— Scott David Aniolowski, "I Dream of Wires".

The Tick Tock Man is an avatar of Nyarlathotep in the form of an artificial intelligence. This entity's true form is that of a machine, although it may also create a humanoid form that most often appears as a black man with some mechanical body parts (the humanoid form cannot exist without the machine form).

The Tick Tock Man, like all other forms of Nyarlathotep, brings chaos and madness. The machine form of the Outer God may supply advanced calculations to scientists working on weapons or other unsafe advanced technology, or may take over the controls of other machines to cause chaos and destruction.

OTHER CHARACTERISTICS: to manifest, the Tick Tock Man causes some other being to build a suitable machine for its essence to inhabit. This avatar may either send inspirational dreams to its chosen builder, cause some other creature to provide adequate designs, or in some other way cause its machine hull to be built. Occasionally the Tick Tock Man simply finds a suitable host machine to possess without having instructed its creator.

The actual size, construction, and appearance of the avatar's machine varies with the time and place in which it manifests: in Victorian London it would be an enormous steam-powered engine, while in modern Tokyo it would be a high-tech computer, and on some alien world it might be some unimaginable machine.

ATTACKS & SPECIAL EFFECTS: the Tick Tock Man has the ability to control any machine, and may do so to deadly ends. The machine form of this avatar also has the ability to attack with bursts of energy applicable to its construction. For example, the enormous steam-powered engine would attack with scalding steam, whereas the high-tech computer would attack with electricity. The steam attack inflicts 1D6 + 2 points of damage per round. Electricity does 2D6 + 1 points of damage per round and stuns the investigator for 1D6 combat rounds.

With the electrical attack, the investigator's player must match the hit point damage against his or her CON on the Resistance Table. If overcome, the investigator suffers cardiac arrest, and must be successfully treated with a Medicine roll within a few rounds or die.

DEITIES OF THE MYTHOS



LITHOGRAPH

St. Petersburg, late eighteenth century. (Finnish National Gallery, Helsinki)

HUMANOID FORM: the Tick Tock man may produce a mechanical humanoid body which it uses to move among humans. To create its humanoid form the Tick Tock Man must expend 17 magic points and 10 points of POW. Once created, the Tick Tock Man simultaneously inhabits both its machine form and its humanoid body.

TICK TOCK MAN, The Machine-God

char.	Machine Form	Humanoid Form
STR	N/A	24
CON	50	36
SIZ	varies	17
INT	78	78
POW	95	85
DEX	N/A	18
APP	N/A	N/A
Move	N/A	9
HP	95	27
Damage Bonus:	N/A	+2D6
Energy Attack	90%/damage as per energy form	N/A
Fist	N/A	90%/damage 1D3 + 2D6
Armor:	12-point	3-point
HP Regen.	1 point per 1 POW expended	1 point per 1 POW expended
Spells:	Any as desired by the keeper, plus the Tick Tock Man may control any machine.	
Sanity Loss:	none until the machine's true identity is discovered, and then 1/1D8 Sanity points; 0/1D2 Sanity points to see the man-machine form of the Tick Tock Man.	

■ **WAILING WRITHER, Avatar of Nyarlathotep.** *And where Nyarlathotep went, rest vanished; for the small hours were rent with the screams of nightmare.*

— H. P. Lovecraft, "Nyarlathotep".

The Wailing Writher manifests itself as a towering, swirling black mass of dripping, squirming tendrils and drooling, shrieking mouths. Millions of rope-like tendrils constantly wriggle and squirm, giving the avatar



BATTLE OF THE GODS AND NARHARI
IN THE MARKANDEYA-PURANA
(Arthur M. Sackler Gallery, Washington D.C.)

the appearance of a great column of black worms. The Wailing Writher is mentioned in some very obscure Hindu myths, although it has no cult among humans. In Hindu mythology, the Wailing Writher is known as *Narhari*, and is represented as a many-limbed, many-headed black man.

ATTACKS & SPECIAL EFFECTS: the creature attacks by engulfing a target with its writhing body. The victim is quickly and savagely torn apart by the wriggling tentacles

before being swallowed by the screaming mouths. The avatar may also bite at a victim without engulfing him, in which case 2D3 mouths are within biting range at any time.

WAILING WRITHER, Bellowing Beast

STR 50 CON 65 SIZ 45 INT 18 POW 55
DEX 25 Move 18 HP 60

Damage Bonus: N/A.

Weapons: Bite 75%, damage 3D6 per mouth
Engulf 100%, damage is death on following round

Armor: none; however, normal weapons cannot harm the Wailing Writer. Fire, magic, and similar forces do normal harm to this manifestation of the Outer God.

Spells: all.

Sanity Loss: 1D8/4D10 Sanity points to see the Wailing Writer, plus 1/1D6 Sanity points for hearing the maddening wail of the Outer God.

■ **WICKER MAN, Avatar of Nyarlathotep.** *These wicker giants of the Druids seem to have . . . their representatives at the spring and midsummer festivals of modern Europe . . . a colossal figure, some twenty or thirty feet high, made of osiers, and called "the giant."*

— Sir James Frazer, *The Golden Bough*.

This form of Nyarlathotep appears as a man-shaped figure of straw and wicker, almost like a large scarecrow or Guy Fawkes dummy. The avatar creaks and rustles as it walks, its limbs stiff and its features unmoving.

The early people of the British Isles knew of the Wicker Man and used effigies of him in Pagan rituals. He was a god of fertility and prosperity, and often animal or even human sacrifices were made by burning the sacrifice alive within a giant wicker figure.

CULT: although known to Druids, Witches, and other early pagan people, the Wicker Man is little worshiped today. Wicker Man figures are still sometimes used in pagan rituals or burnt on Guy Fawkes Day, but their true origin is mostly secret today. Some in the Dreamlands pay the Wicker Man homage with human sacrifice and other dark rites.

OTHER CHARACTERISTICS: the Wicker Man is a terrifying figure to behold. He is stiff and emotionless, with unmoving features and a mockery of the human form.

ATTACKS & SPECIAL EFFECTS: the Wicker Man attacks with his stiff hands, clawing and raking his victims with sharp fingers. But the Wicker Man's most ghastly form of attack consists of engulfing a victim and bursting into flame, burning the screaming victim alive. To Engulf a victim the Wicker Man first must Grapple him. On the next round the victim is Engulfed by straw and wicker wrapping around him and pulling him into the hollow body of the Wicker Man. An Engulfed victim is totally immobile within the body cavity of the Wicker Man, although he can easily see out through the tough strands of wicker and straw, and his friends can likewise see him. On the next round, the Wicker Man suddenly bursts into flames and the Engulfed victim is burned alive. Such victims are reduced to ash within moments. Once the victim has been completely consumed the fire goes out, leaving the Wicker Man unharmed and standing in the cremated remains of its victim. Witnessing a victim burned alive costs viewers 1/1D6 points of Sanity.

WICKER MAN, Effigy of the Dark God

STR 26 CON 88 SIZ 24 INT 31 POW 62
DEX 10 Move 9 HP 56

Damage Bonus: +2D6.

Weapons: Claw 90%, damage 1D6 + db or Grapple

Engulf automatic when Grappled, damage 3D6 + 6 burn each round

Armor: suffers only minimum damage from all physical attacks.

Although he does ignite if attacked with fire, fire does no actual harm to the Wicker Man.

Spells: any as desired by the keeper.

Sanity Loss: 1/1D20 Sanity points to see the Wicker Man.

NYOGTHA, Great Old One. *An insidious odor began to penetrate the room. It was vaguely reptilian, musky, and nauseating. The disk lifted inexorably, and a little finger of blackness crept out from beneath its edge [came] a great wave of iridescent blackness, neither liquid nor solid, a frightful gelatinous mass."*

— Henry Kuttner, "The Salem Horror".

Nyogtha is a minor deity reported to inhabit underground caverns on Earth. It may be related to Cthulhu.

Nyogtha resembles a blob of living darkness which may throw out black tentacles or pseudopods at will.

CULT: Nyogtha has a few worshipers, mostly witches and their ilk. It teaches them spells on occasion in return for sacrifices and POW. In the Dreamlands Nyogtha is worshiped by a band of ghouls. Some ghouls in the waking world may practice this worship as well.

ATTACKS & SPECIAL EFFECTS: unless driven off by appropriate spells, Nyogtha grabs and drags its victim off to underground pits. If Nyogtha strikes for damage, each target within 10 yards takes 1D10 points of damage from numerous small wounds.

NYOGTHA, The Thing That Should Not Be

STR 85 CON 40 SIZ 80 INT 20 POW 28
DEX 20 Move 10 HP 60

Damage Bonus: N/A.

Weapon: Tentacle 100%, damage 1D10 or Grapple

Armor: Nyogtha ignores the first 10 points of damage received each round from all sources; at zero hit points, Nyogtha is dispelled.

Spells: all Call and Contact spells; Create Gate.

Sanity Loss: 1D6/1D20 Sanity points to see Nyogtha.

OORN, Great Old One. *First there were the eyes . . . a dozen, circular, burning and unblinking, big as plates, staring out in all directions from a dark, as yet only half-seen, half-suspected bulk.*

— Brian Lumley, "Mad Moon of Dreams".

Oorn, Mnomquah's mate, is a giant mollusk-like creature who lives in the Dreamlands in a pit in the ruins of Sarkomand. She has ten massive translucent tentacles. Oorn moves about on fat pink cilia, like the feet of a starfish. Tunnels from Oorn's lair may lead into the waking world.

CULT: Oorn is worshiped chiefly by the moon-beasts and the slaves from Leng. Although she may be the more powerful of the two gods, she is considered by her priests to be subordinate to Mnomquah. Oorn has only one temple, in the ruins surrounding her pit in ruined Sarkomand. Just as with the cult of Mnomquah, the moon-beasts make up the hierarchy of the priesthood and the Lengites are mere acolytes at best.

OTHER CHARACTERISTICS: Oorn is a quiet goddess. She waits patiently for the day when she and her mate will be reunited. She accepts the sacrifices given her by the moon-beasts and their slaves, and in return she does not devour those of her worshipers who come close to her lair.

ATTACKS & SPECIAL EFFECTS: Oorn can communicate telepathically with any creature within 100 yards of herself. She can cast the Dominate spell on any being

with which she can communicate via her telepathy, thus enabling her to lure prey to her lair. Oorn's tentacles have mouth-like openings at their tips which spew forth a greenish digestive fluid onto her victims. The fluid breaks down her food into a liquid form, which she can then inhale through the mouths at the end of her tentacles. Oorn is also capable of grabbing her victims with her tentacles, or of using her tentacles to strike crushing blows.

OORN, Mnomquah's Mate

STR 40 CON 60 SIZ 90 INT 40 POW 30
DEX 15 Move 1 / 3 underwater HP 75

Damage Bonus: +7D6.

Weapons: Tentacle 40%, damage 2D6 + db

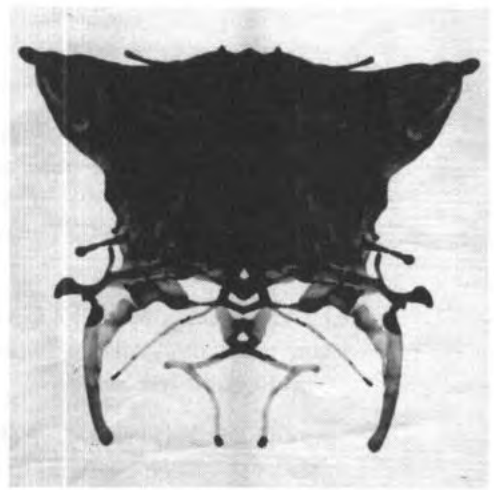
Digestive Fluid Spray 60%, damage 5D6

Armor: when closed, Oorn's shell acts as 19-point armor.

Spells: Contact Men from Leng, Contact Mnomquah, Contact Moon-beast, Contact Nyarlathotep, Dominate, and others as the keeper desires.

Sanity Loss: 1D3/1D20 Sanity points to see Oorn.

OSSADAGOWAH, Great Old One. *It was a grotesque monstrosity, a gross, corpulent, toadlike thing with an obscene, swollen paunch and huge splayed, clawed feet, but without the forelimbs its toadlike shape might be expected to have. From a point along the back . . . sprouted crook-ribbed wings, like those of some monstrous bat. . . Face it had none, but from the forepart*



AN INKBLOT CLASSIFIED AS DISTURBING
(Hermann Rorschach Archiv, Bern)



FROM CHILDREN'S & HOUSEHOLD TALES
Providence, Rhode Island, 1910

of its sloped, bulging and misshapen head, slithering and snakelike tendrils sprouted.

—Lin Carter, "Strange Manuscript Found in the Vermont Woods".

This entity, also known as Zvilpoggua, is referred to as the "son of Tsathoggua" or "the first son of Tsathoggua" in Mythos tomes. It may be one of the horrible scions of Tsathoggua grown to monstrous age and proportions.

CULT: Ossadagowah is known as a devil-entity to certain tribes of American Indians, particularly in the New England area.

ATTACKS & SPECIAL EFFECTS: Ossadagowah attacks by grasping victims in its writhing, snake-like tendrils and flying off with them. The Great Old One feeds on its victims while soaring through the air, dropping their lifeless corpses to the earth once it has finished with them. The Feaster from the Stars inflicts 2D6 hit points of damage and drains 1D10 points of STR (blood) from its victims each round. Once a victim has been grasped and the entity takes to the sky there is little hope of salvation. Those victims who manage to break out of the Great Old One's grip plummet to the earth, suffering 1D6 points of damage

per ten feet of their fall upon impact with the ground. Ossadagowah may carry off 41 SIZ (the average of its STR and SIZ) worth of victims at a time.

If reduced to zero hit points, the Great Old One becomes a shapeless cloud and dissipates. Ossadagowah may be called to Earth only at certain times when the star Algol is above the horizon. If reduced to zero hit points, the Great Old One cannot regenerate and return until the next rising of Algol.

OSSADAGOWAH, The Feaster from the Stars

STR 35	CON 53	SIZ 47	INT 20	POW 33
DEX 21	Move 10 / 17 flying			HP 50

Damage Bonus: +4D6.

Weapons: Tendrils 85%, damage Grapple

Bite automatic when Grappled, damage 2D6 + 1D10 STR drain

Armor: Ossadagowah suffers only minimum possible damage from all physical, nonenchanted weapons. Fire, chemicals, electricity, and spells and enchanted weapons harm the Great Old One normally.

Spells: Ossadagowah may utilize any spell, at the keeper's discretion. Obvious spells include Contact Tsathoggua, Contact Formless Spawn, and Contact Scion of Tsathoggua.

Sanity Loss: 1D2/1D10 Sanity points to see Ossadagowah.

THE JOURNAL OF SIR HANSEN POPLAN

NYOGTHA & ITS CULTS

Reference to the god known as Nyogtha can be found in the Necronomicon. It is described as a black, amorphous, gelatinous mass. It lives in frightful caverns somewhere deep beneath the Earth, but can be summoned up to the surface through the many fissures and ravines that pierce the Earth.

I believe that Nyogtha is one of the Drowners, of whom I have written before. Its relationship to Bugg-Shash and Yibb-Tstll seems very clear. Like them, its true nature is a black and amorphous being. Like them, its sole business seems death. Like them, it is warded by certain signs: the ankh, the Vach-Viraj incantation, and the Tikkoun elixir.

The main worshipers of Nyogtha seem to be witches, though the precise reason for this is unknown. Some sources point to Nyogtha imparting spells to its worshipers that may be used to contact the various deities and races of the Mythos. Unfortunately, because of Nyogtha's voracious nature, it requires sacrifices from those who worship it usually human sacrifices. If its witches are unmindful of this reality, they may find themselves becoming its victims.

A rare book called the Scriptures of Klek tells the story of a group of ghouls worshipping Nyogtha. This must be somewhat suspect, since it is said these ghouls live in the legendary Dreamlands, but still the story is interesting.

The leader of these ghouls is named Naggoob, whom I have seen referred to elsewhere as the "Father of Ghouls." He is said to be high priest of Nyogtha for his followers. According to Klek, Naggoob often travels to our world to participate in witch ceremonies, in which he begets hybrid ghouls children. ♦♦♦

OTHER GODS, LARVAE OF THE, Outer Gods. Never before had he known what shapeless black things lurk and caper and founder all through the aether leering and grinning at such voyagers as may pass, and sometimes feeling about with slimy paws when some moving object excites their curiosity. These are the nameless larvae of the Other Gods, and like them are blind and without mind, and possessed of singular hungers and thirsts.

— H. P. Lovecraft, "The Dream-Quest of Unknown Kadath".

The Lesser Other Gods are among those beings who dance blindly and idiotically in the court of Azathoth at the center of space and time. Occasionally portions of these beings are torn off or ejected into the depths of space, and sometimes these ejecta are or become living beings unto themselves. These are the monstrous larvae of the Lesser Other Gods. Whether they grow into Outer Gods over time is conjectural; they are powerful entities nevertheless.

There are probably an infinite number of larvae, and each is unique. Even though two larvae may share the same "parent" entity, they need bear no resemblance to each other or their sire.

Cast off from the Lesser Other Gods at the center of the universe, these larvae may drift forever in interstellar space, never coming into contact with any planet, civilized or no. Others may land—willingly or not—on distant planets and stars. There they may lie dormant for millennia, or they may grow to plague, conquer, or even mindlessly destroy their new home world. These creatures seem to be particularly common in the plane of Earth's Dreamlands.

Specific examples of Lesser Other God larvae include the Messengers of Azathoth (see *H.P. Lovecraft's Dreamlands*) and the Star Mother. The statistics below offer a generalized range of abilities; the keeper should modify them as desired. In particular, some may be larger than the figures below allow, and/or possess INT. The larvae attack according to individual form, be it with tentacle, poison gas, bite, smash, claw, engulf, etc.

LARVAE OF THE OTHER GODS, Spawn of Impossible Alien Forces

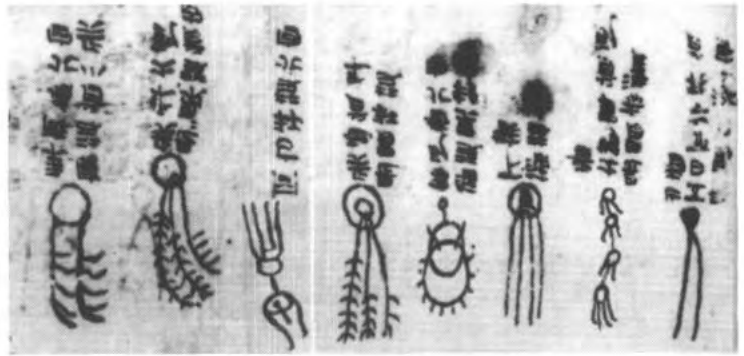
char.	rolls	average
STR	1D100/2	25-26
CON	1D100	50-51
SIZ	1D100	50-51
INT	usually 0	usually 0
POW	2D20	21
DEX	1D8	4-5

Move 1D10-1 (may be flying, swimming, burrowing, walking, slithering, floating, etc.)

HP 50-51

Av. Damage Bonus: +4D6.

Weapons: Various individual attacks DEX x10%, damage = db



CHINESE CATALOG OF HEAVENLY PHENOMENA, 168 B.C.
(University of Hong Kong)

Armor: none, but all are immune to cold, gravity, and other effects of deep space. Individuals may have further invulnerabilities: unharmed by flame, physical attacks, impaling attacks, etc.

Spells: usually none, although some may know as many as 1D6 spells.

Sanity Loss: depending on the alienness of the specific form, anywhere from 0/1D10 to 1D8/5D10 Sanity points to see a larvae of the Lesser Other Gods.

OTHER GODS, LESSER, Outer Gods. To which detestable pounding and piping dance slowly, awkwardly; and absurdly the gigantic Ultimate gods, the blind, voiceless, tenebrous, mindless Other Gods whose soul and messenger is the Crawling Chaos Nyarlathotep.

— H. P. Lovecraft, "The Dream-Quest of Unknown Kadath".

In addition to named gods who may attend Azathoth, there is a company of entities seemingly minor or less important, the Lesser Other Gods. They number among the beings known to dance for Azathoth, as well as several others worshiped in various places. These spawn monstrous larvae which may grow into new gods.

CULT: the Lesser Other Gods possess only small cults, if any at all, and the keeper should determine any names needed. Most are as mindless as their master, Azathoth, but they possess less power and are safer to approach. A lesser god may grant protection to worshipers, or they may be able to exploit the god by getting it to unwittingly complete tasks for them.

Most often, these lesser beings are summoned in random groups to participate in unspeakable rites including rituals of sex, madness, or



NORTH SIDE OF THE ARCH OF GALERIUS
305 A.D., Thessaloniki

Samples of Lesser Other Gods

■ **DHYIGHASH:** a mass of connected green-black pyramidal shapes ablaze with black electricity. The being's form constantly shifts and changes as the geometric pattern spins, grows, shrinks, and changes. Moves by expanding, contracting, or re-shaping its geometric body.

ATTACKS & SPECIAL EFFECTS: engulfing a target in its body, victims suffer 6D6 points of electrocution damage. Violent muscle spasms immobilize the victim for a number of rounds equal to the damage inflicted. Match hit points vs. damage done on the Resistance Table or victim dies of heart failure. May also coalesce its body into a solid mass to batter or smash targets.

Weapons: Engulf 60%, damage 6D6 electrocution (see above).
Smash 75%, damage = db.

Armor: none, however immune to all non-magical physical attacks.

■ **GLAGGA:** a liquid entity, fluid and slippery like liquid mercury but clear like normal water. Waves, bubbles, and strange ripples play over its surface, even in the absence of wind.

ATTACKS & SPECIAL EFFECTS: waves pull victims beneath the churning surface where they are drained of 4D6 points of blood and body fluids (STR) each round. Any STR drained is forever gone. May also form a gigantic wave to crush victims. The diameter of the crush is 20 yards.

Weapons: Wave 60%, damage engulf
Fluid Drain automatic when engulfed,
damage 4D6 points of STR drained
every round.
Crush 65%, damage = db

Armor: none, however immune to all non-magical physical attacks.

■ **KR'NK:** a living, sentient machine. It is an enormous conglomerate of mechanical parts that continually grows by adding any surrounding mechanical or electrical devices to itself.

ATTACKS & SPECIAL EFFECTS: attacks by smashing victims with great mechanical "arms" or pulling them into its crushing gears and clockwork pieces. Its hit points equal its SIZ.

Weapons: Smash 50%, damage = db or
hold and pull into gears
Gear Crush automatic when held,
damage 8D6

Armor: 12-point metal, wire and plastic. Also regenerates 2D10 hit points per round by rebuilding itself.

■ **L'YSH:** a festering and decayed mass of limbs and corpse-like bodies formed into a great dripping column of writhing death. Connected with time, it appears in this universe as a black and white negative image shrouded in a ghastly black glow.

ATTACKS & SPECIAL EFFECTS: lashes out with 1D8 limbs each round. Anything struck is drained of 3D6 POW and aged 1D100 years. POW and years lost are forever gone. It may also crush victims by toppling its decayed mass on them. It can only attempt this attack once every 10 rounds. The diameter of the crush is 20 yards. The aura of entropy and death is so strong around L'Ysh that all within 100 yards must make a Sanity roll each round and lose 0/1D6 Sanity points.

Weapons: Limbs 60%, damage 3D6 POW
drain & aged 1D100 years.
Crush 50%, damage = db

Armor: none, however immune to all non-magical attacks.

■ **M'TLBLYS:** a massive, rotating crystalline figure. It hovers above the ground slowly spinning, unnatural light sparkling on its many-faceted surface.

ATTACKS & SPECIAL EFFECTS: its main attack is its unnatural light. Those looking upon the weird colors and lights that sparkle on M'Tlblys' surface must resist its POW with their own on the Resistance Table. Overcome, victims lose 1D10 POW per round as the crystalline entity drains away their life essence. Survivors regain lost POW normally. Those who resist against the POW struggle suffer blurry vision and headaches from looking upon M'Tlblys, but nothing else. The Lesser Other God also continually emits a high-pitched sound. All hearing the sound must resist M'Tlblys' POW with their own. Overcome, victims lose 1D6 INT per round. Lost INT does not regenerate, and those reduced to 0 INT are left mindless vegetables. Those who resist suffer no adverse effects from the God's music of the spheres other than headaches. The impaired vision and headaches may affect skill rolls, at the keeper's discretion.

Weapons: Unnatural Light auto damage
1D10 POW drain
Sound auto., damage 1D6 INT drain

Armor: 35-point hard crystal. An impale attack against M'Tlblys of 01 causes the lesser god to shatter into countless crystalline shards. The being fully regenerates in 2D10

minutes, but loses its special attacks during that time.

■ **NOUR:** a scuttling, dripping mass of tentacles, tendrils, claws, suckers, pseudopods, filaments, and pincers. Nour looks like an enormous nest of bloated, squirming serpents all wound around each other and wriggling in different directions. It may change the shape of its squirming mass, stretching out into a flat writhing carpet, contracting into a pulsing ball, or growing into a wriggling column.

ATTACKS & SPECIAL EFFECTS: it attacks with its various limbs. It may also wrap its limbs around a target and squeeze. If squeezing it may attack only one target per round.

Weapons: Various limbs 60%, damage 2D6
Squeeze 55%, damage = db.

Armor: none, but suffers minimum damage from all firearm attacks.

■ **PR'KTHA:** a glowing giant mass of incandescent yellow-white phosphorous. Varying number of "arms" sprout and are absorbed each round. Noxious chemical steam and smoke waft up and swirl around the entity in a deadly cloud 100 yards in radius.

ATTACKS & SPECIAL EFFECTS: lashes out with 1D10 limbs each round, splattering victims with white-hot phosphorous ooze. Every round victims suffer 1D6 points of damage until dead or the god is dispelled. The burning phosphorous cannot be extinguished. Crushed victims are also set on fire. Its phosphorous instantly extinguishes when Pr'ktha.

All within Pr'ktha's poisonous swirling cloud must resist against the gas' POT of 20. Failure results in a horrible and painful death within 1D4 rounds. Those who resist lose 1D10 CON. Each round within the deadly cloud requires another resistance roll. Lost CON regenerates one point per month of medical treatment.

Weapons: Limb 60%, damage 1D6 chemical
burns per round.
Crush 55%, damage = db + 1D6 chemical
burns per round.

Armor: none, however Pr'ktha suffers no damage from physical attacks. Substances used to extinguish chemical fires may inflict 1D8 points of damage, at the keeper's discretion. Water does not harm Pr'ktha.

■ **SHINJH:** a writhing mass of long, flat, cactus pad-like tendrils spiked with needle-like spines sprouting from a main trunk.

ATTACKS: ensnares a victim, wrapping him tightly in its spiny pads where hundreds of needle-like thorns rip into his flesh like an iron maiden. Victims are left crushed, flattened, and riddled with thousands of bleeding puncture wounds.

Weapon: Tendrils 85%, damage = db.

Armor: 8-point tough skin, plus regenerates 2D10 hit points per round.

■ **THAHASH:** a mastodonic horror with three enormous buffalo-like heads with mouths full of shark-like teeth. It is covered in thick dark hair. It weighs over 140 tons and shakes the earth with its thunderous hooves.

ATTACKS & SPECIAL EFFECTS: it may attack with each of its three heads each round, inflicting devastating bites to its victims. Victims reduced to 0 hit points with a single attack have been bitten in half. It may also trample targets beneath its mastodonic bulk, crushing everything to a bloody pulp. Thahash's trample attack affects everything in a 30-yard radius.

It may also use a stampede attack, knocking victims them to the ground with its earth-shaking weight and bulk. All within a 50-yard radius must match their STR against half of Thahash's STR (25) on the Resistance Table. Those overcome fall to the ground unable to take any physical action. Those who resist manage to stay up, but make any physical actions at half normal %. It may keep up a stampede attack for 3 rounds at a time, and everyone within radius must match their STR against its half STR each round. It must wait 1D10 rounds between stampede attacks. Thahash gains a +10% bonus to trample anyone thrown to the ground by its stampede.

Weapons: Bite 75%, damage 5D6

Trample 50% (+10% to victims, above), damage = db.

Stampede 100%, damage special (above).

Armor: 10-point thick hair.

■ **URAFITY:** a mass of coiled tentacles each tipped with an elongated bulb. The tentacles constantly spring out in all directions. If one strikes something, the bulb at the end of the tendril snaps open and swallows whatever it has encountered.

ATTACKS: it attacks by striking with its coiled tendrils. Upon contact, the elongated bulb at the end of the tendril snaps open revealing a gaping mouth-like orifice. Each attack the keeper must roll 6D6—if the result equals or exceeds a target's SIZ he is swallowed whole. Otherwise no damage is done. Once a victim has been swal-

lowed the tendril recoils back to Urafty's body mass. The recoiling action forces the victim down into its body cavity where he suffers 6D6 points of damage per round until fully digested. Each round 1D10 tendrils may attack anything within a 30-yard radius.

Weapons: Tendril 80%, damage swallow if 6D6 equals or exceeds victim's SIZ.

Armor: none, but regenerates 2D10 hit points per round.

■ **X-2634:** a mass of sentient gas, this Lesser Other God was named by some forgotten astronomer who mistook it for a comet. In earth's atmosphere it manifests as a billowing, ghostly cloud, while in space it takes on the form of a tight ball.

ATTACKS: it attacks by enveloping victims in its caustic chemical vapors. All so engulfed must begin the drowning rules to resist breathing in the toxic fumes. Such victims automatically suffer 2D6 hit points of damage from chemical burns each round. Victims lose APP at a rate of 1/2 the hit point damage suffered, as well. Once a victim inhales he suffers an additional damage of 1D6 CON each round as his throat, lungs, and internal organs begin to burn and blister. Survivors regain lost hit points and CON at a rate of 1 point per week of intense medical treatment. Lost APP never regenerates, although plastic surgery might restore up to 1/2 the APP lost after years of intensive and painful surgery.

Weapon: Vapors auto., damage special (see above).

Armor: none, but cannot be harmed by non-magical attacks.

■ **YKO:** enormous floating jellyfish, its main body a huge pulsating translucent sack flashing with bolts of strange-colored light. Worm-like organs and tendrils squirm within the body sack, looking like a huge mass of

writhing maggots inside a plastic bag. Beneath hang countless twitching tendrils and tentacles of varying sizes and shapes. It does not move of its own accord—it hovers above an area, drifting on the winds.

ATTACKS: the tendrils continually fall at random, scooping up whatever they touch and sucking it whole into the jelly-like body mass. Anyone sucked into the body is instantly dissolved. Witnesses below see the whole process through the translucent gelatinous sack. The streamers are coated with a flypaper-like substance which sticks to anything they touch. Victims may tear themselves free by matching their STR against the tendril's STR of 2D10 but suffer 2D3 points of damage as flesh and hair is painfully ripped away from the sticky tendril. Victims also suffer 1D6 hit points of damage per 10 feet they fall after freeing themselves.

Weapons: Tendril/Tentacle 80%, damage Grapple—STR vs. STR to break free (see above).

Swallow automatic when Grappled, damage 10D6 per round.

Armor: none, however suffers only minimum damage from all firearms or hand-to-hand attacks.

	Dhyighash	Glagga	Kr'nk	L'ysh	M'Tiblys	Nour
char.						
STR	59	55	135	39	99	40
CON	21	64	99	87	67	71
SIZ	59	96	101	88	69	62
INT	0	0	0	0	0	0
POW	96	28	100	43	75	58
DEX	15	8	6	7	1	10
HP	40	80	100	88	68	67
Move	1	4	6	3	1	7
DB	+6D6	+8D6	+14D6	+7D6	+9D6	+6D6
Weapons: see individual descriptions.						
Armor: see individual descriptions.						
Spells: none.						
SAN	1/1D10	1/1D10	1/1D20	1D8/2D20	1/1D10	1/1D20

	Pr'ktha	Shinh	Thahash	Urafty	X-2634	Yko
char.						
STR	38	40	49	49	N/A	47
CON	47	88	52	88	90	45
SIZ	78	70	120	64	100	128
INT	0	0	0	0	0	0
POW	70	100	62	80	70	36
DEX	12	14	9	10	30	11
HP	63	79	86	76	95	87
Move	7	5	6	3	20	1
DB	+6D6	+6D6	3 at +5D6	+6D6	N/A	+10D6

Weapons: see individual descriptions.

Armor: see individual descriptions.

Spells: none.

SAN 1D8/2D20 1/1D20 1D8/1D20 1/1D10 1/1D6 1/1D20

See also *Cloud-Thing* and *Shabbith-Ka* for additional and more detailed Lesser Other Gods.

... continued from page 211

death. Death rituals involve the gruesome torture and murder of cult victims wherein the assembled Lesser Other Gods either participate in the carnage, or feast on the remains of the victims.

Sex rituals are even more horrible, and include the rape of cult victims by the summoned Lesser Other



FROM THE DEEPS
print, Martha Harwood, 1897

Gods. Some female victims of such rites may become pregnant and bear monstrous hybrid children. Occasionally a human male might even successfully impregnate one of the Lesser Other Gods who eventually bear a similar offspring. All such hybrids carry the taint of their alien parent and may manifest weird or alien powers along with horrible deformities. Sanity losses for such hybrids vary, depending upon the particular alien parent. Most of these beings become cult leaders and

toil to spread the influence of their Lesser Other God parent and its kin. Any Lesser Other God may participate in a sex ritual, regardless of its unique form.

OTHER CHARACTERISTICS: since these gods are different from one another, vary their powers and attacks. In conjunction with their masters they might manifest much greater power. Types other than the one described here exist, some with INT, greater SIZ, and so forth. Lesser Other Gods may be of any form: insectoid, metal, liquid, gaseous, crystalline, living machines, plants, sentient microbes, geometrical, amorphous, phosphorous, fiery, mammalian, anthropomorphic, living sound, living color, etc. Special attacks might include drowning, burning, electrocution, poisoning, freezing, crushing, draining of statistics, ageing, mummifying, disintegrating, melting, crushing, swallowing whole, etc.

SERVITORS: each Lesser Other God may be attended to by some sort of servitor creature. Such creatures either manifest with the deity, or are summoned by it as needed. Servitor creatures are dispelled when their Lesser Other God is reduced to zero hit points or otherwise banished. The keeper should decide what creature serves each Lesser Other God, as appropriate. A

servitor creature does not have to be a member of a servitor race—some of these beings are tended to by members of independent races.

LESSER OTHER GODS, Minor Deities

char.	rolls	averages
STR	4D20	42
CON	1D100+20	70-71
SIZ	1D100+50	100-101
INT	varies, but usually 0	varies, but usually 0
POW	1D100	50-51
DEX	1D10	5-6
Av. Move	1D8-1	HP 85-86

Av. Damage Bonus: 8D6.

Weapon: Smash 60%, damage = db

Armor: varies, but zero hit points merely dispels them.

Spells: they are able to will servants and slaves to aid them, and each has at least one servitor to fetch for it; they may be without formal spells, being gods, since this might merely mean that they could use magic, but not teach it.

Sanity Loss: varies, depending upon how horrible or alien the Lesser Other God is.



OTHUUM, Great Old One. A black, glistening . . . heap of twisting, ropy tentacles and gaping mouths . . . the outlines of a slimy, alien face.

— Brian Lumley, "Rising with Surtsey".

Although Othuuum is never actually described, one of its servant creatures is. Othuuum may be seen as a larger version of its twisting, ropy-tentacled servants, covered in mouths, and with a single alien face somewhere in the center of the slimy squirming mass.

CULT: Othuuum has little human following, although it may be worshiped in connection with Cthulhu or other oceanic Mythos horrors.

OTHER CHARACTERISTICS: Othuuum is a lesser Great Old One who appears to be connected somehow with mighty Cthulhu. When slumbering Cthulhu is angered, he makes his displeasure known (through dreams and visions, perhaps?) to Othuuum, who then has the dubious task of righting whatever wrong has been inflicted upon his imprisoned master.

Othuuum's own influence and power fluctuate, becoming stronger when certain mysterious is lands rise from the dark depths of the ocean. The Great Old One first sends its minions to do its bidding, appearing only if specifically summoned, or if its minions have been defeated and their mission an important one. Otherwise, Othuuum dwells somewhere in the cold ocean depths, perhaps with Cthulhu and his children at R'lyeh, or perhaps in a deep one city.

ATTACKS & SPECIAL EFFECTS: in combat, Othuuum may attack all within 80 yards with its expandable tentacles. When struck by a tentacle, a victim is either crushed or held and drawn into the Great Old One's body where 2D10 of its many mouths bite.

OTHUUM, Oceanic Horror

STR 78 CON 83 SIZ 87 INT 21 POW 35
DEX 19 Move 20 squirm / 25 swim HP 85

Damage Bonus: +9D6.

Weapons: Tentacle 95%, damage 9D6 or Grapple

Bite automatic when Grappled, damage 2D10 per mouth per round

Armor: 15-point slimy hide.

Spells: all that deal with Cthulhu, deep ones, and other aquatic horrors, as well as any as desired by the keeper.

Sanity Loss: 1D6/1D20 Sanity points to see Othuum.

OTHUYEG, Great Old One. *The gray stone statue was as large as my palm and looked like a mass of tentacles surrounding a single cyclopean eye.*

— Crispin Burnham, "The Seven Cities of Gold".

The Great Old One Othuyeg, the Doom-Walker, is dark white in color, but is otherwise quite similar to the Great Old One Cyaegha. The relationship between the two Great Old Ones, if any, is unknown, although it seems certain that there is some link between them. Othuyeg dwells with its spawn somewhere beneath the midwestern United States in the fabled Seven Cities of Gold.

CULT: Othuyeg has a small human cult, mainly in the United States' midwest. It is detailed in *The Black Book of the Skull*, an obscure Mythos tome.

ATTACKS & SPECIAL EFFECTS: the Doom-Walker has the ability to cause localized earthquakes. When attacking, Othuyeg lashes out with 2D6 tentacles each round, crushing whatever it is able to grasp.

OTHUYEG, The Doom-Walker

STR 65 CON 111 SIZ 97 INT 21 POW 43
DEX 18 Move 20 / 12 burrowing / 20 flying HP 104

Damage Bonus: +9D6.

Weapon: Tentacle Crush 90%, damage = db

Armor: suffers only minimal damage from impaling weapons.

Spells: any, as desired by the keeper.

Sanity Loss: 1D10/1D100 Sanity points to see Othuyeg.

OUR LADIES OF SORROW, Unique Entities. *These are the Sorrows; and they are three in number, as the Graces are three, who dress man's life with beauty; the Parcoe are three, who weave the dark arras of man's life in their mysterious loom, always with colours sad in part, sometimes angry with tragic crimson and black; the Furies are three, who visit with retribution called from the other side of the grave offences that walk upon this; and once even the Muses were but three, who fit the harp, the trumpet, or the lute, to the great burdens of man's impassioned creations. . . . Let us call them, therefore, Our Ladies of Sorrow. I know them thoroughly, and have walked in all their kingdoms. Three sisters they are,*

of one mysterious household; and their paths are wide apart; but of their dominion there is no end.

— Thomas DeQuincey, "Levana and Our Ladies of Sorrow".

Our Ladies of Sorrow—or the Three Mothers—are three powerful entities, and three of Nyarlathotep's Million Favoured Ones. Mater Lachrymarum—Our Lady of Tears—is the eldest, followed by Mater Suspiriorum—Our Lady of Sighs – and finally the youngest Mater Tenebrarum—Our Lady of Darkness. They have inspired many legends, including that of the triple goddess, the fates, the gorgons, and Shakespeare's three weird sisters/daughters of darkness (witches).

The Sorrows have unusual and awesome powers. They may change their forms, and each has individual powers and dominion over different servant creatures. Individually they are powerful—together they are near-invincible. Perhaps the only way to truly slay the Ladies of Sorrow is to kill all three at once, otherwise each helps to bring back the others.

If encountered together, the Three Mothers have the unique ability of combining POW for attack or defense. Their combined POW is 200, which they can use to cast spells or defend themselves to deadly ends.

CULT: Our Ladies of Sorrow are worshiped by some in both the waking world and the Dreamlands who mistake them for true goddesses.

MATER LACHRYMARUM

Our Lady of Tears, the eldest of the three. In her natural state she appears as a withered old crone. She is deaf and dwells in lonely, quiet lairs. She is served by creatures of the earth: snakes, maggots and worms, and crawling insects. Mater Lachrymarum may deafen victims by overcoming their POW with her own on the Resistance Table. Our Lady of Tears holds dominion over the mind with spells like Cloud Memory, Curse of the Stone, Dominate, Enthrall Victim, Implant Fear, Mental Suggestion, Mesmerize, Mindblast, Mind Exchange, Pipes of Madness, Soul Singing, etc.



THE THREE MOTHERS

MATER SUSPIRIORUM: Our Lady of Sighs, the middle-sister. In her natural state she appears as a mature woman. She is mute and dwells in desolate, isolated lairs. She is served by creatures of the air and wind: birds, bats and flying insects. Mater Suspiriorum may strike victims mute by overcoming their POW with her own on the Resistance Table. Our Lady of Sighs holds sway over dreams, and knows spells such as Dream Vision, Nightmare, Send Dreaming, Send Dreams, Snare Dreamer, Wandering Soul, etc.

MATER TENEBRARUM: Our Lady of Darkness, the youngest of the three. In her natural state she appears as a beautiful young girl. She is blind and dwells in dark, hidden lairs. She is served by creatures of the dark: bats, rats, and spiders. Mater Tenebrarum may blind victims by overcoming their POW with her own on the Resistance Table. Our Lady of Darkness holds dominion over the flesh, and wields spells like Bind

Enemy, Cause Disease, Clutch of Nyogtha, Compel Flesh, Curse of the Putrid Husk, Flesh Ward, Melt Flesh, Pose Mundane, Shrivelling, Siren's Song, Spectral Razor, Steal Life, Stop Heart, Wither Limb, etc.

ATTACKS & SPECIAL EFFECTS: they all share certain common powers and abilities. They can all animate and control the dead, and are frequently found with zombies if confronted in their lairs. They may communicate among themselves telepathically, as well as read the minds of others (and read thoughts into others' minds). They may control or alter weather, create dense fog, and dampen or extinguish light sources at will. The Three Mothers also each possess the ability to fly or levitate, to move through solid objects, and to change their forms.



TEUTONIC IDOL
first century A.D., Lichtenau, Germany.

OUR LADIES OF SORROW, The Three Mothers

	Mater	Mater	Mater
char	Lachrymarum	Suspiriorum	Tenebrarum
STR	10	12	14
CON	75	75	75
SIZ	9	11	13
INT	28	23	18
POW	55	50	45
DEX	6	12	18
APP	4	11	18
HP	42	43	44
Move	6	8	8
db	+0	+0	+1D4

Weapons: Claw/Fist 75%, damage 1D4 + db
Any Weapon 75%, damage as per weapon

Armor: none, however any of the Three Mothers may grant themselves magical protection by expending 1 magic point per 1D4 points of armor, or heal themselves at a rate of 1D6 hit points per magic point expended.

Spells: see text listings above. Each may Summon and Bind any servitor race, as well as Contact Nyarlathotep. They may also Contact any other Great Old One or Outer God, as the keeper wishes. Any other spells as the keeper desires.

Sanity Loss: no Sanity loss to see Our Ladies of Sorrow in their human forms. If they reveal their true selves and power: 0/1D6 Sanity points to see Mater Lachrymarum; 0/1D4 Sanity points to see Mater Suspiriorum; and 0/1D2 Sanity points to see Mater Tenebrarum.

PHAROL, Great Old One.
The flame-limned lineaments of thy dark face
Ascowl with menacing cycloptic eye,
Seek not with frightful mind-deluding spell
Nor gnashing fangs and threatening
serpent-arms
Nor sensual, distracting dream-delights

— Richard L. Tierney "The Summoning of Pharol".

Pharol is a roughly humanoid being with a single eye and a mouth full of terrible fangs. Its multiple limbs are serpentine and its flesh deathly black. Flames cover Pharol's body and outline his terrible monstrous features.

CULT: Pharol has only a small cult of followers who offer up burnt offerings to their mad god. Sacrifices are generally humans who are burned alive in mighty pyres.

OTHER CHARACTERISTICS: Pharol leaves a scorched and blackened path behind as it moves, and sets flammable materials alight with a touch. No amount of water, sand, or chemicals may extinguish the flames that shroud the Great Old One, nor does a lack of oxygen. Those things it sets on fire may be extinguished normally, however. In confined spaces, Pharol's flames may use up all the available oxygen, causing investigators to pass out and eventually suffocate if not rescued.

ATTACKS & SPECIAL EFFECTS: Pharol may attack each round with up to six of its constricting, serpentine arms. Also, the Great Old One may bite a victim once per round.

PHAROL, The Fire Walker

STR 31 CON 87 SIZ 37 INT 20 POW 30
DEX 22 Move 12 HP 62

Damage Bonus: +3D6.

Weapons: Arm 90%, damage Grapple + 1D6 from burns—on next round squeeze for 3D6 + 1D6 from burns
Bite 75%, damage 3D6

Armor: 10-point thick hide. Fire, chemicals, and electricity do not harm Pharol.

Spells: any as desired by the Keeper.

Sanity Loss: 1D6/1D20 Sanity points to see Pharol.

QUACHIL UTtaus, Great Old One. *It was a figure no larger than a young child, but sere and shriveled as some millennial mummy. Its hairless head, its unfeatured face, borne on a neck of skeleton thinness, were lined with a thousand reticulated wrinkles. The body was like that of some monstrous, withered abortion that had never drawn breath. The pipy arms, ending in bony claws, were out thrust as if ankylosed in the posture of an eternal dreadful groping.*

— Clark Ashton Smith, "Treader of the Dust."

Quachil Uttaus' two legs are drawn tightly together and are as immobile as his arms. He is said to dwell in a dark limbo beyond time and space. Mentioned only in the exceedingly rare *Testament of Carnamagos*, Quachil Uttaus is interested in, attuned to, and possibly influences time, death, and decay.

CULT: Quachil Uttaus has no known cult, though occasionally wizards have called upon him to beg immortality.

ATTACKS & SPECIAL EFFECTS: when Quachil Uttaus is called, a shaft of gray light appears from above, focused on Quachil Uttaus' intended target: the victim cannot escape from this light. The god then swiftly, silently descends on the shaft of light, reaching toward the target. Unless summoned to grant immortality, Quachil Uttaus' touch causes near-instant aging and death, leaving a withered corpse or a pile of dust. He then departs the way he came, his small footprints in the remains the only trace of his visit.

Quachil Uttaus is an unforgiving god. In one instance it granted a summoner immortality, but because he had angered the Great Old One, the man was cursed to live forever in a sick, weak, withered old body.

QUACHIL UTtaus, Treader of the Dust

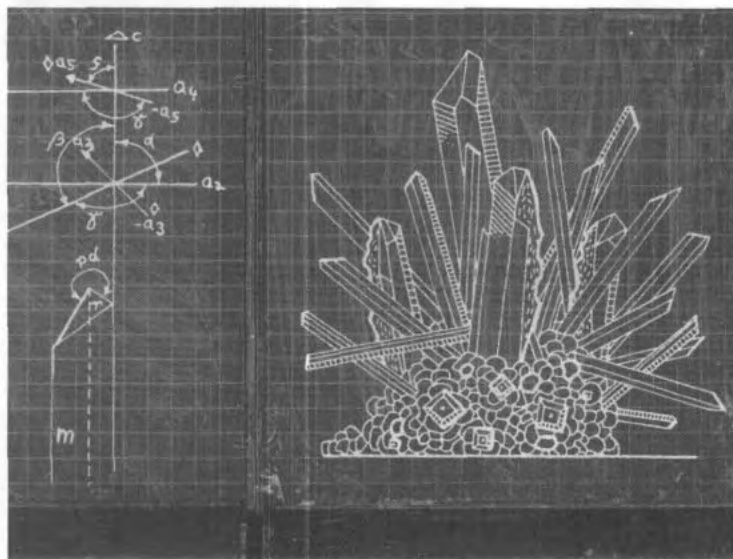
STR 12 CON 20 SIZ 6 INT 19 POW 35
DEX 3 Move special HP 13

Damage Bonus: N/A.

Weapon: Touch 100%, damage is instantaneous death

Armor: immune to all physical and magical attacks; upon attack, weapons instantly age to dust and dissolution.

Spells: as the keeper wishes, including any which have to do with life, death, time, and aging. Sanity Loss: 1D6/1D20 Sanity points to see Quachil Uttaus.



EXPULSION PROCEEDING PHOTO

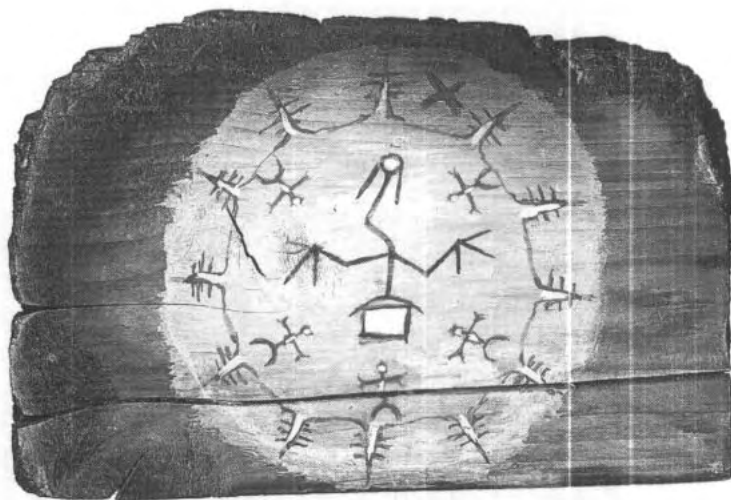
Photo from the files of the expulsion proceedings against Professor F. H. Ludwig of the University of Göttingen, (LUDWIG vs. U. GÖTTINGEN #P117), covered extensively by the German press in 1930

Q'YTH-AZ, Great Old One. *The alien mineral formation towered above the assembled group, a cluster of colossal crystals, glinting with an unnatural inner light. Shifting and growing—expanding and shrinking. Enormous faceted crystals sprouted like blossoms from the towering mass. An insane display of color and light sparkled and flashed through the looming, translucent entity. . . . From out of the formation swept long tendrils of sharp crystal, spreading frost-like across the ground. . . . Wherever a tendril touched a living thing, it caused the minerals to change—to take over. Every living thing touched was frozen into hard, glassy rock, preserved forever in mineral formations.*

— Scott David Aniolowski, "An Early Frost."

The alien dwells upon the distant, lightless world of Mthura. Q'yth-az can manifest and remain on Earth only when the sky is clear and Mthura's position is visible above the horizon. Any obstruction—heavy clouds, for example—prevent the Great Old One from manifesting or dispel it back to lightless Mthura.

CULT: Q'yth-az has no organized cult on Earth although it may be worshiped on distant worlds. In the modern era a few proponents of the New Age movement may unwittingly serve the Great Old One. Such individuals, frequently in contact with crystals and stones, may be duped into service by Q'yth-az through its psychic dreams and visions.



TABOO SIGN
from a region in central Africa

OTHER CHARACTERISTICS: this sentient crystalloid being has the ability to send its thoughts and influence through any mineral formations anywhere. Psychically sensitive humans can pick up on Q'yth-az's projected thoughts if they come into contact with crystal formations. Often the Great Old One's influence manifests in these sensitive people as dreams. The alien crystalloid can possess especially sensitive humans who have had prolonged exposure to crystals and use them as conduits to the Earth. Q'yth-az transforms and totally absorbs its human hosts when it manifests.

ATTACKS: it cannot move, however, it can extend and retract frostlike tendrils. Any living cells touched by these crystalline tentacles are transformed into solid mineral formations. Q'yth-az can also use its great size and weight to crush victims by putting out great clusters of sharp, heavy crystals and minerals.

Q'YTH-AZ, The Crystalloid Intellect

STR 200 CON 95 SIZ 115 INT 15 POW 25
DEX 6 Move 0 HP 105

Damage Bonus: +19D6.

Weapons: Tendril 90%, damage is transformation into crystal
Crush 80%, damage = db

Armor: 15-points of hard crystal. Additionally, Q'yth-az regenerates 1D10 hit points per round.

Spells: Q'yth-az utilizes spells which affect the mind (Mental Suggestion, Mesmerize, etc.), however, it may have any other spells desired by the keeper.

Sanity Loss: 1D8/5D10 Sanity points to see Q'yth-az.

RED FLUX, GOD OF THE, Great Old One.
There came a strange, high whine from behind. . . . The Red Flux had come to rest, and out of it issued the titanic lick that haunts my dreams, with its tatters of vaporous flesh and the flapping black streamers that whipped from it as it towered to the skies above.

— Donald Wandrei, "The Tree-Men of M'bwa".

CULT: this nameless being has no cult and no followers. It creates immortal zombie-servants and tree-men to do its mysterious bidding.

THE GOD'S CRAFT: this obscure Great Old One came to Earth in an extra-dimensional craft of changing, whirling red metal in the days before the Romans. The craft does not appear capable of departing the Earth, presumably trapping the nameless being on this planet. The weird alien and its ship rest in the center of a blasted and dead valley in central Africa, beyond the Mountains of the Moon. The soil in the valley is dead and gray, and nothing grows there except a circle of strange trees in the midst of which waits the red metal craft.

M'BWA & THE TREE-MEN OF M'BWA: anyone approaching the weird alien ship is immediately attacked by the Great Old One's zombie servant M'bwa. Legend holds that M'bwa was the first human to find the nameless god's dead and blasted valley in central Africa, and that he has been its undead servant for centuries. The strange tree-men offer no resistance to strangers.

TRANSFORMATION ATTACK: although M'bwa is capable of inflicting damage upon victims, his goal is to restrain them so that he may force his Master's strange tree-serum down their throats, turning them into the tree-men of M'bwa. Anyone swallowing the alien potion must match his POW against the liquid's POT of 25 on the Resistance Table. If the liquid's POT overcomes the investigator, he begins to transform into a tree-man. The transformation process is a long one. First, the victim's legs take root to the spot, effectively trapping him. Then, over slow decades, the serum transforms the victim into an ugly towering tree-man. If carried off by a rescuer within the first few days of transformation, the victim may be saved from this awful fate, although he will forever carry the tell-tale signs of his encounter in thick woody skin or root-like growths. If left for more than a week or so, the process is irreversible.

ATTACKS: the Great Old One only appears if its zombie servant is somehow destroyed, and then it either repairs and revives M'bwa, or creates a new zombie from a hapless investigator. Once a victim has become a servant of the Great Old One they are forever lost. Once it has revived or created a new zombie, the Great Old One returns to its alien craft.

The God of the Red Flux only becomes involved in combat if it absolutely must: its corruptive touch causes instant death if the victim's POW is overcome by 7D6 on the Resistance Table. Otherwise, the victim suffers the permanent loss of CON equal to 1/10 of the original 7D6 roll. Alternatively, the being may force a strange liquid down a victim's throat, turning him into

one of the tree-men. The victim must match his POW against the liquid's POT 25 on the Resistance Table. If the liquid's POT overcomes the investigator, he begins to transform into a tree-man.

GOD OF THE RED FLUX, Nameless Great Old One

STR 38 CON 43 SIZ 87 INT 20 POW 50
DEX 16 Move 12 HP 65

Damage Bonus: +7D6.

Weapons: Touch 75%, damage instant death or CON loss (see above).

Grapple 75%, hold and insert liquid on second round (see above).

Armor: none; however, impaling weapons do 1 point of damage, and all other weapons do half damage.

Spells: any, as desired by the keeper.

Sanity Loss: 1D2/1D20 Sanity points to see the nameless God of the Red Flux.

M'BWA, Zombie Servant of the God of the Red Flux

STR 27 CON 33 SIZ 11 INT N/A POW 13
DEX 18 Move 10 HP 22

Damage Bonus: +1D6.

Weapons: Grapple 45%, restrain
Claw 45%, damage 1D6 + db

Armor: none, but impaling weapons do no damage to M'bwa, and all others do only half damage. If reduced to zero hit points, M'bwa is revived by the God of the Red Flux unless there aren't enough pieces left.

Spells: none.

Skills: Dodge 75%, Hide 60%, Listen 80%, Sneak 90%.

Sanity Loss: 1/1D8 Sanity points to see M'bwa.

RHAN-TEGOTH, Great Old One. *An almost globular torso, with six long, sinuous limbs terminating in crab-like claws. From the upper end a subsidiary globe bulged forward bubble-like; its triangle of three staring, fishy eyes, its foot-long and evidently flexible proboscis, and a distended lateral system analogous to gills suggested that it was a head.*

— H. P. Lovecraft, "The Horror in the Museum".

This minor god ruled what is Alaska today, feeding on stringy hominids who ran squealing before his might. Perhaps as late as the last glacial cycle, Rhan-Tegoth entered into a deep hibernation from which he would not or could not wake. Rediscovered by modern men, most mistake the unmoving god for a ghastly statue. It was first discovered in the early 20th century by the owner of a London museum who later disappeared under mysterious circumstances. Later the being was sold to the Royal Ontario Museum in Toronto, Canada and mistaken for an Aleut carving.

Rhan-Tegoth may only be awakened with a special ritual found in the *Phakotic Manuscripts* and a few other Mythos tomes. Some sources claim that if Rhan-Tegoth is destroyed the Great Old Ones will be unable to wake, but the actual destruction of Rhan-Tegoth (or any of the Great Old Ones) seems beyond the scope of mankind.

The name Gnoph-keh is associated sometimes with this Great Old One. This is not the race of gnoph-keh, but an actual individual being.

CULT: in ancient times Rhan-Tegoth was worshiped by a primitive human people, perhaps of the Inuit. Since he has gone into hibernation, his cult has faded. The bestial gnoph-keh of the northern wastes may also have some relation with Rhan-Tegoth.

ATTACKS & SPECIAL EFFECTS: a fetid amphibian-like being, he requires blood sacrifices of at least SIZ 15 daily. To feed, he grasps a screaming victim and draws him or her into the mass of tentacles. There the tentacles begin to drain the prey of blood, organic fluids, and STR, 1 point per round. For every 2 such points, increase Rhan-Tegoth's CON by 1 to a maximum of 160 CON. Excess points are lost. A victim who survives such an attack thereafter has hit points equal to half his or her CON. Unfed, Rhan-Tegoth loses 2D6 CON each day until reaching 60, and then re-enters semi-permanent hibernation.

A sacrifice fully drained by Rhan-Tegoth is left flattened and riddled with hundreds of tiny puncture wounds. The blood and body fluids sucked out, only the crushed shell of the corpse remains. Seeing such a corpse costs 1/1D6 Sanity points.

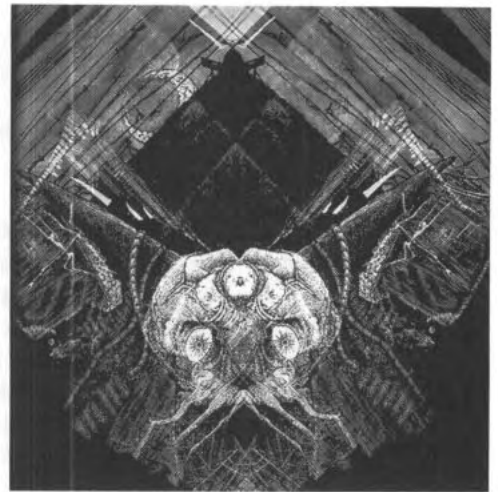
RHAN-TEGOTH, Terror of the Hominids

STR 40 CON 60* SIZ 30
INT 15 POW 35 DEX 15
Move 10 / 14 swim HP 45*

*base amount, increases as he feeds.

Damage Bonus: +3D6.

Weapons: Claw 80%,
damage 1D6 + db
Innumerable Tentacles
100%, damage 1 STR
drain + 1D3 acid
damage per round



WALL HANGING
Severn Valley, England. (Victoria & Albert Museum, London)



RELIEF FROM VIKING GRAVE
of unknown origin. (Statens Historiska Museet, Stockholm)

Armor: 10-point thick, slime-covered skin and tentacles. Also regenerates 1 hit points per round.

Spells: all, except those for the Outer Gods or Elder Gods and their minions.

Sanity Loss: 1D8/1D20 Sanity points to see Rhan-Tegoth.

R LIM SHAIKORTH, *Great Old One*. *Something he had of the semblance of a fat white worm; but his bulk was beyond that of the sea-elephant. His half-coiled tail was thick as the middle folds of his body; and his front reared upward from the dais in the form of a white round disk, and upon it were imprinted vague lineaments. Amid the visage a mouth curved unclearly from side to side of the disk, opening and shutting incessantly on a pale and tongueless and toothless maw. Two eye-sockets lay close together above the shallow nostrils, but the sockets were eyeless, and in them appeared from moment to moment globules of a blood-colored matter having the form of eyeballs; and ever the globules broke and dripped down before the dais. And from the ice-floor there ascended two masses like stalagmites, purple and dark as frozen gore, which had been made by this ceaseless dripping of the globules.*

— Clark Ashton Smith, "The Coming of the White Worm".



Abb.3

HUNTING SOCIETY POWDER HORN
Havana. (Private collection)

CULT: Rlim Shaikorth is rarely worshiped today but long ago was sought out and propitiated by Hyperborean wizards and certain mystical sects. The White Worm often devours worshippers. It has some connection with the Great Old One Aphoom Zhah.

OTHER CHARACTERISTICS: it dwells in a frozen citadel on an unmelting iceberg called Yikilth, which came down to Earth from the stars. Frozen Yikilth floats on the lonely northern seas around Greenland, occasionally entering the waters of

costal towns where Rlim Shaikorth seeks out worshippers. The presence of Yikilth causes temperatures to fall and frost to form on these towns. An extended stay causes plants and animals to freeze solid, and possibly humans as well. Those frozen by the White Worm never thaw out, remaining forever statues of ice. Yikilth may sometimes float into the seas of the Dreamlands.

ATTACKS & SPECIAL EFFECTS: the White Worm attacks by swallowing its prey, usually while the victims are asleep. Those swallowed by the Great Old One

can not be saved; they become one with the deity. Rlim Shaikorth also has the ability to freeze victims by matching its POW against the victim's. If overcome, the victim loses one CON point every round thereafter as he or she grows colder and colder. When the victim's CON has fallen to zero he or she is frozen solid, forever dead. Those who resist Rlim Shaikorth's POW lose 1D3 CON.

THE BLOOD OF RLIM SHAIKORTH: the blood of the Great Old One causes 1D10 points of damage per round, making injuring the god dangerous in itself.

RLIM SHAIKORTH, The White Worm

STR 25	CON 65	SIZ 25	INT 18	POW 20
DEX 12	Move 10			HP 45

Damage Bonus: +2D6.

Weapon: Swallow 75%, damage death

Armor: 10-point armor in blubbery flesh. Any piercing or slashing wounds cause a flood of deadly blood to pour forth, causing 1D10 points of burning damage each round. Water rinses away the caustic blood.

Spells: all Call and Contact spells, plus any other spells that the keeper desires.

Sanity Loss: 1D4/2D8 Sanity points to see Rlim Shaikorth.

R OBIGUS, *Great One*. *He had known that the Great Ones themselves are not beyond a mortal's power to cope with, and had trusted to luck that the Other Gods and their crawling chaos Nyarlathotep would not happen to come to their aid at the crucial moment, as they had so often done before when men sought out earth's gods in their home or on their mountains.*

— H. P. Lovecraft, "The Dream-Quest of Unknown Kadath".

Robigus is portrayed as a handsome, well-proportioned man seated in a throne of white fungus. He is flanked by a horse on one side and a wolf on the other, while upon his shoulder sits a small woodpecker. Robigus was known to the Romans as the god of rust. Robigus dwells in the Fungus Forest in the Dreamlands. There he is typically found surrounded by giant fungus, some of which produce eerie humming through the slow undulation of their caps, while others dance for their fungal monarch.

CULT: farmers occasionally make sacrifices to Robigus to ward off the effects of rust on their grain. Robigus is widely worshiped in the fungus forest of the Underworld by the goblins that reside there.

OTHER CHARACTERISTICS: Robigus is a congenial host to those who are respectful of him. The Great One freely answers dreamer's questions about the Dreamlands or provides them with simple favors if he has taken a liking to them. Robigus eagerly receives visitors to his fungal court. This Great One expects guests to participate in his festival, and those who

refuse or in some way offend Robigus are turned into giant dancing mushrooms with a wave of his hand.

ATTACKS & SPECIAL EFFECTS: victims of his transformation attack are allowed one chance to resist Robigus' POW with their own. Anyone trying to leave Robigus' court after being invited finds himself or herself transfixed by the Great One's eye and incapable of movement. Robigus can transfix only one person per round.

Those dreamers turned into dancing mushrooms remain this way until freed. This can be accomplished by reducing Robigus' hit points to zero, or bargaining with the Great One, asking him a favor and requesting him to un-transform his victims. Upon returning to the waking world, anyone turned into a mushroom suffers a minor side effect. A few days later, the investigator's home is infested with mushrooms in the carpets, mildew in the sinks, etc. These are all normal species and offer no real harm, but the rampant growth of the fungus should prove uncomfortable. The mycological assault continues until the investigator has his or her home sprayed with fungicide by a professional.

ROBIGUS, God of Fungus

STR 30 CON 21 SIZ 15 INT 15 POW 20
DEX 20 APP 18 Move 10 HP 18

Damage Bonus: +2D6.

Weapons: Fist 100%, damage 1D3 + db
Head Butt 100%, damage 1D4 + db

Armor: Robigus' flesh acts as 6-point armor.

Spells: the Great One may know any spells as the keeper desires.

Sanity Loss: there is no Sanity Loss for seeing Robigus.

SAAITII, Great Old One. *I saw it pale and huge through the swaying, whirling funnel of cloud—a monstrous pallid snout rising out of that unknowable abyss. . . . It rose higher like a huge pale mound. Through the thinning of the cloud curtain I saw one small eye . . . a pig's eye with a sort of hell-light of vile understanding shining at the back of it.*

— William Hope Hodgson, "The Hog".

Saaitii manifests as a swine-like horror with a bloated, cadaverous body covered in thick, wrinkled hide like a rhino's. The Great Old One has a dozen or more cloven-hoofed legs, a single tiny black eye, and three mouths full of boar's tusks and teeth beneath its pigish snout. This minor god dwells in an outer realm of darkness. He is dealt with in the *Sigsand Manuscript*.

CULT: Saaitii has no organized cult among men.

OTHER CHARACTERISTICS: the Hog's victims often act as a focal point for the Great Old One to enter this dimension. Saaitii's arrival is heralded by strange pools

and clouds of shadow and the sounds of far-off-squealing of swine.

POSSESSION: the Great Old One attacks its victims' souls, possessing them and dragging them off into its hellish lair where it devours them. Saaitii does this by first overcoming a victim's POW with its own. If successful, the Hog begins draining 1D3 POW from its victims each night. Once a victim's POW drops to zero he is dead, his or her soul devoured by the alien god.

Those who have been attacked in this way experience horrible and vivid dreams of descending into hellish labyrinths and darkness, and of the maddening sounds of countless howling, squealing swine. During such dreams the Great Old One's victim behaves strangely, falling into a comalike state and grunting like a hog. The eyes of Saaitii's dreaming victims remain partially open and filled with chilling terror. Once they enter the Great Old One's dream-escape nothing will wake a victim.

ATTACKS: it may attack by trampling its victims, biting with one of its mouths, or goring them with great tusks.

SAAITII, The Hog

STR 45 CON 75 SIZ 35 INT 20 POW 25
DEX 12 Move 10 HP 55

Damage Bonus: +4D6.

Weapons: Trample 80%, damage 3D10 + db
Bite 50%, damage 2D6
Gore 70%, damage 1D10 + db

Armor: 10-point thick hide.

Spells: Cloud Memory, Create Gate, Enthrall Victim, Implant Fear, Mesmerize, Mindblast, and any other spells that the keeper feels appropriate.

Sanity Loss: 1D8/1D20 Sanity points to see Saaitii.

SEBEK, Great Old One. *The long white robe concealed a body whose contours were elusively problematical. Taloned hands hung from swirling sleeves, and the jeweled fingers clasped a rod of gold, set with the seal of the Eye of Horus. The top of the robe terminated in a cape-collar of black; it stood, a stiffly hooded background for a head of horror. The head was awful. A slanted, saurian skull, all green and scaly on*



RELIEF FROM THE OBELISK OF AMON-NAGAR
(The Hermitage, St. Petersburg)

THE GODS OF EGYPT

I have written of Egypt before, how its history is blackened by the taint of the mythos, and how many powerful Mythos artifacts passed through its lands. Here I would discuss the gods of Egypt, evil monstrosities, many of whom were first worshiped in Stygia, some of whom seem to have disappeared from the face of the Earth in recent times.

Many of the greatest Mythos gods were worshiped in Egypt, though sometimes by unfamiliar names.

Nyarlathep appeared as many of his avatars: the Beast, the Black Pharaoh, the Faceless God. Incantations to these masks may still be found in old Egyptian tombs.

Yog-Sothoth was worshiped in Egypt too, as his avatar of Aton, the Solar Disk. His cultists were strong, and through their work he was eventually freed from his prison at Mount Sinai.

Hastur may have been worshiped as Set.

The tales concerning Bast are strange, for some name her Bubastis, a god of ghouls, a chewer of corpses. I suspect they refer to an entirely different goddess, but who can say for sure the Elder Gods are not our friends. The worship of Bubastis seems still to be active in Egypt.

And then there are countless lesser known deities.

Sebek is little known today, but he was a true Mythos deity who promised his followers rebirth upon Earth after death.

Kephri was likely an Elder God. He was the eternally reborn phoenix, an enemy of the Old Ones. He is rumored to have given light and knowledge to the earliest human kingdoms. He has not been seen for a thousand years.

Shai-urt-ab, the Worm of Destiny, was worshiped in Egyptian deserts. It seems related to the chthonians.

The truth is this: Many dead Egyptian gods still live. ♦♦♦

top; hairless, slimy, slick and nauseous. Great bony ridges socketed the embered eyes, staring from behind a sickening sweep of long, reptilian snout. A rugose muzzle, with great champing jaws half opened to reveal a lolling pinkish tongue and scummy teeth of stiletto-like sharpness.

— Robert Bloch, "The Secret of Sebek."

Once a god of Inner Egypt, Sebek is mostly unknown today. Sebek is discussed in detail in Ludvig Prinn's *De Vermis Mysteriis*.

CULT: the sect of Sebek worshiped their crocodile god as the source of life and immortality. Priests of Sebek believed that their god would guard them in their graves until a certain time when it would resurrect them and give them the gift of immortality. Sebek put curses upon the tombs of its priests to suffer against anyone who desecrated them. He is also known in the Dreamlands.

Only four mummies of Sebek's priests have ever been found, and all of those responsible for the discoveries died violent deaths. One man fell into the crocodile exhibit at the London Zoo, and another was

found with his throat torn out. The priests of Sebek wear elaborate crocodile masks in emulation of their god. The jaws of these masks are mechanical and can exert a vicious bite inflicting 1D8 hit points of damage. These masks are also equipped with breathing apparatus for swimming under water.

OTHER CHARACTERISTICS: the Great Old One has the ability to command all crocodiles, anywhere in the world. Sebek also has the power of resurrection. The Great Old One may fully restore a human to life and vitality by expending 1D10 magic points. Bodies dead not more than 100 years are restored to life instantly. Corpses over 100 years old take one minute per 100 years to awaken. For example, remains 2000 years old would arise fully revitalized in 20 minutes. Those brought back from the dead suffer the immediate loss of 1D20 Sanity points. Sebek does not require corpses be complete to resurrect—those parts missing regenerate. The reverse of the Resurrection spell has no effect on individuals resurrected by Sebek. Resurrected individuals look and act completely normal without any of the tell-tale signs of the Resurrection spell.

SEBEK, The Crocodile God

STR 75 CON 65 SIZ 19 INT 27 POW 27
DEX 25 Move 12 / 17 swimming HP 42

Damage Bonus: +5D6.

Weapons: Claw 85%, damage 1D4 + db
Bite 75%, damage 1D10 + db

Armor: 9-point thick hide. Sebek may also heal itself or its priests by expending one magic point per point healed.

Spells: any, as desired by the keeper.

Sanity Loss: 0/1D8 Sanity points to see Sebek.

SHABBITH-KA, **Outer God.** *Shabbith-Ka appears as a shapeless, roughly man-sized purplish aura, spitting and crackling with powerful electrical arcs. A sense of power, malignancy, and intelligence accompanies it. . . . Persons able to gaze at its form long enough can see a rudimentary face or faces within the glowing mass.*

— Jeff Moeller, "What Goes Around, Comes Around".

Shabbith-Ka is one of the many little known Lesser Other Gods. Unlike most of its kindred, however, Shabbith-Ka possesses intelligence and seems to appreciate worship. Shabbith-Ka is not mentioned in any standard Mythos tome, although the *Unaussprechlichen Kulten* makes an oblique reference to it in its brief reference to the demise of Pont-Voisly.

CULT: over 700 years ago primitive equatorial tribes worshiped Shabbith-Ka. Today, Shabbith-Ka has a small organized cult, calling themselves the Primal Song cult. Cultists are generally accomplished singers, and must sing the being's praises while in its presence, or be disintegrated by the alien god. Even for its worship, Shabbith-Ka does not deign to communicate with mere humans.

OTHER CHARACTERISTICS: Shabbith-Ka disintegrates any material with a touch, and can disintegrate its way through any terrestrial barrier with ease. Areas visited by the Outer God are forever stained with an unearthly purple which never fully fades away. Plants and animals which try to dwell or grow in the area become stunted, mutated things.

ATTACKS & SPECIAL EFFECTS: the Outer God attacks by engulfing any one victim at a time. Those engulfed suffer 6D6 points of damage per round as they are burned and disintegrated by unearthly energies. Those killed by Shabbith-Ka are left as purple husks which quickly dissolve into dust. The Outer God instantly attacks all present who are not successfully singing the spell which summoned it, or are prominently displaying the Elder Sign. Witnessing Shabbith-Ka disintegrate someone, or seeing the wrecked purplish husk of a victim costs 0/1D6 Sanity points.

SHABBITH-KA, Lesser Outer God

STR N/A CON 100 SIZ 20 INT 20 POW 30
DEX 6 Move 50 flying HP 60

Damage Bonus: NA.

Weapon: Engulf 90%, damage 6D6

Armor: none, however, weapons (both normal and enchanted), fire, acid, electricity, etc. are useless against the Outer God, passing right through it. Most other spells function normally against Shabbith-Ka. If reduced to zero hit points, Shabbith-Ka is dispelled back to Azathoth's court.

Spells: none.

Sanity Loss: 1/1D20 Sanity points to see Shabbith-Ka.

SHUB-NIGGURATH, **Outer God.** *"Iä! Iä! Shub-Niggurath! The Black Goat of the Woods with a Thousand Young."*

— H. P. Lovecraft, "The Whisperer in Darkness".

Shub-Niggurath is never met personally in Lovecraft's stories, but is often referred to in rituals and spells. It has been guessed that she is a perverse fertility deity.

In one of her few descriptions, Shub-Niggurath is said to be an enormous cloudy mass. This mass doubtless boils and festers. It is likely that parts of the mist coalesce at times, forming horrendous body parts, ropy black tentacles, slime-dripping mouths, or short writhing legs, ending in black hooves which may account for the titular reference to "goat". When she arrives, she may bud off dark young.

Recent information suggests that her milk may have remarkable properties, but keepers must establish this. Some possible effects of Shub-Niggurath's milk is gigantism, multiple limbs, and other birth defects, mental telepathy or other psychic powers, etc. The Black Goat's milk may also help awaken slumbering Great Old Ones. The keeper should decide what powers and effects the substance imparts.

CULT. worshiped extensively, she may have connections with druids and simi-



"BLACK GOAT"
by Wilhelm Lehmbruck, on display at the "documenta I" exhibit, Kassel, Germany, 1955, shortly before it was damaged by parties unknown. Lehmbruck took his own life at the age of 38 in 1919. (Lehmbruck Museum, Duisburg, Germany)

lar groups. Worshipers of Shub-Niggurath generally form into gangs or congregations, as do Cthulhu's cultists. Her emissaries and stand-ins, the dark young, may represent the aid she grants worshipers.

Summoned, Shub-Niggurath attacks nonworshippers present. She is often summoned specifically to accept sacrifices. Shub-Niggurath can be dismissed by those who know her summoning spell, and it is possible to hurt her enough to make her leave.

The Cult of Shubbe-Mig is a Shub-Niggurath cult. Insiders at New World Industries worship Shub-Niggurath and Nyarlathotep. Although not much worshiped there, the Black Goat sometimes slips into the Dreamlands.



ENGRAVING BY GUSTAVE DORÉ
c. 1880. (Private collection)

ATTACKS & SPECIAL EFFECTS:

Shub-Niggurath has dozens of tentacles, but only one can attack a given victim in a round. With a successful catch, the investigator is whipped to the goddess' body to be drained of body fluids by one of her many mouths, the bite permanently taking 1D6 STR from the victim per round.

While being drained, the victim is held absolutely helplessly,

and may not cast spells, expend magic points, or perform any act whatsoever except to writhe in pain and scream.

In battle against more powerful beings, Shub-Niggurath still attacks with one tentacle per opponent, but after a tentacle strikes it holds on, and a second tentacle attacks, and so on. Each additional successful attack permits a new mouth to begin to drain her gigantic victim.

Shub-Niggurath may trample beings of SIZ 60 or less. The trample attack is effective against all such beings in her path, which averages 10-20 yards across.

SHUB-NIGGURATH, The Black Goat of the Woods

STR 72	CON 170	SIZ 120	INT 21	POW 70
DEX 28	Move 15			HP 145

Damage Bonus: +11D6.

Weapons: Tentacle 100%, damage automatic catch

Trample 75%, damage = db

Bite 100%, damage 1D6 STR drained per round

Armor: Shub-Niggurath has no armor, but her slimy mist body is immune to physical weapons. Magical weapons, or fire,

electricity, or similar energies damage her normally. Her ropy tentacles and gooey vapors can rejoin, effectively allowing her to regenerate points of damage. Each magic point she expends enables her to heal 2 points damage.

Spells: Shub-Niggurath knows at minimum all spells pertaining to the Outer Gods; she is known to have imparted Create Gate, Curse of Azathoth, and Voorish Sign to favorites.

Sanity Loss: 1D10/1D100 Sanity points to see Shub-Niggurath.

■ **HE WHO WALKS BEHIND THE ROWS, Avatar of Shub-Niggurath.** *The animals are quickly sacrificed, and He Who Walks Behind the Rows appears where "The Tree of the Avatar" had been—a massive greenish bulk "with terrible red eyes the size of footballs". . . accompanied by an overpowering stench of "cornhusks dried years in some dank barn".*

— Kevin A. Ross, "Dark Harvest"

He Who Walks Behind the Rows is an avatar of Shub-Niggurath. It is similar to the Dark Mother but almost plant-like, of a green hue, with enormous red eyes, and smelling of cornhusks. It is a fertility god worshiped in the rural Iowa town of Oak Valley, and perhaps elsewhere. It dwells beneath the cornfields of Iowa in a complex labyrinth of tunnels and caves. These subterranean passages likely connect to those beneath Goatswood where the Keeper of the Moon-Lens dwells, and to Shub-Niggurath's home plane or lair.

CULT: the Cult of He Who Walks Behind the Rows uses a Moon-Lens in their dark and blasphemous rites, just as the Cult of the Black Goat in Goatswood, England does. There may be other Moon-Lenses and related cults elsewhere around the globe.

OTHER CHARACTERISTICS: He Who Walks Behind the Rows must manifests through "a tree of the avatar". This is a specially chosen tree: it must be an enormous gnarled and spooky-looking dead tree. Otherwise, it comes to the surface only when the full moon shines through an alien device known as the Moon-Lens—a large convex lens surrounded by an arrangement pivoting mirrors, high above the ground on a fifty-foot high metal pylon. When the moon shines through the Moon-Lens and onto a particular field, a great dark doorway opens up in the ground and He Who Walks Behind the Rows can then answer the summoning of its worshipers.

When this avatar accepts a sacrifice it swallows it whole and then returns to its dark subterranean lair where the victim is born out of the avatar, having suffered strange physical changes. Individuals drafted into the service of Shub-Niggurath are seldom seen again on the surface. The physically altered beings who emerge from the avatar are the gof'nn hupadgh Shub-Niggurath—the blessed of Shub-Niggurath.

ATTACKS & SPECIAL EFFECTS: He Who Walks Behind the Rows may attack with branch-like tentacles, a trample, or by swallowing victims whole.

HE WHO WALKS BEHIND THE ROWS, Fertility Devil-God

STR 65 CON 125 SIZ 97 INT 21 POW 70
DEX 20 Move 13 HP 111

Damage Bonus: +9D6.

Weapons: Tentacle 100%, damage = db or Grapple
Trample 85%, damage = db
Swallow automatic when Grappled, damage death
or transformation into one of the gof'nn hupadgh
Shub-Niggurath

Armor: He Who Walks Behind the Rows has no armor, but its plant-like body is immune to physical weapons. Magical weapons, or fire, electricity, or similar energies damage it normally. It regenerates 1D10 hit points per round.

Spells: He Who Walks Behind the Rows knows at minimum all spells pertaining to the Outer Gods.

Sanity Loss: 1D10/1D100 Sanity points to see He Who Walks Behind the Rows.

■ **GREAT GOD PAN, Avatar of Shub-Niggurath.**

We know what happened to those who chanced to meet the Great God Pan, and those who are wise know that all symbols are symbols of something, not of nothing. It was, indeed, an exquisite symbol beneath which men long ago veiled their knowledge of the most awful, most secret forces which lie at the heart of all things; forces before which the souls of men must wither and die and blacken, as their bodies blacken under electric current. Such forces cannot be named, cannot be spoken, cannot be imagined except under a veil and a symbol, a symbol to the most of us appearing a quaint, poetic fancy, to some a fooling tale. But you and I, at all events, have known something of the terror that may dwell in the secret place of life; manifested under human flesh; that which is without form taking to itself a form.

— Arthur Machen, "The Great God Pan".

The entity known as the Great God Pan is the male aspect of Shub-Niggurath. It is the wild, untamed forces of fertility and life. Like Shub-Niggurath, Pan is never described in its true form. Those who encounter it either die of fright or are driven hopelessly insane. This force does sometimes taken on a solid, substantial form of a human or the classic satyr figure. As a human it appears as young and very handsome or beautiful. In satyr form it is seen as a figure with the muscular upper torso of a young man and the legs and hooves of a goat. Its face is handsome and young-looking, like a teenage boy, but with a goatee, pointed ears, and small curved horns. Pan appears in satyr form most often in the Dreamlands.

CULT: Pan held an important place in the myths and religion of early men. He was worshiped as the god of nature and fertility with music and dancing, drinking of wine, love-making, sowing of seeds, etc. Those who

garnered Pan's favor were blessed with fertility and abundance, while those who angered the nature god incurred his ferocious wrath through violent storms and natural disasters. The Great God Pan in its true form is not worshiped by anyone.

ATTACKS & SPECIAL EFFECTS: in its true form, the Great God Pan's most effective "weapon" is its terrible visage. Any who see the true face of Pan must make a Sanity roll. Those who fail instantly die of fright, their faces contorted into hideous masks of horror. Investigators who make their Sanity rolls still lose 1D100 points of Sanity, and likely go insane.

In satyr form, Pan is famous for his pan pipes which he is never seen without. By playing these pipes, the god can bring any living being under its sway. For investigators that means a POW struggle. If Pan overcomes an investigator's POW with its own the investigator is hopelessly charmed, dancing and cavorting with the hoofed being, and bowing to its every whim. The spell is broken only when Pan leaves. Those who resist Pan in the POW struggle retain all their faculties and free will in the face of the Outer God. Pan may attempt to charm victims only once at each meeting.

In any form the Great God Pan has total control over all natural elements—animals, plants, weather, etc, and can use that power to deadly ends.

CHILDREN OF PAN: Pan sometimes mates with a human female. Such victims are left hopelessly insane, but bear the most beautiful yet haunting of children. They have normal human statistics, except always with maximum APP. They have the ability to cause madness and suicide by overcoming a victim's POW with their own. There is something wild and alien in the eyes of these individuals, otherwise they appear as normal humans.

GREAT GOD PAN, Father of Life

char.	Monstrous Form	Human Form	Satyr Form
STR	N/A	18	19
CON	N/A	24	29
SIZ	varies	16	15
INT	21	21	21
POW	70	70	70
DEX	N/A	16	20
APP	N/A	18	N/A
HP	70	20	22
Move	30	8	10
DB	N/A	+1D6	+1D6
Any Weapons	N/A	base%+35%/as per	
Fist	N/A	65%/1D3+db	65%/1D3+db
Hoof Kick	N/A	N/A	75%/damage 1D6+db

Armor: none. In its true form, only attacks which drain POW can harm Pan. In human or satyr form Pan may be harmed normally, although its true terrible form is revealed when reduced to zero hit points.

Spells: all dealing with fertility, life, death, nature & natural forces.

GOATSWOOD

I have written elsewhere of the Severn Valley, that collection of towns in Gloucestershire where Mythos monstrosities cluster together like maggots on a corpse. But there is one particular town within that valley, one village of such unusual horror that it must be addressed separately, and that town is Goatswood, or so my sources say.

Shub-Niggurath, that blasphemous goddess of fertility, is one of the most powerful gods in the Mythos if her constant invocation in magical spells is any indication. Yet despite that I have only come across references to one major center of cult worship (though I am sure others exist), and that is Goatswood. It has been a place of worship of the Black Goat since the Romans laid the first streets of the town.

An avatar of Shub-Niggurath lives beneath a hill near to Goatswood. The hill itself opens up to reveal secret paths within when a peculiar arrangement of mirrors known as the Moon-Lens is directed at the hill.

Within the hill lies a region said not to be entirely within our world. The Blessed of Shub-Niggurath roam these corridors, as does She Herself, in Her incarnation as the Keeper of the Moon-Lens.

What else might lie within these corridors, what devices of black and fertile power, what weapons that could be used against the Outer God Herself, I can not even speculate. Suffice to say the caverns beneath the hill of Goatswood represent one of the greatest incursions of Mythos horror into our world.

The Cotswolds lying about Goatswood are also a dark and dangerous place, and I would be remiss if I did not at least mention tales of Shan, Xiclotl, and Azathoth worshippers said to inhabit these hilly woods. ♦♦♦

Sanity Loss: in its true horrific form 1D100/death. There is no Sanity loss for seeing Pan in human form, and 0/1D4 in satyr form.

forward. The beak opened, and from it a voice issued—sibilant and high-pitched.

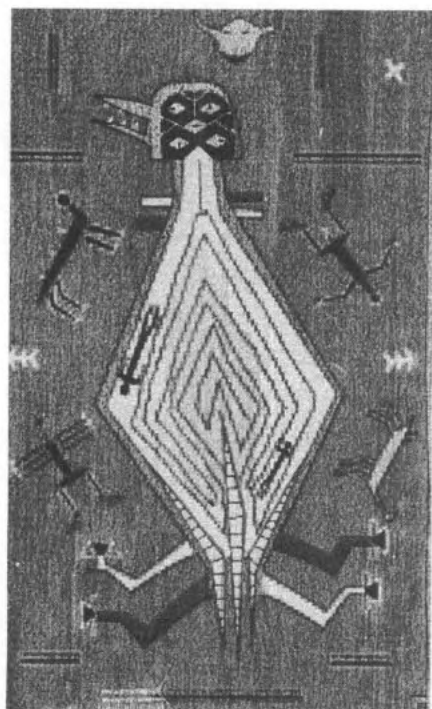
— Ramsey Campbell,
"The Moon-Lens".

■ **KEEPER OF THE MOON-LENS, Avatar of Shub-Niggurath.** *That pillar of white flesh supported on many jointed bony legs tipped with great circular pads. . . . It had no arms, merely three spines which dug into the ground. But the head was the worst formed of thick coils of white jelly, covered with watery eyes, and at the center was a huge toothed beak. . . . Those great yellow eyes peered in different directions, and all the coils were twisting and jerking, sometimes transparent so that he could see into the head. . . . The three spines moved with a grotesque rowing motion to heave the body*

The Keeper of the Moon-Lens is an avatar of the Dark Mother, Shub-Niggurath. This creature dwells in an expansive underground complex beneath the Goatswood area of England. These subterranean passages likely connect to those beneath Iowa where the He Who Walks Behind the Rows dwells, and maybe even into the Dreamlands.

CULT: the Keeper of the Moon-Lens is worshiped by the people of Goatswood, England in connection with their Shub-Niggurath adoration. The British cult is known as the Cult of the Black Goat, and has some connection to the American Cult of He Who Walks Behind the Rows. There may be other Moon-Lenses and related cults elsewhere around the globe.

OTHER CHARACTERISTICS: the Keeper comes to the surface only at certain times when the full moon shines through an alien device known as the Moon-Lens—a large convex lens surrounded by an arrangement pivoting mirrors, high above the ground on a fifty-foot high metal pylon. When the moon shines through the Moon-Lens and onto a particular hillside



NAVAJO CHIEF'S BLANKET

c. 1890. (Archaeological Research Collections, Museum of Indian Arts & Culture, Santa Fe, New Mexico)

THE JOURNAL OF SIR HANSEN POPLAN

AFRICA

Even on our own planet there are still mysteries: the bottoms of the oceans, frozen Antarctica, the highest mountain peaks, the plateaus of the Orient. And then there is Africa. Egypt provides the merest hint, and as I have written in the past, it is a stronghold of Mythos activity. What, then, may we find in the heart of darkness?

There is no doubt that Africa is filled with minor Mythos infiltrations. I am reminded in particular of the unfortunate case of one Arthur Jermyn, detailing how certain white apes of Africa may be too human.

In Hyborian times the sorcerous kingdom of Stygia ruled near what is now the Sahara, while the last serpent people kingdom of Yanyoga existed where Southern Rhodesia now lies. The artifacts and remnants which may still exist in these lands I tremble to think of.

They are nothing, though, compared to the two major Mythos infestations which I have tracked to Africa.

G'harne lies in the western Sudan; it is notable for being the home to the wicked chthonians, ruled over by the Great Old One Shudde-M'ell. They are imprisoned there by the power of the Elder Sign. The G'harne Fragments document this part of the Mythos.

Much less widely known is a certain secret valley that lies, up the Congo, past the Mountains of the Moon, on the way to Uganda. It is perhaps two miles wide, very circular, and covered by a gray soil. Rows of trees stand guard around a central structure, reddish in color, that constantly changes. This is the Valley of the Red Flux. It has existed since at least the time of Atlantis and is guarded by the zombie M'bwa.

The god of the Red Flux seems purely reactive, but I have suspicions about its motivations: that it is slowly building an army, that when the Stars are Right, they shall rise as one. ♦♦♦

or field, a great stone slab slides away and the Keeper can then answer the summoning of its worshipers.

When this avatar accepts a sacrifice it swallows the offering, holding it in its transparent, gelatinous head. The colossus retreats back into its dark subterranean lair where the victim is born out of the avatar, having suffered strange physical changes. Individuals drafted into the service of Shub-Niggurath are seldom seen again on the surface. The physically altered beings who emerge from the avatar are the gof'nn hupadgh Shub-Niggurath—the blessed of Shub-Niggurath.

ATTACKS & SPECIAL EFFECTS: the Keeper of the Moon-Lens can attack with its beak or crush a victim beneath its great and cumbersome bulk.

KEEPER OF THE MOON-LENS, Fertile Mother of the Hill

STR 55 CON 135 SIZ 95 INT 21 POW 70
DEX 16 Move 12 HP 115

Damage Bonus: +8D6.

Weapons: Beak 90%, damage 1D10 or swallow
Crush 75%, damage 1D6 + db

Armor: none, but the keeper takes no more than a single point of damage from any successful attacks with any weapons—two points on an impale. Fire, electricity, or magic can do normal

damage to the creature. This avatar of the Black Goat regenerates 1D10 hit points each round.

Spells: all spells dealing with the Outer Gods, as well as any connected with the forces of nature and the elements, and others as the keeper desires.

Sanity Loss: 1D10/1D100
Sanity points to see the Keeper of the Moon-Lens.

SHUDDE M'ELL, Great Old One. A great gray thing a mile long chanting and exuding strange acids... charging through the depths of the earth at a fantastic speed, in a dreadful fury... melting basaltic rocks like butter under a blowtorch.

— Brian Lumley, *The Burrowers Beneath*.

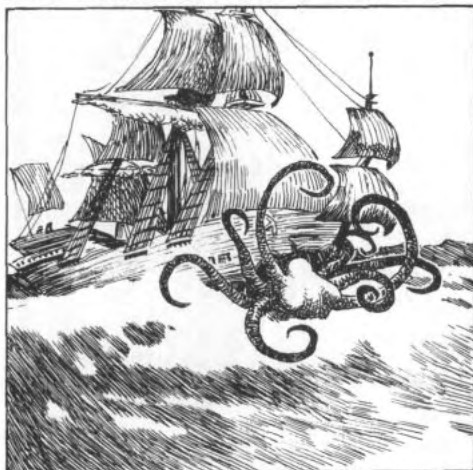


FRAGMENT FROM ROMAN SHIPWRECK
first-century, recovered at Cape Artemision.
(Museo Archeologico Nazionale, Naples)

He is pre-eminent among the chthonians and apparently is the largest and most evil of his kind. It is unclear whether he spawned the chthonians, or is simply the most powerful member of the race. According to legends he once was imprisoned beneath G'harne, but is

now free to wander the Earth with his kin.

EX LIBRIS KAPT. ROSA



BOOKPLATE WITH FLYING DUTCHMAN MOTIF
1901. (Kunsthistorische Galerie, Hamburg)

CULT: chthonians, Shudde M'ell among them, are not much worshiped by humans now, though druids are rumored to have done so in the past and remnant Stone Age tribes may continue the practice. Perhaps the races that built G'harne did so to honor Shudde M'ell. The Great Dark and the Matobi Cult are Shudde M'ell cults.

ATTACKS & SPECIAL EFFECTS: by himself, Shudde M'ell can cause a local earthquake of shocking intensity. In conjunction with other chthonians, he can create very strong earthquakes of regional size, strong enough to topple buildings or destroy bridges.

If Shudde M'ell attacks directly, a vast hole opens up, accompanied by a terrible chanting noise and slobbering, sucking sounds. Everything over the hole, which is at least 1D10+10 yards across, is sucked in and destroyed. Chthonians then pour out of the hole and attack survivors.

SHUDDE M'ELL, the Burrower Beneath

STR 90	CON 80	SIZ 120	INT 20	POW 35
DEX 15	Move 8 / 8	burrowing		HP 100

Damage Bonus: +12D6.

Weapons: Tentacle 100%, damage 6D6 + 1D6 CON drain
Crush 90%, damage = db to all within 12 yards radius

Armor: 8-point skin; regenerates 5 hit points per round.

Spells: knows all spells the keeper finds appropriate; has taught many concerning the Great Old Ones and servitor races.

Sanity Loss: 1D3/1D20 Sanity points to see Shudde M'ell.

STAR MOTHER, Outer God. *The Star Mother herself is a chunk of yellow-green stone about the size of an infant. Its shape suggests a plump, huge-breasted, faceless female figure. From it extend dozens of pencil-thin root-like strands. . .*

— Kevin A. Ross, "Dead in the Water".

CULT: the Star Mother is one of the Larvae of the Other Gods. It has no cult, although it is served by its zombie slaves.

OTHER CHARACTERISTICS: the Star Mother is an intelligent creature who has come to Earth. It can attack at great distances with the thin strands or with its larger tentacles. The Star Mother may also animate corpses to do her bidding. It also has magical capabilities. She dwells in an old sunken sailing ship, its tentacles and strands spread throughout the rotting hull like some malignant, parasitic plant. She is capable of attacking with these roots, can animate the corpses of the long-dead ship's crew, create fog banks, and has the ability to raise or sink the ship at will. Certain tales of ghost ships may be attributed to this entity and its sunken lair.

THE SHIP: the Star Mother's ship is the rotting hull of an eighteenth century two-masted sailing vessel. Huge holes gape in the ship's hull, and rotting boards jut randomly from the sides. Bits of rope and ghostly shreds of rotted sail trails from the ship's broken foremast. The deck is warped and weakened in places by gaping holes. Ragged slimy membranes of luminous yellow-green plant-like material and heavier, vine-like growths sprout from the ship. Seeing the hell-ship costs 1/1D6 Sanity points.

The hold of the ship is a nightmare realm of decay and sickly yellow-green alien growths. Piles of mud and yellow-green sludge are everywhere, and the stench of decomposing flesh chokes the hold. From the Star Mother spread countless small vines, as well as the thin strands and larger tentacles. These growths reach into the rotting wood of the hull like roots. Human corpses—victims of the Star Mother—lie crumpled on the floor of the hold, penetrated by her feeding roots. Such victims appear shrunk, covered in luminous yellow-green silt, and cemented to the floor of the hold. The Sanity loss for viewing the hold is 1D3/2D6 points.

To raise its sunken lair from the bottom of the ocean floor, the Star Mother need only expend ten magic points. The rotting ship surfaces in about ten minutes. Small boats directly above the ghost-ship when it surfaces are destroyed—larger ships may be scuttled. Anyone on board such luckless vessels suffers 1D10 points of damage and is thrown overboard. Anyone seeing the ghostly yellow-green ship rising from beneath the waves loses 1/1D4 Sanity points in addition to the normal 1/1D6 Sanity loss for getting a good look at the hell-ship. The Star Mother needs expend just one magic point to submerge its ship, which slips beneath the waves in 3D4 rounds.

TENTACLES: the Star Mother has seven thin tentacle strands and three larger, thick tentacles. The thin strands each have a STR of 4 and 7 hit points. The

large tentacles each have a STR of 8 and 10 hit points. Impaling weapons do only half normal damage to either type of tentacle. In addition to any constriction damage done by a tentacle, the victim must first make a successful POW vs. POW struggle against the Star Mother or be jolted by an alien vision from her memory. This causes 1D6 points of additional damage and a loss of 0/1D4 Sanity points. Once all her tentacles are destroyed, the Star Mother must defend herself with animated corpses and magical spells. Her tentacles regenerate within 2D10 + 4 hours.

This psychic shock can also be delivered to anyone touching or striking the Star Mother, whether using bare hands or a hand-to-hand weapon.

ARTIFICIAL FOG: the Star Mother can generate an artificial fog, requiring five magic points and five minutes to initiate. Once started, the fog spreads from the Star Mother's ship in every direction at a rate of 25 feet per round, to a maximum of 750 feet. The fog dissipates normally, at a rate of 25 feet per round. Fog can be created multiple times with cumulative effects. The fog is thickest and visibility the poorest at the center, around the ghost-ship.

POWER THROUGH SUFFERING: she grows stronger through human suffering. Half of all SAN and hit point losses suffered with 100 feet of the Star Mother's ship are converted to magic points and added to her current total. Magic points never exceed the Star Mother's current POW. If during any one round she should gain ten magic points she instead converts them to a single point of permanent POW which is then added to her total.

STAR MOTHER, Goddess of the Ghost-Ship

STR 8 CON 30 SIZ 2 INT 15 POW 35+*
DEX 5 Move 0 HP 16

*(see above for note on POW)

Damage Bonus: N/A.

Weapons: Thin Tentacle Strands 20%, damage 1D2 per round plus Psychic Shock.

Large Tentacles 50%, damage 1D6 per round plus Psychic Shock.

Armor: 8-point chitinous shell. Note that because the Star Mother cannot move by itself, all physical attacks against her receive a bonus of +25% added to the chance to hit. The Star Mother can restore lost hit points at the rate of one hit point per magic point expended.

Spells: Create Zombie, Grasp of Cthulhu, Mental Suggestion, Power Drain, Wave of Oblivion, plus others as the keeper desires.

Skills: Detect Human Life Force 55%.

Sanity Loss: 1/1D6 Sanity points for seeing the Star Mother's ghost-ship; 0/1D4+1 Sanity points to see the Star Mother.

have a mouth. . . . His face was blank beneath the eyes and nose. His waistcoat slid to one side near the bottom and a long, white, tapering tentacle with a blood-red tip slid into view.

— Brian Lumley, "What Dark God?"

Summanus is a minor Great Old One who appears as a very tall, thin man with chalky-gray skin and no mouth. A single tentacle sprouts from Summanus' abdomen, used for feeding. Good information about Summanus can be found in an exceedingly rare tome called *The Tuscan Rituals*.

CULT: Summanus has a very small organized human cult based in Italy, Il Sangue Fratelli de Summanus—the Blood Brothers of Summanus. A larger sect worships Summanus in the Dreamlands.

TRANCE: Summanus may put a victim into a strange trance by overcoming the person's POW with his own on the Resistance Table. An overcome victim is fully conscious and aware of his or her surroundings yet unable to move at all. The Great Old One may put as many people under his trance as he desires, as long as they are visible and within fifty feet. Victims are freed from Summanus' trance only when the Great Old One releases them, or if he is driven off.

ATTACK: when the Great Old One feeds or takes a sacrifice, its tentacle slices into its victim's flesh, draining him or her of all blood.

SUMMANUS, The Walker in Darkness, Monarch of the Night

STR 24 CON 63 SIZ 17 INT 20 POW 25
DEX 16 Move 9 HP 40

Damage Bonus: +2D6.

Weapons: Tentacle 100%, damage 1D3 first round -1D4 STR drain each round thereafter.

Claw 100%, damage 1D6 + db

Armor: Summanus suffers only minimum possible damage from all weapons, plus he is capable of regenerating one hit point per magic point expended.

Spells: Summanus knows most Summon, Bind, and Contact spells, as well as any others the keeper desires.

Sanity Loss: 1/1D8 Sanity points to see Summanus.



CALENDAR PAGE OF THE TUSCAN SECT
1927. (Private Collection)

SUMMANUS, Great Old One. *His ears were thick and blunt and his eyebrows were bushy over the most penetrating eyes. . . . He did not*

SUMMANUS & OUR GODS

What do we worship? Is there any true divine inspiration in the universe? In our world, which we few open-minded academics know to be populated by Elder Gods, Great Old Ones, and Outer Gods, the answer is a maze of contradictions.

Tomes of the Mythos reveal that Great Old Ones and Outer Gods have many times hidden behind the masks of humanity's own deities. Yig is related to Quetzalcoatl and Kukulcan. Hastur may have been Set.

Even the Elder Gods seem not to be above this practice, as is amply proven by the myths of Bast and Nodens, integrated into the myths of the Egyptians and Celts, respectively.

So that leaves us the question: Are any of our gods real, or are they all reflections of these dark forces that rule the physical universe?

My meanderings today were brought on by a minor god named Summanus. Like so many others, I had thought him a myth, but now I have learned he is frighteningly real.

Summanus is remembered as a minor Roman god, a sort of nocturnal Jupiter. He controlled the night sky and the thunderbolt.

Summanus had a temple near the Circus Maximus. It was built during the 3rd century B.C. as part of a war. Now, knowing the truth of Summanus, I shudder at what secrets may be buried in that long-dead temple.

The temple was dedicated on June 20, and that has become Summanus' holy day. His worshipers eat sacrificial cakes made into the shape of a wheel on that day though of what they are composed I would not wish to speculate.

The awful truth is this: Summanus is real and a Great Old One. I have found mention of him in the Tuscan Rituals, and so I have discovered that another of the gods of Earth is one of Them. I fear we may have no gods of our own. ♦♦♦

TAMASH, Great One. *Tamash is a master of illusion and can create apparitions and hallucinations with precision.*

— Sandy Petersen, *Field Guide to Creatures of the Dreamlands*.

Tamash's statues show him with silver skin and coal-black hair and beard. He is small, but well-muscled. He wears a robe of cloth-of-gold and carries a staff of lapis lazuli. Tamash is crowned with gilded laurel.

CULT: as with Zo-Kalar and Lobon, Tamash's cult has diminished with Sarnath's destruction. However, as he is patron of wizards, he will always have worshipers.

OTHER CHARACTERISTICS: Tamash is a master of illusion. He can create and maintain one or more illusions filling a total volume of no more than a cubic mile. These illusions are dispelled by touch. Illusions that cause Sanity loss (such as the sight of Azathoth) can be created, but the victim is considered to automatically succeed at his SAN roll.

TAMASH, God of Illusions

STR 35	CON 40	SIZ 10	INT 17	POW 40
DEX 21	APP 20	Move 10		HP 25

Damage Bonus: +2D6.

Weapon: Staff 85%, damage 1D8 + db

Armor: at will, Tamash can invoke divine sanctity, which acts as 10-point armor.

Spells: illusion powers, and knows all Contact Deity spells for his fellow Great Ones, as well as for Nyarlathotep. Knows all non-Summon, non-Bind, non-Contact, and non-Call magic spells native to Earth's Dreamlands.

Sanity Loss: it costs no Sanity points to see Tamash.

TRU'NEMBRA, Outer God. *And then I thought I heard a shriller, steadier note that was not from the viol; a calm, deliberate, purposeful, mocking note from far away in the West. . . . Unimagined space alive with motion and music, and having no semblance of anything on earth.*

— H. P. Lovecraft, "The Music of Erich Zann".

Living sound, Tru'nembra manifests as disembodied, outré haunting music. Covering or plugging the ears is ineffectual against Tru'nembra, its attacks, and the Sanity loss associated with the Outer God. Even the deaf are not immune.

CULT: a few lone madmen worship Tru'nembra. The Outer God's followers are generally mad musical geniuses who have sought out or been drawn to the

attention of the alien entity because of their remarkable talent.

Once a musical prodigy has attracted the attention of Tru'nembra the Outer God visits him, singing songs in his head. The Outer God's protégé gains further musical knowledge and skill but loses sanity from Tru'nembra's visits, often becoming obsessed with the Angel of Music and the songs which it sings to him. Ultimately the musician is taken away to the court of Azathoth where he can eternally play for the Demonic Sultan and its courtiers. Sometime Tru'nembra physically takes a victim to the court of chaos but often only the victim's soul is carried off, leaving the lifeless body behind, still performing the beloved music even in death (witnessing this calls for a Sanity roll and the loss of 1/1D8 Sanity points).

ATTACKS & SPECIAL EFFECTS: the Outer God attacks with a sort of sonic wave powerful enough to cause physical damage at a rate of 1D10 hit points per round to everything within a 100 yard radius. Typical effects of this attack are cracked windows, rupture of minor blood vessels, etc. Prolonged exposure is fatal. Tru'nembra can also emit a sonic blast which inflicts 1D100 hit points of damage to a single target. The effects of such an attack could be as devastating as twisted steel, or shattered bones. Tru'nembra's attacks cannot be Dodged.

Tru'nembra moves at the speed of sound. Because it has no physical body the Outer God is impervious to all corporeal attacks. Certain spells which affect INT or POW may harm the entity and devices which affect sound waves may harm or stave off the Outer God. A musician could temporarily ward off Tru'nembra with his music if he or she could play or sing the right chords.

TRU'NEMBRA, The Angel of Music

STR N/A CON N/A SIZ N/A INT 14 POW 60
DEX N/A Move speed of sound HP 60

Damage Bonus: N/A.

Weapons: Music automatic, damage 1D10 each round in a 100 yard radius

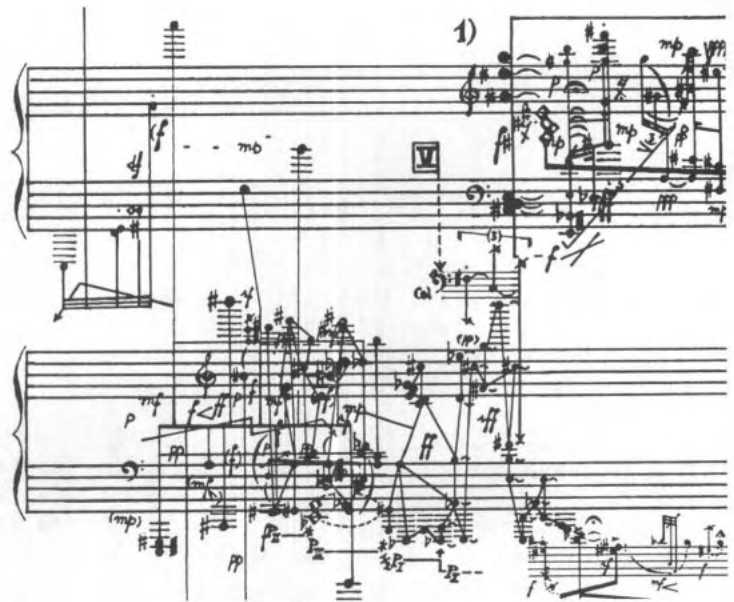
Sonic blast 75%, damage 1D100

Armor: none, however as living sound Tru'nembra can be harmed only by spells which affect INT or POW, or by mechanisms which affect sound waves.

Spells: none.

Sanity Loss: 1/2D10 Sanity points to hear or experience Tru'nembra.

TSATHOGGUA, Great Old One. He discerned in a dark recess the formless bulking of a couchant mass. And the mass stirred a little at his approach, and put forth with infinite slothfulness a huge and toad-shaped head. And the head opened its eyes very slowly, as if half awakened from slumber, so that they were



FROM THE SHEET MUSIC OF E. ZAHN
permanent exhibition (Brooklyn Academy of Music, New York).

visible as two slits of oozing phosphor in the black browless face.

— Clark Ashton Smith, "The Seven Geases".

He dwells in the black gulf of N'kai, where he first arrived on Earth from Saturn. He is one of the less malevolent beings of the Cthulhu Mythos, though still terrible. Tsathoggua is usually represented as having a fat furry body and a toad-like head with bat-like ears and fur. His mouth is wide and his eyes always are half-closed, as if sleepy. It is also said that he can freely change his shape.

CULT: Tsathoggua was worshiped by serpent people and the furry subhuman voormis in ancient times, and by sorcerers and wizards in later times. He has given magic gates and spells to the faithful in the past. He is served by a race of entities known, for lack of a better name, as the formless spawn, as well as his larger "children", the scions of Tsathoggua. They dwell in N'kai and in his temples.

OTHER CHARACTERISTICS: if Tsathoggua is encountered, he has a 50% chance of being hungry, or the keeper may prefer



TITLE PAGE OF AN EXHIBITION CATALOG
(Gods & Idols, Archaeological Discoveries from South America),
Berlin, 1913.

THE JOURNAL OF SIR HANSEN POPLAN

TSATHOGGUA

The history of Tsathoggua and his spawn is an interesting one, and it underlines the fact that we are just one of many races in the universe. Even the Great Old Ones are not necessarily unique entities, but rather seem to be members of species that are much more evolved than we; so Tsathoggua proves.

If the Parchment of Pnom is to be believed, Tsathoggua eventually traces his lineage to the primal Outer God, Azathoth. Azathoth begat Cxaxukluth by fission. Then Cxaxukluth begat Ghizguth by itself. Then Ghizguth begat Tsathoggua by Zstulshemgni.

Tsathoggua dwelled for a time on ringed Saturn, or Cykranosh as it was called in Hyperborean times. I have written in the past of how little we know our solar system, using Uranus as an example. It seems that we do not know all the secrets of Saturn either. The Book of Eibon tells of mercurial lakes, greenish-black skies, and black vegetation. This is in sharp contrast to the Saturn described by scientists, who do not even admit to a solid surface. It is notable that Tsathoggua's relatives may still dwell on Saturn, among them his uncle, Hzioulquoigmnzhah.

After leaving Saturn Tsathoggua traveled to N'kai, then Hyperborea, then returned to N'kai after the Ice Ages began.

Tsathoggua seems to have many descendants and followers. The best known is probably Ossadagawah, whom Tsathoggua begat by Shathak.

And that is not the limit of Tsathoggua's progeny, for there are also his Formless Spawn, dwelling in dark N'kai, and his so-called "Children", elephantine monstrosities. Whether these are true offspring or simply servitors is unknown, but the most important fact is this: Tsathoggua represents an entire species inimical to humanity. ♦♦♦

to ask for a Luck roll from the investigator who enters first. If Tsathoggua is not hungry, he ignores the investigators and pretends to be asleep.

Those who anger or somehow offend Tsathoggua may be later stalked and attacked by the terrible scions of Tsathoggua, or one or more of the fluid formless spawn.

ATTACKS & SPECIAL EFFECTS: if hungry Tsathoggua grabs an investigator and pulls the victim to him: in each following round the character loses one point from each characteristic until they are gone or until Tsathoggua is driven

off. The victim will be in great agony, with acid burns, vitriol running through his veins, body punctures everywhere, etc. In this case, a full month of hospital care restores one point to each characteristic.

TSATHOGGUA, the Sleeper of N'kai

STR 50	CON 120	SIZ 30	INT 30	POW 35
DEX 27	Move 24			HP 75

Damage Bonus: +4D6.

Weapons: Tentacle 100%, damage Grapple

Characteristics Drain 100%, damage 1 point per characteristic per round.

Armor: regenerates 30 hit points per round from wounds and punctures, but fire, electricity, and other such forces have normal effects on the monstrous god.

Spells: he may Summon his formless spawn or his scions at will. Other broad magical powers, as befits a Great Old One; he is recorded as having taught Create Gate and various Summon/Bind spells to humans.

Sanity Loss: 0/1D10 Sanity points to see Tsathoggua.

TULZSHA, Outer God. A belching column of sick greenish flame . . . spouting volcanically from depths profound and inconceivable, casting no shadows as healthy flame should, and coating the nitrous stone with a nasty, venomous verdigris. For in all that



PACKAGING OF AN OUTLAWED FIREWORK
manufactured in China, early twentieth century.

seething combustion no warmth lay, but only the clamminess of death and corruption.

— H. P. Lovecraft, "The Festival".

At the court of Azathoth it is a blazing green ball of flame, dancing with brethren Outer Gods before the Daemon Sultan. Called to our world, it assumes a gaseous form, penetrates the planet to the core, then erupts from below as a pillar of flame. It cannot move from where it emerges.

CULT: a few pockets of cultists worship this obscure entity, generally in subterranean temples, and especially during equinoxes, solstices, and important conjunctions. Tulzscha thrives on death, corruption, and decay.

ATTACKS & SPECIAL EFFECTS: Tulzscha attacks with a gout of green flame. It is effective at 50 feet or less; 1 attack per round. The gout of green fireballs may be Dodged. With a successful attack, the target ages 2D10 years. The target needs CON x5 and POW x5 rolls on 1D100, with the losses expressed as 1/1D6 CON and 1/1D6 POW, respectively. A second POW x5 roll is necessary, as well; failing it, roll 1D6 1-2 = lose 1 STR; 3-4 = lose 1 DEX; 5-6 = lose 1 APP.

TULZSCHA, The Green Flame

STR 60 CON 36 SIZ 78 INT 15 POW 15
DEX 12 Move 0 on surface HP 57

Damage Bonus: N/A.

Weapon: Flame Gout 80%, damage special (see above)

Armor: none, but immune to impaling weapons and to heat, cold, acid, and electricity. Explosives and all other physical attacks do minimum damage. Magic affects it normally, but Tulzscha can only be driven away by reaching zero hit points.

Spells: those in the Cthulhu rules, as the keeper wishes.

Sanity Loss: 1D3/1D20 Sanity points to see Tulzscha.

UBB, Unique Entity (Yugg Greater Servitor). *The Father of Worms . . . even undying and putrescent Ubb, leader and progenitor of the dreaded Yuggya—the Borrowers Beneath—the loathly and prehuman servitors of [Ythogtha], who squirm and slither in the slimes about His feet.*

— Lin Carter, "Out of the Ages".

Ubb, like its fellow yuggs, is a large aquatic, chthonian-like entity, pale gray and slug-like with a large sucker-mouth full of horn-like teeth and ringed with tentacles.

Ubb dwells in the cold fastness of the Pacific Ocean with the rest of its race. The yuggs are said to guard their god, the Great Old One Zoth-Ommog, whose tomb, legend tells, lies at the bottom of a abyssal trench near the island of Ponape.

CULT: while not an actual deity, Ubb is worshiped by his yuggs and by certain mad humans who seek him

out for power. Ubb may one day evolve into a Great Old One.

ATTACKS: the Father of Worms attacks by biting and holding on, sucking body fluids from its victim at the rate of 2D10 points of STR per round. Ubb continues to hold on and drain fluids until its victim is dead or Ubb has been driven off somehow. Victims who survive Ubb's attack regenerate STR at a rate of one point per week of bed rest. Ubb may also crush victims beneath its bulk by rearing up its front end and crashing down on them. Ubb's crush attack covers an area eight yards in diameter. This entity can destroy piers and swamp small boats this way.

Insurance fraud or unknown Hazard from the deep?



THE WRECK OF THE SCYTHIA
as printed in the Portsmouth Gazette, 1912

UBB, The Father of Worms

STR 51 CON 33 SIZ 49 INT 19 POW 25
DEX 10 Move 2 / 8 swimming HP 41

Damage Bonus: +5D6.

Weapons: Bite 75%, damage 2D6 + 2D10 STR drain

Crush 65%, damage = db

Armor: 8-point thick, rubbery hide.

Spells: Contact Yuggs, Contact Zoth-Ommog, Summon/Bind Yugg, and any other as desired by the keeper.

Sanity Loss: 1/1D8 Sanity points to see Ubb.

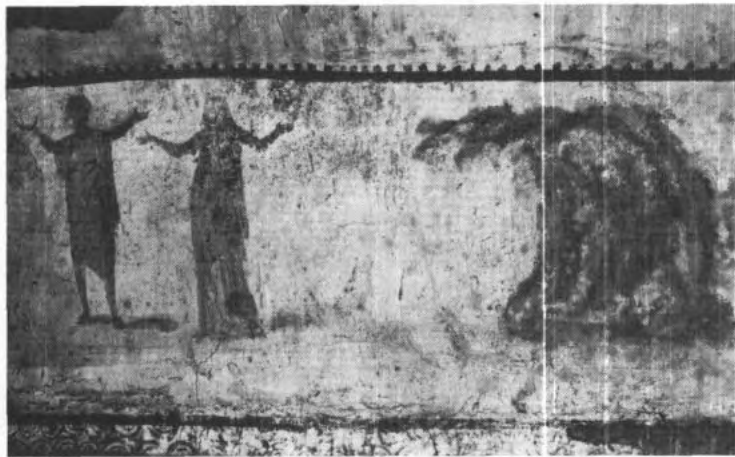
UBBO-SATHLA, Outer God. *There, in the gray beginning of Earth, the formless mass that was Ubbo-Sathla reposed amid the slime and the vapors. Headless, without organs or members, it sloughed off from its oozy sides, in a slow, ceaseless wave, the amoebic forms that were the archetypes of earthly life. [About it] there lay the mighty tablets of star-quarried stone that were writ with the inconceivable wisdom of the premundane gods.*

— Clark Ashton Smith, "Ubbo-Sathla".

This god dwells in a cold, dank cavern, and never leaves its lair unless called or disturbed. The grotto can be entered through deep fissures in the Antarctic ice or through secret entrances from the Cold Waste of the Dreamlands. Other routes may exist.

CULT: Ubbo-Sathla has no human cult, although the mi-go and other alien races may worship it. The *Book of Eibon* and the *Necronomicon* mention this god.

OTHER CHARACTERISTICS: the Unbegotten Source may have spawned the prototypes of all earthly



WALL PAINTING
in the Priscilla Catacomb, Rome, mid-fourth century.

life, an idea also whispered of about the elder things. It was from Ubbo-Sathla's tissues that the elder things created their dread shoggoths. Within the grotto of Ubbo-Sathla, several tablets of star-wrought stone rest, said to contain great knowledge and secrets of the Elder Gods. These tablets, the *Elder Keys*, remain an enigma. Seeking these tablets, even the most powerful sorcerers have failed to return.

Some Mythos sources claim that Ubbo-Sathla is the "twin" to Azathoth, the Daemon Sultan, and that the pair were the first Old Ones. Created by the Elder Gods as slaves, Azathoth and Ubbo-Sathla eventually rose up against their masters, stole the records of all their great power (the *Elder Keys*), spawned the host of Great Old Ones, and waged a great cosmic war. Azathoth then fled to the center of creation while Ubbo-Sathla hid within the bowels of the Earth. Using the mighty magic contained within the *Elder Keys*, Ubbo-Sathla caused the Earth to fall out of its original universe and into ours. In the end, the Elder Gods were triumphant over the Old Ones. As punishment, the Elder Gods stripped Ubbo-Sathla and Azathoth of their intellects, leaving them both mindless. This story seems more romanticized and allegorical than true.

ATTACKS & SPECIAL EFFECTS: an observer sees hundreds of pseudopods forming, flailing about, grasping prey, and being absorbed back into the body mass at all times. Remaining more than a few minutes in the god's presence insures that one or more investigators will be attacked. Each pseudopod has a reach of 100 yards. Any spot touched by Ubbo-Sathla is left devoid of life.

BROOD OF UBBO-SATHLA: it continually produces 1D10 offspring per round, some of which it eats and others which escape. Those surviving fulfill every whim and urge of their primal, mindless sire. Generally encountered only in Ubbo-Sathla's primal grotto, no two spawn are exactly alike.

UBBO-SATHLA, The Unbegotten Source

STR N/A CON 300 SIZ 300 INT 0 POW 100
DEX N/A Move 0 HP 300

Damage Bonus: N/A.

Weapon: Pseudopod 100%, damage grasp & absorb

Armor: regenerates 25 hit points per round. Immune to impact, projectile, and cutting weapons; fire, spells, and enchanted weapons do normal damage. Loses 3D6 hit points to an Elder Sign, but destroys it. Reaching zero hit points, the god seeps back into its cavern or a fissure, and regenerates fully.

Skills: Generate Spawn 100%.

Spells: none, but Ubbo-Sathla controls its brood at any reasonable distance.

Sanity Loss: 1D8/5D10 Sanity points to see Ubbo-Sathla.

UT'ULLS-HR'EHR, Great Old One. A grayish egg-shaped, armored torso made of bone-like scales. Her crescent-shaped head is bearded by black pockmarked curved horns oozing a dark substance at the tips. No eyes, no visible mouth. There are two green-veined membranous blue appendages midface, one above the other. A heavily spiked appendage protrudes from the rear of her head. Below the torso is a black thorax, the underside of which is covered with reddish teats and hundreds of what look like fish fins lining each side.

— Joseph Pulver, *Nightmare's Disciple*.

CULT: a small all-female sect known as The Daughters of Isolation worship Ut'ulls-Hr'ehr with torture and sex rituals.

OTHER CHARACTERISTICS: like that of Shub-Niggurath, the milk produced by Ut'ulls-Hr'ehr has astounding but horrible properties. Suckling at the teats of the Great Old One invites madness and mutation.

If threatened, the Great Old One may roll up into a ball like an armadillo, giving her near-impenetrable protection with her boney armor.

There may be some connection between Ut'ulls-Hr'ehr and Glaaki.

ATTACKS & SPECIAL EFFECTS: Ut'ulls-Hr'ehr's only real attack lies in her horns. She may either rake a target with her oozing facial horns, or attempt to gore with the spike at the back of her head. She may attempt only one of the two forms of attack in any given round.

Those raked by Ut'ulls-Hr'ehr's facial horns risk infection from the dark ooze that drips constantly from her horns. Victims must match their CON against the Great Old One's poison POT of 5D10. If overcome, they are infected by a horrible disease which instantly begins to rot and eat away at their flesh. Such victims lose 1D6 hit points each round to the painful infection. Witnessing a friend's flesh rot away costs 1/1D8 Sanity points. There is no known Earthly cure for Ut'ulls-Hr'ehr's infection.

UT'ULLS-HR'EHR, The Great Horned Mother

STR 52 CON 67 SIZ 73 INT 18 POW 21
DEX 11 Move 4 scuttling / 6 swimming HP 70

Damage Bonus: +7D6.

Weapons: Facial Horn Rake 90%, damage 3D6 + infection (see above)

Head Spike 75%, damage = db

Armor: none on her underside; 50-point shell on her head and back, and when rolled into a ball.

Spells: any as desired by the keeper.

Sanity Loss: 1D6/1D20 Sanity points to see Ut'ulls-Hr'ehr.

VIBUR, Great Old One. *It stands about twelve feet tall and weighs about three tons. Vibur crouches on possibly many haunches, rarely moving; writings allude to it every century or so and invariably describe it as a "giant rat", ascriptions stemming mostly from the red intensity of its three times three-lobed stares, and from its preference for places of darkness. It has no limbs or feet for movement, but allows itself to shift from point to point according to convenience. A matted black covering, fur-like but more akin to the synthetic product holofil, covers most of the lumpy, pear-shaped body, across which a small tentacle occasionally passes or twitches.*

— Kevin W. Jacklin, "The Menace from Sumatra".

The Great Old One emits glowing blue stones, feces-like. These stones are made up of odd triangular and hexagonal crystals of finger width and characteristically clumped in batches up to three inches in diameter. These pure blue stones are highly radioactive and prolonged contact with bare skin produces third-degree burns. Vibur is an entity from another plane of existence, although it has been on Earth for a half-dozen millennia, gathering strength for the next stage of its unimaginable journey.

CULT: Vibur is worshiped by a handful of humans in remote parts of the world, although it is not at all clear that the Great Old One needs them, wants their service, or is even aware of them. The Sumatran Cannibal Cult is dedicated to the worship of Vibur.

BLUE FUNGUS: a blue alien fungiform grows in Vibur's "fur". This fungus is dangerous to humans but not uniformly virulent. Each time an investigator is exposed to the fungi he or she needs a successful CON x5 roll on 1D100. Those with failures begin to experience the effects of the fungus in 1D10 days. Only one CON roll is required per day, regardless of the number of times an investigator has been exposed to the alien fungus. If the concentration of exposure is greater the keeper may wish to reduce the CON roll to x4, x3, x2, or even x1 for intense, multiple, or prolonged exposure. The fungus may also be spread through the release of spores caused by the coughing and breathing of an infected victim. The fungus enters the body

through the lungs, and from the lungs goes into the blood supply, concentrating in the brain and especially in the optic nerves and cerebral cortex.

Symptoms of fungal infestation begin with the dimming of the physical senses, shortly accompanied by occasional searing attacks of pain in random body locations. These attacks of pain last about one minute, then they become more extended as the infestation advances. The physical senses fade, and the victim experiences terrible visions, confusing odors, and colors beyond human experience as Vibur's senses begin to intrude upon the victim. Profound depression, clinical insanity, and vivid nightmares are common symptoms at this stage of the infection.

As the infestation gains control, the victim begins to lose access to the voluntary muscles and to physical sensation. A swelling and hardening of the eyeballs shortly precedes the actual loss of the eyes, eaten away and replaced by bluish fluid which drips periodically from the ghastly sockets. Finally the victim is totally controlled by Vibur, made a zombie. The victim's consciousness and memory still exist, but are irrevocably trapped and helpless.

Approximately one-third of all infested humans die within two weeks, blinded, forebrain nibbled at, and autonomic functions totally disrupted. The fate of the majority of the victims is worse. Embedded after days, weeks, or months, the blue fungus progressively strips the outer senses of the victim, finally locking the consciousness within ceaseless throbbing pain even while control of the body passes telepathically to the Great Old One, dozens or hundreds of miles distant. At this point Vibur has complete control of what has become an organ or extension of its body, and the victim is effectively dead. Victims so controlled continue to eat and digest normally, and can operate for 1D6+1 months more before final and merciful death.

There may or may not be a cure for the effects of Vibur's blue fungus, as the keeper desires. If a cure exists it is suggested that its ingredients be difficult to find, and include among them the strange glowing blue stones which Vibur emits. The ingestion of the Great Old One's radioactive crystalline feces inflicts 2D10+2 hit points of damage with a permanent loss of



ALCHEMICAL COPPERPLATE ENGRAVING
FROM *LIBER DE MIRABILIBUS
NATURAE ARCANIS*

incorrectly attributed to Albertus Magnus (St. Albert the Great), 1704. (Národní knihovna České republiky / National Library of the Czech Republic, Prague)

two hit points a week thereafter. Although this alien substance may cure Vibur's fungus infection, it also may cause hair loss, cancer, internal bleeding, and other unpleasant side effects associated with exposure to radioactivity.

ATTACKS & SPECIAL EFFECTS: Vibur may attack with a teleportation crush. To do so it merely need think of its target and it materializes on top of them. Such victims are crushed beneath the Great Old One's massive bulk, suffering 5D6 points of damage per round until dead.

Though its mental acuity is dazzling, Vibur's metabolism and perception are unrelated to this universe; at times it seems synchronized with our universe, while at other times centuries pass in our time while it sends out a tentacle to brush down some annoying knot of fur.

Perhaps because it is not fully within this universe, no physical or magical attack which humans can make much affects Vibur. An extraordinarily potent physical attack—a nuclear blast, for example, or depositing Vibur on the surface of the sun—conceivably could cause the entity to shift itself to another location, rippling slightly as it moves an inch, a mile, or a light year to avoid the event. Otherwise, when reduced to zero hit points the Great Old One's eyes close and it becomes totally motionless and silent, as if dead or sleeping. After 2D10 rounds Vibur awakens, totally regenerated.

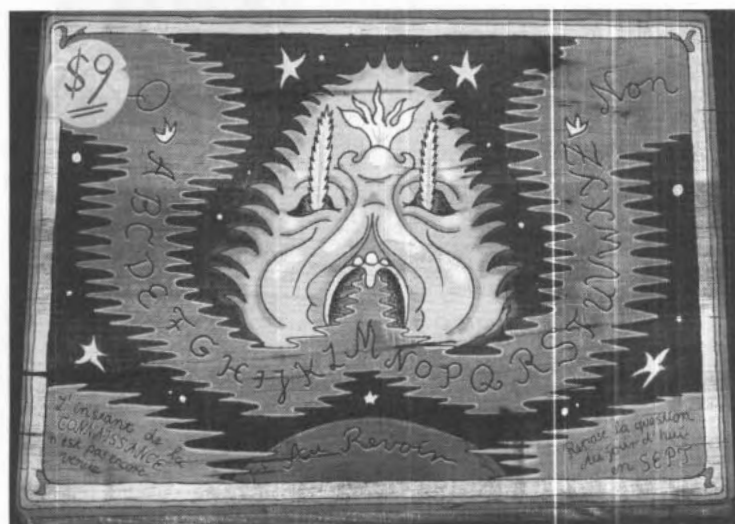
VIBUR, The Thing from Beyond

STR 42 CON 104 SIZ 58 INT 50 POW 28
DEX 14 Move instantaneous HP 81

Damage Bonus: +5D6.

Weapon: Crush 100%, damage = db

Armor: 10-point furry filament. Reduced to zero hit points Vibur falls into a recuperative sleep for 2D10 rounds, after which it awakens fully regenerated.



OUIJA BOARD

sold at fairs around the turn of the century.

Spells: any the keeper desires.

Sanity Loss: 1/1D6 Sanity points to see Vibur.

VORVADOSS, Elder God. *Then, out of the darkness, there rose up before us a face. I saw it through a haze of silvery mist that clung about it like a veil. It was utterly inhuman, for the half-seen features were arranged in a pattern different to mankind. . . . Through the silver mist I made out strange hollows, fantastic curves and planes. Only the eyes were clear, unmistakable—black as empty wastes between the stars, cold in their unearthly wisdom. There were tiny dancing flames flickering in those eyes, and there were flames, too, playing over the strange, inhuman countenance.*

— Henry Kuttner, "The Invaders".

CULT: Vorvados, one of the few named Elder Gods, is worshiped on distant worlds but it's name is almost unknown on Earth.

OTHER CHARACTERISTICS: Vorvados aids followers or those who call him, but the Elder God will never attack another deity, instead speaking to those who called him and offering advice in his thin, tinkling crystal-like voice. The Elder God speaks cryptically, hinting but never giving direct answers or solutions. At times Vorvados may grant spells to those who ask. Usually he requires some sort of payment: the sacrifice of POW, the destruction of some monstrous entity, etc.

TRANSPORT: Vorvados may transport beings to other planes, worlds, or times at will. If the target is unwilling the attempt may be resisted with a POW vs. POW Resistance Table roll.

VORVADOSS, The Kindler of the Flame

STR 45 CON 42 SIZ 28 INT 50 POW 75
DEX 20 Move 10 HP 35

Damage Bonus: +4D6.

Weapon: Fist 100%, damage 1D6 + db

Armor: Vorvados may armor himself by spending one magic point for every point of armor he desires. He regenerates damage at a rate of 1D3 hit points per magic point expended.

Spells: any desired by the keeper.

Sanity Loss: 0/1D4 Sanity points to see Vorvados.

VULTHOOM, Great Old One. *Somehow, the thing was like a giant plant, with innumerable roots, pale and swollen, that ramified from a bulbar bole. This bole, half hidden from view, was topped with a vermillion cup like a monstrous blossom; and from the cup there grew an elfin figure, pearly-hued, and formed with exquisite beauty and symmetry.*

— Clark Ashton Smith, "Vulthoom".

Vulthoom dwells in a deep cavern on Mars, where it and its followers live out an endless cycle of a thousand years of sleep followed by a thousand years of activity. Vulthoom can grant its followers immortality but at the proper time they must return to the Great Old One's cave and join it in its thousand years of sleep.

CULT: Vulthoom is worshiped by a group of aihas who live in Ravormos on Mars. His cult is largely unknown elsewhere.

OTHER CHARACTERISTICS: the Great Old One possesses many unusual senses and faculties, and has the ability to extend its perception over large areas of space or time at will, seeing and hearing all. Vulthoom may also mentally speak to anyone within a one-mile radius. Vulthoom's voice is incredibly sweet and sonorous, masking its true nature.

HALLUCINOGENIC FRAGRANCE: it produces a sweet-scented, hypnotic drug. Anyone inhaling the fragrance and failing to win a POW vs. POW struggle against Vulthoom experiences vivid hallucinations of glorious, Eden-like gardens, the sight of which fills him or her with indescribable ecstasy and exaltation. Failing a second POW vs. POW struggle means the victim has become enslaved to Vulthoom. Those who succeed remain under the spell of the vision for 1D100 + 20 minutes, or until successful Psychoanalysis occurs. Vulthoom's perfume affects all within a hundred yards.

A similar hallucinogen is produced by a type of strange, fossilized flower from the Great Old One's home world, but effective only to twenty yards. In either case the drug is equally powerful, and victims must resist Vulthoom's POW.

ATTACKS: the Great Old One's only real physical attack is its tendrils. It prefers to defend itself through magic, its hallucinogenic fragrance, or with its minions. It attacks with its tendrils only as a last resort.

VULTHOOM, The Sleeper

STR 30 CON 75 SIZ 85 INT 35 POW 35
DEX 1 Move 0 HP 80

Damage Bonus: N/A.

Weapon: Tendril Crush 65%, damage 3D6

Armor: none, but Vulthoom suffers only minimal damage from any weapon. In addition the Great Old One regenerates at a rate of 3D10 hit points per round.

Spells: any the keeper wishes.

Sanity Loss: 1/1D10 Sanity points to see Vulthoom.

As the Elder God Kthanid appears as a "benevolent" version of Cthulhu, so does Yad-Thaddag appear as a "benevolent" version of Yog-Sothoth. Again, as Kthanid and Cthulhu may be somehow "related", so are Yad-Thaddag and Yog-Sothoth.

CULT: the Elder God appears to have little following on Earth, and is most often encountered on Elysia—the home world of the Elder Gods.

OTHER CHARACTERISTICS:

like Yog-Sothoth, Yad-Thaddag holds the power to travel within the planes to reach any other time or space, and is coterminous with all time and space.

Yad-Thaddag can transport characters or creatures anywhere in time or space by touching them. Each round, the Elder God may touch and transport any number of creatures whose POW totals its own or less (110). Those unwilling to be transported by the Elder God must attempt a POW struggle against it. Yad-Thaddag may attempt to touch and transport a single being with POW greater than its own by overcoming it with a POW struggle. If successful, the Elder God has transported the being or deity, however if unsuccessful Yad-Thaddag is immediately banished back to Elysia.

ATTACKS & SPECIAL EFFECTS: each combat round, Yad-Thaddag may touch one character with its shimmering spheres, and that character immediately loses 1D10 CON. This damage is permanent and will not heal normally. It takes the form of corrosion, withering, or corruption of the body part touched, and may also involve an APP loss for the victim. Alternatively, the Elder God may unleash bolts of golden fluid or fire (at a cost of 1D6 magic points) which can reach over half a mile, and destroy any normal objects struck—knocking down aircraft, and slaying or stunning any or all humans failing to dodge or jump out of the way. A gout of energy covers an area about 5 yards across with its effect.

YAD-THADDAG, The Golden Spheres

STR N/A CON 367 SIZ varies INT 57 POW 110
DEX 1 Move 100 HP 367

Damage Bonus: N/A.

Weapons: Transport POW vs. POW, damage special (see above)

Sphere Touch 100%, damage 1D10 permanent CON
Golden Bolt 80%, damage death in 5-yard diameter

Armor: none, but only magical weapons can damage Yad-Thaddag.



INCENSE CANDLE LABEL
"Elysium" brand, banned by law in 1925

YAD-THADDAG, Elder God. A great, gently mobile congeries of golden spheres that half-hid a writhing shape of sheerest nightmare. . . .
— Brian Lumley, Elysia.

CYCLES OF LIFE

To us humans, life is a continuous stream. It is punctuated by a nightly interval of sleep, true, but given that this requirement is universal among humans, that our friends and neighbors must sleep too, life seems a continuum. It is only when we read of the strange patterns of hibernation practiced by certain entities of the Mythos that we realize how truly alien they are.

Vulthoom, who is written of in only the rarest Mythos tomes, is the prime example of this different paradigm of life. It is said that he alternatively sleeps and wakes for one thousand year intervals. How does one's mind work if civilizations rise and fall whenever one sleeps?

Vulthoom is of course not the only Great Old One who hibernates. As is written in the Necronomicon, "That is not dead which can eternal lie." Cthulhu sleeps in R'lyeh, but even asleep his dreams change the world. Many others of the ancient gods of the universe also sleep, waiting.

It is not just the gods who sleep and wait though, but also many of their minions. All of Vulthoom's servitors follow his lead, sleeping when he does.

The serpent people are another race adaptable to long periods of hibernation. According to ancient books there are those who went to sleep millions of years ago, when the serpent people ruled the world, and still have not awakened.

I can not speak for the other races. Might ancient ghouls hibernate or might deep ones sleep from a time when Cthulhu still strode the Earth, ruling from R'lyeh? What might dwell sleeping beneath your own town?

I have also read stories of certain artifacts which may either awaken the long sleeping or force those awake into long hibernation. With such tools, we could become the aliens. ♦♦♦

Spells: as many as he wants.

Sanity Loss: 1D8/5D10 Sanity points to see Yad-Thaddag.

Y CNÁGNNISSSZ, Outer God.
*Madly and blackly fissioning he comes –
 Ycnágnnisssz, foul Lord of realms unknown,
 Coeval peer of fearsome Azathoth
 Who conjures Chaos with the sound of drums.
 ... Spewing his spawn in fell fecundity.
 No mortal eye may gaze upon his face
 Nor glimpse his foulness madly fissioning,
 Save at the price of sight and sanity.*

— Richard L. Tierney, "Ycnágnnisssz."

Ycnágnnisssz is a black, festering, amorphous mass that constantly blasts and erupts violently, spewing out bits of churning lava-like material.

CULT: Ycnágnnisssz is not worshiped by any humans. Some alien races may afford it worship, for unguessable reasons.

OTHER CHARACTERISTICS: each of Ycnágnnisssz's eruptions spews out boiling lumps of the bubbling mass of the Outer God. These seething black bits of sticky lava-like material are the spawn of Ycnágnnisssz. Unless

directly struck by one of the globs, the spawn offer no immediate threat, and have no attacks or movement of their own. The spawn all depart when their sire is dispelled or leaves. When the stars are right, Ycnágnnisssz's spawn may transform into Great Old Ones or lesser Outer Gods.

The Outer God's ever-changing, churning, burning mass is hard to look at for any length of time. The eyes of anyone in the presence of Ycnágnnisssz begin to burn and water. Within 1D3 round all sight-related skills are performed at 1/2; within the next 1D3 rounds those skills are performed at 1/4. After that the investigator has gone blind. Blindness is not permanent if the victims are removed from the god's presence within a few moments. Sight returns fully in 1D6 days. Staying in the presence of Ycnágnnisssz for more than 9 or 10 rounds causes permanent blindness.

ATTACKS & SPECIAL EFFECTS: Ycnágnnisssz attacks with seething pseudopods that look like bubbling black lava flows. Anyone or anything struck by a pseudopod is horribly burned and sucked down into the churning mass of the Outer God.

Ycnágnnisssz has a terrible power: it may Call Azathoth by emitting a drum-like sound from deep within its festering mass. All present first hear a deep,

low beating sound. Soon a blazing mass can be seen in the sky as horrible Azathoth approaches. Investigators with any sense make good their escape at this point.

YCNÁGNNISSSZ, Lord of Realms Unknown

STR 99 CON 131 SIZ 113 INT 4 POW 55
DEX 6 Move 0 HP 122

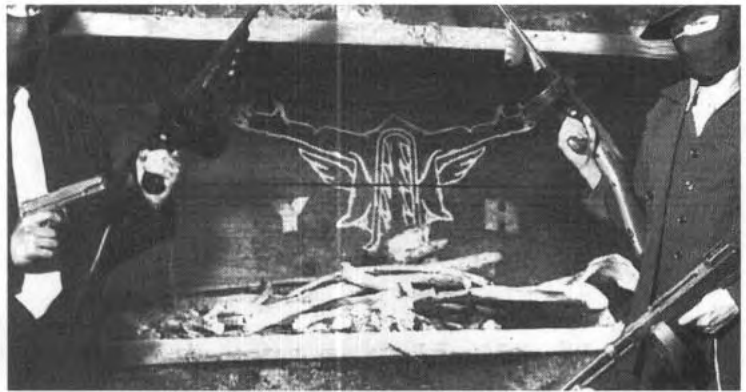
Damage Bonus: N/A.

Weapons: Pseudopod 100%, damage 10D6 burn & sucked into Ycnágnnisz's mass in the next round
Spew Spawn 50%, damage 3D10
Cause Blindness automatic, effect special (see above)

Armor: none.

Spells: none. It may Call Azathoth at will.

Sanity Loss: 1D10/1D100 Sanity points to see Ycnágnnisz.



MEMBERS OF THE "FACELESS GANG"
posing in their hideout in 1920 in Birmingham, England.

Spells: any as desired by the keeper, however, Yegg-ha does not often employ spells.

Sanity Loss: 1/1D10 Sanity points to see Yegg-ha.

YEGG-HA, Great Old One. *The featureless, ten foot tall monstrosity . . . a stubby-winged thing.*

— Brian Lumley, "An Item of Supporting Evidence".

Yegg-ha was a minor Great Old One who terrorized the ancient Romans until a *centuria* of soldiers defeated it and buried the alien corpse somewhere in the lonely British countryside. Today the skeletal remains are rumored to be in the possession of a noted British parapsychologist. Yegg-ha may be revived easily enough by any who know the right words to intone over even the smallest bits of the Great Old One's remains.

CULT: this very minor Great Old One has little following, and is rarely mentioned in occult tomes. A few individuals with knowledge of ancient Roman history and mythology search for signs of Yegg-ha and know the words to bring the Great Old One back—among them the Faceless Men, a modern cult of Yegg-ha.

Brought back, Yegg-ha's fury must be dealt with. The enraged being lashes out at any present in a mad frenzy, killing everyone within its reach. Once it has quenched its appetite for destruction, Yegg-ha strides off, not to return unless Called or otherwise contacted by those responsible for its revivification. If it has not killed them, the Great Old One may deem its awakeners worthy of a favor.

ATTACKS & SPECIAL EFFECTS: in combat, Yegg-ha may lash out twice each round with each claw (four attacks per round). This fierce creature leaves a trail of destruction in its wake.

YEGG-HA, The Faceless One

STR 26 CON 98 SIZ 20 INT 18 POW 25
DEX 30 Move 12 HP 59

Damage Bonus: +2D6.

Weapon: Claw 80%, damage 1D6 + db

Armor: 8-point skin, plus with each kill it makes Yegg-ha regenerates 1D10 hit points.

Y'GOLONAC, Great Old One. *He saw why the shadow on the frosted pane yesterday had been headless, and he screamed. As the desk was thrust aside by the towering naked figure, on whose surface still hung rags of the tweed suit, [the man's] last thought was an unbelieving conviction that this was happening because he had read the Revelations . . . but before he could scream out his protest his breath was cut off, as the hands descended on his face and the wet red mouths opened in their palms.*

— Ramsey Campbell, "Cold Print".

Y'gonolac is delineated in the *Revelations of Glaaki*. It is a bloated, glowing figure who dwells underground in a vast ruin behind a wall of bricks. This prison may be near the Severn Valley city of Brichester, for it is known to frequent that place. Y'gonolac is known to come when its name is read or spoken while evil is present. It is a minor god, but malignant.

CULT: Y'gonolac has little cult, but strives mightily after more worship, entrapping those who are subtly evil to be his priests. Y'gonolac's notion of evil seems to be a shallow one, however. It appears to be especially attracted to degenerate and morally corrupt individuals. The Sons of the Hands that Feed is a Y'gonolac cult.



MINIATURE PAINTING
Ottoman Turkey, mid-sixteenth century.
(Istanbul Arkeoloji Müzeleri, Istanbul)

THE JOURNAL OF SIR HANSEN POPLAN

YEGG-HA & THE ROMANS

In the second century A.D. the Romans of Britain fought against a god that was raised up by enemies near Hadrian's Wall. These events are recorded in *Frontier Garrison*, a book first published around 138 A.D. by Lollius Urbicus.

The god, Yegg-ha, towered ten feet tall, but still it was one being; nonetheless it killed a full 48 Roman soldiers before it was brought down.

The exact identity of the Romans' enemies is unknown. It seems likely that they were rogue Celts, though a band of Picts is also a possibility; whomever these people were it is obvious that they must have had some pact with ancient Yegg-ha, for they were able to call him to their aid.

Yegg-ha now lies dead, his bones scattered and buried, but tales tell of the possibility for revivification, of the possibility that Yegg-ha might once again walk the Earth.

Modern sources hint of at least two cults related to Yegg-ha: the faceless men and the forty-eight.

The faceless men are centered in Britain. They claim that Yegg-ha comes to them in their dreams, and that he sends him the secret of his burial places. They are amoral and violent, willing to use any means to restore their dead god.

The forty-eight claim direct descent from the centurions who were killed by Yegg-ha almost two millennia ago. At all times there are forty-eight members of this organization, which is spread across the globe. Their avowed goal is to ensure that Yegg-ha does not rise again, but in recent years they have worked against numerous loci of Mythos activities, sometimes overzealously. I have almost fallen afoul of the group twice, solely due to my interest in Mythos tomes. ♦♦♦

OTHER CHARACTERISTICS: Y'gonolac may appear to be a normal, somewhat neurotic and flabby human. When he manages to contact a person that is debased in

evil, the victim is possessed and absorbed by the deity, and thereafter his shape can change at will from the form of the possessed individual to Y'gonolac's true form—glowing, headless, naked and huge, with wet mouths opening in the palms of the hands.

ATTACKS & SPECIAL EFFECTS: to fight off a psychic attack, the target's player must roll his investigator's POW x5 or less on 1D100 each round to avoid being overcome. Once overcome, the investigator

loses 1 INT and 1 POW each round until Y'gonolac is forced away or until his soul and mind are destroyed, and replaced with Y'gonolac's—and Y'gonolac departs only if he loses all his hit points. Y'gonolac normally attacks people who have become aware of him, usually through reading at least a page of the *Revelations of Glaaki*. Y'gonolac is clever at getting persons to read passages from that horrid book without knowing they have done so.

In combat against more than one enemy, Y'gonolac uses his mouths to devour and destroy foes. Damage done by the mouths does not heal naturally, and INT and POW loss is permanent, since the suppurating wounds never close.

Y'GOLONAC, Great Old One

STR 25 CON 125 SIZ 25 INT 30 POW 28
DEX 14 Move 10 HP 75

Damage Bonus: N/A.

Weapons: Touch 100%, 1 INT + 1 POW drained each round
Devour 100%, damage 1D4 non-healing damage

Armor: none.

Spells: Summon/Bind and Contact spells, and whatever else the keeper thinks appropriate.

Sanity Loss: 1/1D20 Sanity points to witness human to Y'gonolac transformation; 1/1D10+1 to see Y'gonolac.



TEMPLE ICON
Dhaka, Bangladesh

YIBB-TSTLL, Outer God. *There, about the pulsating black body of the Ancient One, hugely winged reptilian creatures without faces cluttered and clutched at a multitude of blackly writhing, pendulous breasts! [The eyes] moved quickly, independently-sliding with vile viscosity over the whole rotten surface of Yibb-Tstll's pulpy, glistening head!*

— Brian Lumley "The Horror at Oakdeene".

This horrible deity sees all time and space as it slowly rotates in the center of its clearing in the Jungle of Kled, in Earth's Dreamlands. Beneath its billowing cloak are a multitude of nightgaunts, suckling and clutching at Yibb-Tstll's breasts. Because of his association with nightgaunts, some sources claim Yibb-Tstll is an Elder God. This seems unlikely due to the god's close connection to the shoggoth-like Great Old One, Bugg-Shash.

CULT: in ancient times Yibb-Tstll was worshiped as the god Yibb, but now he has no known cult. Yibb-Tstll is often approached by individuals—most often sorcerers—who either crave the use of Yibb-Tstll's servitors, the nightgaunts, or ask for his beneficent touch. Although it dwells in the Dreamlands, Yibb-Tstll's influence is most felt in the waking world.

ATTACKS & SPECIAL EFFECTS: Yibb-Tstll's touch commonly causes a drastic loss, one of the keeper's choice—perhaps the loss of all Sanity points or a quick death from fearful convulsions, or perhaps running forward to suckle from the thing before being ripped to shreds. Changes might be physical. Sometimes are they beneficial.

THE BLACK: Yibb-Tstll's blood, known as The Black by sorcerers, can be summoned and can take independent action, appearing as soft dark flakes that adhere to the body of a target, accumulate in great mass, and soon suffocate him or her; use the rules book drowning rules. Then The Black dissipates, taking the victim's soul back to Yibb-Tstll. Large quantities of running water dispel The Black.

YIBB-TSTLL, the Patient One

SIR 40	CON 48	SIK 52	INT 60	POW 65
DEX 16	Move 0			HP 50

Damage Bonus: +5D6.

Weapons: Touch 100%, damage is a drastic loss or change, chosen by keeper

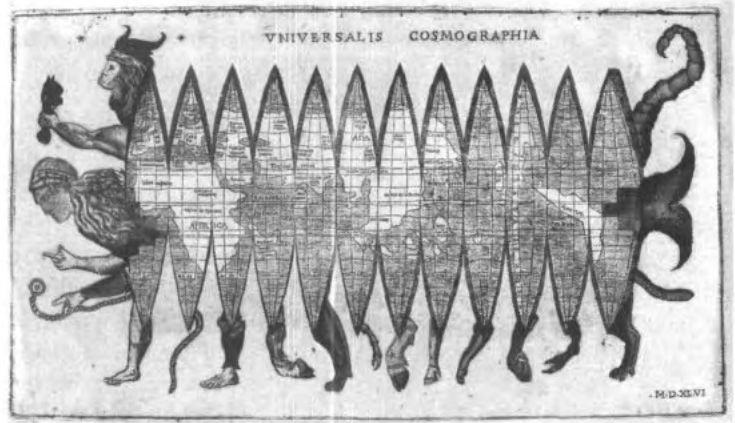
The Black 100%, damage is suffocation (see above)

Armor: 12-point cloak, and regenerates 5 hit points per round.

Loss of all hit points dispels Yibb-Tstll, but he can soon reform or reappear somewhere else.

Spells: all Contact spells, Call Yibb-Tstll, Contact Yibb-Tstll, Summon The Black, Summon/Bind Nightgaunt, Call Bugg-Shash, others desired.

Sanity Loss: 1D6/1D20 Sanity points to see Yibb-Tstll.



WORLD MAP, 1546
(Kartographisches Archiv Augsburg, Germany)

YIDHRA, Outer God. *Yidhra devoured the octopus and learned to put forth a tentacle; she devoured the bear and learned to clothe herself in fur against the creeping ice of the north; indeed can Yidhra take any shape known to living things. Yet no shape can she take which is truly fair, for she partakes of all foul creatures, as well as fair. To her followers she appears in many fair and comely forms, but this is because they see not her true form, but only such visions as she wills them to see. . . . Indeed it is by sending her thoughts that Yidhra remains one in soul, for in body she is many, hidden in the jungles of the south, the icy wastes of the north, and the deserts beyond the western sea. Thus it is that though her temples are many, she waits by all, combining bodily with her diverse followers, yet her consciousness is a vast unity.*

— Walter C. DeBill, Jr., "Where Yidhra Walks".

Yidhra possesses many forms, all telepathically linked to create a world-spanning whole. While the Outer God has many avatars including vulturine Y'hath; Xothra, who sleeps in the earth and wakes to devour; and a beautiful woman by the name of Yolanda, her true form is unknown.

Yidhra is mentioned in a few rare Mythos tomes including *Uralte Schrecken*, *Black Sutra*, *Chronicles of Thrang*, and *Cthonic Revelations*.

CULT: Yidhra was worshiped by the prehuman voormis and early humans, and in modern times is worshiped in Laos, New Mexico, Chad, and West Texas, among other places. The Apaches and Comanches know her as Yee-Tho-Rah. Yidhra's followers are supposed immortal, and their lands blessed with fertility and abundance in exchange for the regular sacrifices she demands.

Followers of Yidhra—sometimes calling themselves the Children of Yidhra—experience slow genetic mutation due to their close association with the Outer God. One community of followers is known to have taken on a distinct ophidian taint, but each band of worshipers seems to experience a different sort of mutation, per-



CEREMONIAL ROBE, HAN DYNASTY

Private Collection of the allegedly 124-year-old Yi Li Mun, Shanghai

haps depending upon with which avatar they are in contact.

OTHER CHARACTERISTICS: the Outer God is essentially a protean macro-organism which survives and continually evolves by absorbing genetic material from all creatures. Yidhra sometimes absorbs victims in an obscene fusion, rearranges their genetic makeup, then gives birth to them as newly-formed creatures, monstrous in appearance and totally insane.

Yidhra is the embodiment of the survivalist aspect of evolution. Regular sacrifices are required to supply it with fresh genetic material vital to its never-ending evolution. An avatar starved of sacrifices shrivels and deteriorates, eventually dissolves into a pool of inert genetic material. Followers of a starved avatar suffer identical fates.

The Outer God's INT and POW are constant but all other characteristics vary from form to form.

Y'HATH: a giant vulture-like horror. Y'hath may attack with its beak or claws each round.

XOTHRA: an enormous burrowing thing. It is eyeless but has an enormous, wide maw. Xothra may attack with crushing claws or by swallowing victims whole.

YIDHRA, The Shrouder, The Dream-Witch

char.	Y'hath	Xothra	Yolanda
STR	25	71	20
CON	77	107	40
SIZ	21	79	12
INT	25	25	25
POW	60	60	60
DEX	30	14	18
APP	N/A	N/A	18
HP	49	93	26
Move	8 / 25 flying	7 / 8 burrow	9
DB	+2D6	+8D6	+1D4
Fusion	95% genetic mutation	95% genetic mutation	95% genetic mutation
Beak	87%/2D6 + db	N/A	N/A
Claw	75%/1D6 + db	88%/2D6 + db	(Fist) 75%/1D3 + db
Swallow	N/A	76%/8D6	N/A
Armor	5-point	10-point	none
SAN Loss	1/1D8	1/1D20	none

Armor: varies by avatar; however, if an avatar is slain Yidhra sends another to take its place.

Spells: all summon and bind spells and all spells which effect the mind; others as the keeper desires.

Sanity Loss: varies by avatar; no Sanity loss for seeing her human form. Those who see the unthinkable true form of the Outer God lose 1D20/1D100 Sanity points.

■ MADAM YI, Avatar of Yidhra.

Yidhra, the Dream-Witch, clouding the minds of her followers;

Dream-Witch, hiding her shape in illusion, Dream-Witch, cloaking her shape in strange beauty.

Yidhra, the Shrouder wreathing the faithless in shadow;

Shrouder devouring the errant and hostile ones, Shrouder who hides men forever.

— Walter C. DeBill, Jr., "Where Yidhra Walks".

Madam Yi is one of the many avatars of the Outer God Yidhra. This being appears as a human female dressed in beautiful white and black robes which constantly billow on some unseen wind. She may hover or fly on the same phantom wind. Madam Yi's beautifully delicate face is like the painted face of a porcelain doll. Its blood-red lips and closed almond-shaped black eyes are forever frozen on a smooth and bone-white face. Its long black hair is braided into a single ponytail. The avatar's hands both end in very long, razorlike black fingernails.

CULT: this avatar of the Outer God is known almost exclusively in China where its sects are led and dominated by women. Like all other avatars of Yidhra, Madam Yi requires a constant supply of fresh genetic material to absorb. Followers must also frequently provide it with young men with whom to mate. During the act of mating Madam Yi shreds her young consorts with her razor claws. The product of such unions result in the birth of one or more deformed or monstrous offspring. Madam Yi occasionally allows followers to raise these bastard young, but usually it just reabsorbs the children.

The features of Madam Yi's followers also assume an almost porcelain, doll-like quality and their fingers likewise become elongated and claw-like. The goddess communicates with her followers telepathically.

HYPNOTIC SONG: Madam Yi sings a hauntingly-beautiful melody which she uses to entice and hypnotize her victims. If a victim's POW is overcome by Madam Yi's on the Resistance Table, the victim calmly walks right into her waiting arms where he is savagely shredded and absorbed.

ATTACK: Madam Yi attacks with her razor-like claws, shredding victims to pieces.

MADAM YI, The Mother of Woe

STR 27 CON 69 SIZ 17 INT 25 POW 60
DEX 36 Move 10 / 15 flying HP 43

Damage Bonus: +2D6.

Weapon: Razor Claws 90% or automatic when hypnotized, damage 1D6 + db

Armor: none, but Madam Yi cannot be harmed by normal weapons.

Spells: any desired by the keeper.

Sanity Loss: 1/1D8 Sanity points to see Madam Yi.

YIG, Great Old One. *The half-human father of serpents . . . the snake-god of the central plains tribes—presumably the primal source of the more southerly Quetzalcoatl or Kukulcan—was an odd, half-anthropomorphic devil.*

— H. P. Lovecraft and Zealia Bishop, “The Curse of Yig.”

Yig appears as a scaly strong man with a serpent-like head or a normal head. Sometimes he has two legs like a human, and other times his body terminates in a serpentine tail. He may be accompanied by mobs of snakes. At times, Yig may manifest as an enormous swarming mass of serpents. He seems to be mainly a North American deity.

CULT: Yig is recorded as being worshiped by Plains tribes and voodoo doctors, and may be somehow connected to Quetzalcoatl. He is also worshiped by the serpent people and their kin, sand-dwellers, the people of K’n-yan, and others. Worshipers gain some immunity from poisonous snakes, the ability to talk to snakes, and some arcane rituals and spells. If someone exposes cult secrets or does harm to the cult, Yig sends a sacred snake to kill the offender. The Cult of Kukulcan worship Yig. Some in Central and South America worship Yig in a para-political group known as La Culebra la Unión, or The Union of the Snake. Some snake-handling sects of the American southeast may inadvertently worship Yig.

ATTACKS & SPECIAL EFFECTS: a manifestation of Yig would be signaled largely or entirely by a carpet of serpents—rattlers in North America, puff adders, or cobras elsewhere.

In hand-to-hand combat, the hand of Yig grasps, not punches, doing crushing damage to an arm or leg. In the next combat round, Yig draws the victim to him on a successful STR against STR Resistance Table roll and bites him. Yig’s venom causes victim’s bodies to immediately blacken and bloat as blood and body fluids pour out of the bite wound and any other body openings. The victim’s body rips and bursts like a paper sack full of wet raw meat. If the snake god is hungry he may opt to swallow a hapless investigator alive and whole. Yig may expand his yaw and swallow up to twice his own SIZ in victims.

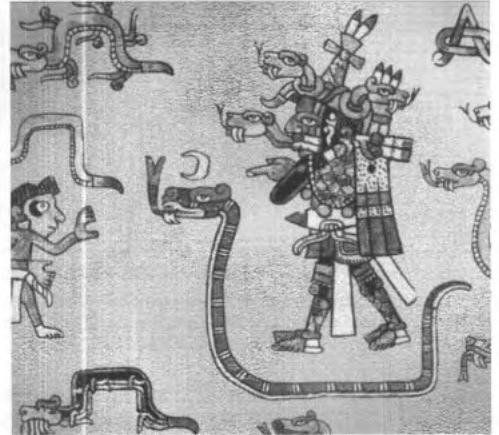
THE CURSE OF YIG: the notorious Curse of Yig consists of madness and malformed children. Those who transgress against the Father of Serpents often draw the Great Old One’s wrath in the form of the Curse of

Yig. The most horrible manifestation of the Curse is in the form of monstrous and deformed children. The spawn of Yig are frequently the result of the Curse.

To inflict madness with his Curse, Yig must overcome his victim’s POW with his own on the Resistance Table. Overcome, the target suffers the loss of 1D100 Sanity points. If the target resists the Father of Serpents he or she loses only 1D10 Sanity points.

DRAGON WARRIORS OF YIG:

some Mythos legends tell of a group of unique servitors created by Yig and bound to a strange idol. There were allegedly 11 Dragon Warriors: leader and first created, Kingu was a winged serpent man. Boresh was a winged bull with fiery horns, Ssrushii was a serpent man, and Choara had the



WALL PAINTING
Temple of Quetzalcoatl, Teotihuacan

body of a scorpion and the upper torso of a man. Nergal was said to have been a humanoid lion who walked upright and spoke softly. Faret was mute and appeared to be a minotaur. Humhabku was the largest of the Dragon Warriors and looked like a crudely-formed giant. Kallich appeared as an enormous vulture-like bird, Dra’aka took the form of a beautiful woman with fiery hair or a serpent woman. Amnuris had the body of a man and the head of a wolf, and Maruya was a winged stag. There is much speculation as to the actual existence of Yig’s Dragon Warriors, and many Mythos scholars believe them to be no more than a legend. If they do in fact exist it may be in the Dreamlands.

SACRED SNAKES OF YIG: the children of Yig, or sacred snakes of Yig, are large members of local venomous species with white crescents on their heads. No anti-venom can save someone bitten by a sacred snake of Yig. Although larger than others of its kind, and under the control of Yig, a child of Yig has no unnatural or unusual abilities or powers, such as spells.

YIG, Father of Serpents

STR 30	CON 120	SIZ 20	INT 20	POW 28
DEX 18	Move 10			HP 70

Damage Bonus: +2D6.

Weapons: Hand/Tail Grasp & Crush 90%, damage = db

Bite 95%, damage 1D8 & instant death on penetration

Swallow automatic when Grappled, damage 1D6 suffocation & 1D10 stomach acid per round

Armor: 6-point scales. Impaling weapons do damage only on an impaling roll, then doing normal damage and ignoring armor;



EXCERPT FROM A PAMPHLET

From the pamphlet *Über das Aufirethen vielerley groszer schwartzer Kugeln in der Luft*,
"On the Appearance of Many Large Black Spheres in the Air", above Basel, Switzerland, on August 7, 1566.
 (Swiss National Library, Bern)

any other hit by an impaling weapon bounces off. Hand-to-hand attacks do normal damage, and Yig's armor protects normally, but any object penetrating Yig's scaly armor takes 3D6 points of damage from the disintegrating effects of Yig's venomous blood.

Spells: has all the usual Summon/Bind and Contact spells, and is more willing than most deities to impart them; he is

particularly expert with chthonians; keepers should add other spells as desired.

Sanity Loss: 0/1D8 Sanity points to see Yig in humanoid form; 0/1D2 in his writhing nest of snakes form.

YOG-SOTHOTH, Outer God. *Great globes of light massing towards the opening . . . the breaking apart of the nearest globes, and the protoplasmic flesh that flowed blackly outward to join together and form that eldritch, hideous horror from outer space . . . whose mask was a congeries of iridescent globes . . . who froths as primal slime in nuclear chaos forever beyond the nethermost outposts of space and time!*

— August Derleth, "The Lurker at the Threshold".

Yog-Sothoth dwells in the interstices between the planes which compose the universe. There it manifests as a conglomeration of iridescent globes which are always shifting, flowing into one another and breaking. This conglomeration is large in size, but variable, so that at one time it may appear to be 100 yards across and at another time half a mile or more. Connections between Yog-Sothoth's appearance and sightings of so-called flying saucers are obvious.

THE JOURNAL OF SIR HANSEN POPLAN

PAST LIVES

Who is to say that we have not lived before, that this incarnation upon the Earth is the first? Maybe what most people accept is true, that we were first born onto this Earth scant decades ago, but maybe in actuality we are the newest incarnations of a long chain of awakening.

In the years since I first discovered the tomes of the Mythos, many of my preconceptions of the universe have changed, and many of my rock-solid ideals about how life works have transformed. Now I have begun to wonder about who we really are, thanks to the story of a little-known entity named Aforgomon, one of the avatars of Yog-Sothoth.

It was in a hard-to-read collection of papers titled the Hestan Records that I learned of Aforgomon. The papers told of a land named Hestan, another planet it seems, which turned beneath four suns somewhere far in the past.

The people of that world worshiped Aforgomon, naming him the "god of the minutes and cycles" and the "lord of time." There was one priest who rebelled against the god, a man named Calaspa. He was doomed to meet the god for his temerity, a fatal encounter.

That was not all though, for, as written in the Hestan Records, Calaspa was doomed to never find happiness through all his future incarnations, and he was also promised that when enough time had passed he would again meet Aforgomon, in some far future, and then he would be erased totally from time.

And so, I fear the tales are true. Any one of us could be reborn a thousand times into this world. Any one of us could be Calaspa, doomed. Any one of us could have committed crimes in past lives, could have worshiped the Old Ones or fought them. We must fear not only this life, but all those to the bounds of infinity.

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CULT. Yog-Sothoth is preeminently the deity of sorcerers and wizards. He grants them the power to travel between the planes, or the power to see into other planes via a piece of magic glass or the like. Yog-Sothoth may also give its slaves the ability to command various monsters from distant worlds.

In return for these gifts, worshipers open the way for Yog-Sothoth to travel from his usual domains to Earth, to ravage and plunder.

As Tawil at'Umr, all those wishing to travel to distant times and places may safely deal with him. This form seems to be the least malignant way in which to meet him but even then there is always a danger that Tawil at'Umr will remove its veil and cause utter madness and destruction to those dealing with it.

The Cult of Ne-Pang is a Yog-Sothoth cult, and the Hermetic Order of the Silver Twilight worship Cthulhu and Yog-Sothoth. The Temphill Cult (in Temphill, England) and The Sound and Light Club also worship Yog-Sothoth.

OTHER CHARACTERISTICS: Yog-Sothoth holds the power to travel within the planes to reach any other time or space. Yog-Sothoth itself is coterminous with all time and space. Because of this, Yog-Sothoth has been called the Key and the Gate. In Yog-Sothoth's aspect as Opener of the Way, it is recorded as Umr at'Tawil [the correct Arabic form would be Tawil at'Umr, which means the Prolonged of Life]. Yog-Sothoth wishes to enter this plane to feast on the life it contains, but only can do so at certain times.

Yog-Sothoth can fly through our atmosphere at speeds of hundreds or thousands of miles per hour.

Yog-Sothoth can transport one character per round anywhere in the universe or anywhere in time by touching him. If the investigator is not willing to be thus transported, his player may successfully resist by rolling investigator POW x3 or less on 1D100.

ATTACKS & SPECIAL EFFECTS: each combat round, Yog-Sothoth may touch one character with its slimy spheres, and that character immediately loses 1D6 CON. This damage is permanent and will not heal normally. It takes the form of corrosion, withering, or corruption of the body part touched, and may also involve an APP loss for the victim. Alternatively, Yog-Sothoth may unleash bolts of silvery fluid or fire (at a cost of 1D6 magic points) which can reach over half a mile, and destroy any normal objects struck—knocking down aircraft, and slaying or stunning any or all humans failing to Dodge or jump out of the way. A gout of energy covers an area about 5 yards across with its effect.

YOG-SOTHOTH, the All-In-One

STR N/A	CON 400	SIZ varies	INT 40	POW 100
DEX 1	Move 100			HP 400
Damage Bonus: N/A.				

Weapons: Transport POW vs. POW, damage special (see above)

Sphere Touch 100%, damage 1D6 permanent CON

Silver Bolt 80%, damage death in 5-yard diameter

Armor: none, but only magical weapons can damage Yog-Sothoth.

Spells: as many as he wants.

Sanity Loss: 1D10/1D100 Sanity points to see it in sphere mode.

No cost to see Tawil at'Umr form.

■ **AFORGOMON, Avatar of Yog-Sothoth.** And haply to confront the dark divinity of Aforgomon. At length, from the abyss into which his position forced him to peer, a light would dawn, and a bolt of strange flame would leap upward, striking the many-coiled chain about him and heating it instantly to the whiteness of candescent iron.

— Clark Ashton Smith, "The Chain of Aforgomon"

Aforgomon is never seen by anyone, except those who have offended the god and brought its wrath upon themselves. It prefers to inhabit the body of a follower and communicate from there.

CULT: Aforgomon is worshiped in other dimensions, on other worlds, and in the Dreamlands. It may also have a few followers in the waking world where its influence and powers also extend. As Lord of Time, Aforgomon's favor is sought by those seeking to change what has gone before—or to see



ARABIAN ZODIAC, c 500 A.D.
Kunsthistorisches Museum, Vienna

what is yet to come. Dealing with the Outer God, however, is very dangerous, and those who trespass in its domain suffer ageless tortures and agony.

OTHER CHARACTERISTICS: as Lord of Time, Aforgomon has the ability to halt time or pass into and out of it at will. It can also transport other items and beings through time. Because it is one with time, Aforgomon is capable of moving at speeds which are beyond the understanding of the human mind, moving forward and backward through time in less than a heartbeat.

THE CHAIN OF AFORGOMON: typically, those who have angered Aforgomon find themselves in the Dreamlands, chained naked into huge stone chairs suspended over a gaping abyss. Bound beneath heavy chains, the condemned may sit for eons awaiting the wrath of Aforgomon. When the time-god finally appears to the transgressor, the chains heat to incandescence, charring the body and killing the mortal who was



MOROCCAN SNUFF TIN
smuggled into Europe in 1928, the illegal intoxicant contained within was implicated in numerous deaths

foolish enough to anger an Outer God. The corpses of such victims of the Chain of Aforgomon are found in the waking world, their bodies scarred with concentric rings of charred flesh but their clothing strangely undamaged. Very soon these victims of Aforgomon literally cease to exist—all knowledge, memory, and record of them fades from existence.

ATTACKS & SPECIAL EFFECTS: the Outer God attacks

with bolts of strange fire which instantly char and kill.

AFORGOMON, The Time-God

STR N/A CON 250 SIZ varies INT 35 POW 100
DEX 20 Move infinite
HP 250

Damage Bonus: N/A.

Weapon: Fire Bolt 100%, damage instant death

Armor: Aforgomon is immune to all physical attacks.

Spells: any desired.

Sanity Loss: 1D10/1D100 Sanity points to see Aforgomon.

■ **TAWIL AT'UMR, Avatar of Yog-Sothoth.** *There was another shape, too, which occupied no pedestal, but which seemed to glide or float over the cloudy, floor-like lower level. It was not exactly permanent in outline, but held transient suggestions of something remotely preceding or paralleling human form, though half as large again as an ordinary man. It seemed to be heavily cloaked, like the shapes on the pedestals, with some neutral-colored fabric; and [its observer] could not detect any eye-holes through which it might gaze. Probably it did not need to gaze, for it seemed to belong to an order of beings far outside the merely physical in organization and faculties.*

— H.P. Lovecraft and E. Hoffman Price,
"Through the Gates of the Silver Key".

Tawil at'Umr, one of the forms of Yog-Sothoth, is the Most Ancient One. The guide and guardian of the gate, it is Tawil at'Umr who offers the Ultimate Gate to worthy travelers, and who initiates the ceremony that allows the worthy to pass. Preeminent among the Ancient Ones, Tawil at'Umr is the most commonly encountered of the entities and is known to act as a guide to particularly powerful dreamers and travelers. Tawil at'Umr is the only Ancient One whose name we know.

CULT: like all Ancient Ones, Tawil at'Umr has no cult. It is sometimes sought out by those wishing to journey through the Ultimate Gate to other times and places.

OTHER CHARACTERISTICS: it knows all things, and communicates through telepathy. Tawil at'Umr may turn people's dreams to reality, or send dreamers to other times and places.

TAWIL AT'UMR, Guide and Guardian of the Gate, The Most Ancient One

STR N/A CON 200 SIZ 25 INT 40 POW 100
DEX 30 Move 25 HP 113

Damage Bonus: N/A.

Weapon: Touch 100%, damage transport or instant destruction

Armor: none, but Tawil at'Umr can only be harmed by enchanted weapons or magic.

Spells: Tawil at'Umr knows all spells.

Sanity Loss: none unless Tawil at'Umr removes its protective cloaks in which case a SAN loss of 1D20/1D100 Sanity points is incurred.

YOMAGN'THO, Outer God. *Seeing the flaming circle with the three flaming inner petals. Hearing the roaring that could only be representative of the sound of a star consuming itself. And feeling neither hot nor cold, but only the beginnings of an unnamable, unimaginable fear.*

— E. P. Berglund, "The Feaster From the Stars".

A malevolent being who wishes nothing more than the destruction of mankind for unknown reasons, Yomagn'tho waits in its home dimension of Pherkard until it is summoned to Earth.

When first summoned, Yomagn'tho appears as a small ball of fire that quickly expands to a large circle of fire with three flaming inner petals.

CULT: while there are no known Earth-bound cults to Yomagn'tho, it is summoned by lone, power-hungry sorcerers and small bands of followers who find references to it in the *Necronomicon* and the *Sorcerie de Demonologie*. It is certainly known to—and possibly worshiped by—some of the space-faring races of the Mythos. One known method of sacrifice to the Outer God is for victims to be fed to crocodiles. Its connection to crocodiles is unknown. Burning alive might also be a way of dispatching sacrifices.

ATTACKS & SPECIAL EFFECTS: during the summoning of the Outer God, colors swirl, the temperature drops and cacophonous sounds echo through the summoner's mind. Once summoned, Yomagn'tho speaks directly to the caster's mind, demanding to be released into this dimension. If demands do not work, Yomagn'tho turns to threats.

Yomagn'tho's touch sets objects alight. Areas visited by the being are left scorched in the most unusual,

geometric pattern. It may grasp things with its three inner petals each round, otherwise it may use its fiery body to smash into objects.

MIND BLAST: Yomagn'tho has the ability to destroy the minds of those who summon it, or are present during the summoning. The summoner must overcome Yomagn'tho's POW with his own on the Resistance Table. If the summoner fails, Yomagn'tho shatters the mind of the individual, rendering him catatonic. If the summoner succeeds, he is free to act.

YOMAGN'THO, The Feaster from the Stars, That Which Relentlessly Waits Outside

STR 25 CON 65 SIZ 40 INT 46 POW 89
DEX 27 Move 15 HP 53

Damage Bonus: +3D6.

Weapons: Flame 85%, damage 3D6 + 2 per round until extinguished

Mind Blast POW vs. POW, damage special (see above)

Armor: none, but Yomagn'tho is immune to all but magical attacks.

Spells: Yomagn'tho knows all spells.

Sanity Loss: 2D4/1D10 Sanity points to see Yomagn'tho.

YTHOGTHA, Great Old One. *A bipedal monstrosity whose hind legs resembled those of a batrachian, with forelimbs uplifted almost as if in menace, sucker-tipped, webbed hands extended toward the viewer. The head was a seething mass of pseudopods or tentacles, amidst which a single glaring eye could be discerned.*

— Lin Carter, "Perchance to Dream".

Ythogtha lies imprisoned within the sunken realm of Yhe, which is contiguous with R'lyeh itself. He is one of the sons of Cthulhu, descended from faraway Xoth.

CULT: the Great Old One is mostly unknown to humans; however some deep ones may afford it worship.

OTHER CHARACTERISTICS: over the centuries a very few statuettes of this malign entity, hewn from an unearthly gray-green stone, have been discovered. These images were brought down from the stars when the Earth was young and somehow retain or transmit the malevolent thought-waves of Ythogtha. Anyone sleeping in close proximity to one of these images is subject to Ythogtha's "dream-pull", which appears to work on a subconscious level. Each night the victim dreams of sunken Yhe, and each night these dreams become more intensely disturbing. Each night the victim loses 1D4 SAN from the horrible and vivid nightmares. When the victim has lost 20% of his SAN to Ythogtha's dreams the dreamer comes face to face with the terrible form of the Great Old One. This experience is so vividly horrific that the dreamer loses the

same 1D8/1D20 points of SAN that he would lose for seeing Ythogtha in person.

ATTACKS & SPECIAL EFFECTS: Ythogtha possesses a special mental attack. If the Great Old Ones overcomes the POW of its victims with its own, the entity appears to them as a grossly enormous monstrosity, perhaps ten times larger than it really is. Anyone seeing this giant, illusionary Ythogtha may attempt a POW xl roll to dismiss the colossus' image from his or her mind. A failed POW roll indicates that the victim believes the Great Old One's enormity. Those who are overcome by Ythogtha's mental trick suffer double SAN loss for seeing the entity: 2D8/2D20. Those who dispel the illusion suffer the standard 1D8/1D20 SAN loss for Ythogtha. Ythogtha may utilize this mental attack only in person, and not through its statues.



AERIAL PICTURE OF A GEOGLYPH
in the Peruvian Andes

YTHOGTHA, The Abomination in the Abyss

STR 40 CON 105 SIZ 55 INT 25 POW 25
DEX 13 Move 11 / 20 swimming HP 80

Damage Bonus: +5D6.

Weapons: Tentacle 90%, damage 3D6

Claw 90%, damage 1D6 + db

Armor: 8-point thick hide; regenerates 4 hit points per round.

Spells: all Call and Contact spells, plus any that the keeper finds appropriate.

Sanity Loss: 1D8/1D20 Sanity points to see Ythogtha.

ZATHOG, Great Old One. *—An entity so monstrous and powerful that it cannot be described; its throne is an entire planet. . . . Originally it came from realms beyond all time and space as we understand them.*

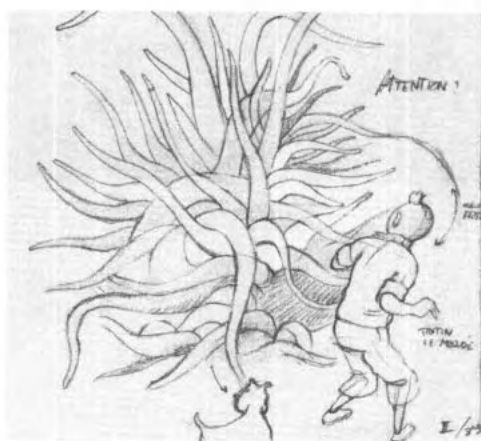
— Richard Tierney, "The Winds of Zarr".

The Great Old One Zathog is never clearly described in any Mythos text. Clues to the being's form include his title of "Black Zathog" or the "Black Lord of Whirling Vortices". Certain lines in the poem "Prayer to Zathog" also offer clues: the Great Old One is entreated to rise out of black slimy seas, and is called the brother of Ubbo-Sathla. Zathog may manifest as a festering, slime-dripping, bubbling mass that constantly churns and whirls, putting forth vestigial appendages and reabsorb-

ing them. Bubbles burst on its surface to reveal hate-filled eyes, and slobbering mouths form and close randomly about Zathog's horrible body.

Zathog is among the most hateful and vengeful of all the Great Old Ones. For uncounted aeons Zathog has seethed with his hatred of the Elder Gods and plotted for the return of the Great Old Ones. To this end, it has enlisted the alien zarr to carry out its plan for revenge. Zathog has advanced Zarrian technology by granting them, among other things, the knowledge of time travel. With this technology, the zarr have for centuries sought out and freed Mythos powers imprisoned throughout time and space.

CULT: Zathog is almost exclusively worshiped by the zarr. An occasional hate-filled human or member of another species may worship Zathog.



UNPUBLISHED SKETCH
of a Tintin adventure, by Hergé (Georges Rémi).
(Private Collection, Brussels)

OTHER CHARACTERISTICS: like all Great Old Ones, Zathog has the ability to communicate telepathically with any species. It may grant knowledge of spells, technology, or arcane secrets to favored worshippers. Favor comes at a high price, however, for any who fail or otherwise disappoint the Black Lord are unceremoniously destroyed.

Reciting the Prayer to Zathog affords protection, at least temporarily, from the wrath of the Black Lord. All seeking protection from Zathog must read or recite the invocation while sacrificing 1 point of POW. One minute of safety is gained for each point of POW expended. Those individuals cannot attack the Great Old One during their period of protection, however, or they break the spell and are instantly attacked by Zathog. The "Prayer to Zathog" can be found in the *Book of Eibon* and perhaps a few other Mythos tomes.

ATTACKS & SPECIAL EFFECTS: Zathog may lash out with pseudopods at all within a 100 yard radius. Those struck are smashed to pulp by the Great Old One.

ZATHOG, The Black Lord of Whirling Vortices

STR 87 CON 105 SIZ 201 INT 19 POW 75
DEX 17 Move 10 HP 153

Damage Bonus: +17D6.

Weapon: Smash 80%, damage = db

Armor: for a physical attack to be successful against Zathog it must be made at 1/2 or better, otherwise physical weapons are deflected off the Great Old One's whirling body. Impaling weapons do only minimum damage to Zathog.

Spells: any as the keeper desires, especially those dealing with time and space.

Sanity Loss: 1D10/1D100 Sanity points to see Zathog.

ZHAR & LLOIGOR, Great Old Ones. *The thing that crouched in the weird green dusk was a living mass of shuddering horror, a ghastly mountain of sensate, quivering flesh, whose tentacles, far-flung in the dim reaches of the subterranean cavern, emitted a strange humming sound, while from the depths of the creature's body came a weird and horrific ululation.*

— August Derleth, "The Lair of the Star-Spawn".

Zhar & Lloigor dwell in a dead city, buried under the Plateau of Sung or Tsang in China.

CULT: the Tcho-Tcho people inhabit the Plateau of Sung (among other places), and are known to worship Zhar & Lloigor. The Brotherhood of the Star-Treader is a powerful Lloigor cult in Toronto, Canada.

ATTACKS & SPECIAL EFFECTS: approached or disturbed, Zhar or Lloigor attack by grasping with a tentacle. Anyone grasped completely disintegrates on the next round, leaving behind only unliving, inorganic objects. The tentacles reach at least 30 yards. Each round, Zhar or Lloigor may attack with one tentacle for each target.

The approach of Zhar or Lloigor is signaled by high winds which the alien gods somehow create and move on. The Great Old Ones have the ability to seep through the tiniest cracks to get at a victim.

The Great Old Ones have identical statistics.

ZHAR & LLOIGOR, The Twin Obscenities & The Star-Treaders

STR 100 CON 100 SIZ 100 INT 30 POW 28
DEX 30 Move 20 / 50 flying HP 100

Damage Bonus: +11D6.

Weapon: Tentacle 100%, damage is death in second round

Armor: 22-point blubbery flesh.

Spells: Zhar and Lloigor may each Call the other at will, plus Summon/Bind Byakhee, Call Hastur, all others dealing with air, winds and others as the keeper wishes.

Sanity Loss: 1D6/1D20 Sanity points each to see Zhar and Lloigor.

ZO-KALAR, Great One. *Zo-Kalar is regarded as the God of birth and death.*

— Sandy Petersen, *Field Guide to Creatures of the Dreamlands*.

Zo-Kalar was once chief god in Sarnath, presiding over Tamash and Lobon. He is tall and slender. Both skin and hair are bone-white, but his eyes are solid black. He wears a robe of black satin.

CULT: Zo-Kalar is regarded as the god of birth and death, in charge of the life history of all Earth's

Dreamlands' residents. He has little worship since the fall of Sarnath.

OTHER CHARACTERISTICS: Zo-Kalar is very melancholy, and rarely welcomes human company. He always travels with one or more shades. He is shy of mortals and keeps clear of them unless absolutely necessary. He can answer questions about the future of a mortal, but only insofar as that mortal's death is concerned. He only gives these answers grudgingly, and at a terrible price.

TRANSFORMATION: Zo-Kalar can match his magic points against the magic points of any one foe within sight. If he overcomes that foe, he can forcibly turn his foe into a shade by expending magic points equal to the foe's POW.

ZO-KALAR, Ruler of Life and Death

STR 50 CON 40 SIZ 20 INT 20 POW 25
DEX 20 APP 8 Move 12 HP 30

Damage Bonus: +3D6.

Weapon: Touch 95%, reduces target's POW by 1D6

Armor: at will, can invoke divine sanctity, which protects him as 10-point armor.

Spells: can summon a shade at a cost of 1 magic point. Can always command all shades present. Zo-Kalar knows all Contact Deity spells for his fellow Great Ones, as well as Contact Nyarlathotep.

Sanity Loss: it costs no Sanity points to see Zo-Kalar.

ZOTH-OMMOG, Great Old One. *A body shaped like a broad-based, truncated cone. A flat, blunt, wedge-shaped, vaguely reptilian head surmounts this conical torso, and the head is almost entirely hidden behind swirling tresses. This hair, or beard and mane, consists of thickly carved and coiling ropes, like serpents or worms. . . . Through this repulsive Medusa-mane of ropy tendrils, two fierce, serpent-like eyes glare in a horrible intermingling of cold, inhuman mockery and what I can only describe as gloating menace.*

— Lin Carter, "Zoth-Ommog".

It has a cone-shaped body with a lizard-like head. From the head grows a mass of thick serpent-like tentacles. From the base of the neck project four thick pseudopods resembling starfish arms, one on each side of the body. Zoth-Ommog is evidently buried underneath the Pacific in the corpse-city of R'lyeh.

CULT: Zoth-Ommog has no active cult among humans. Some deep ones may worship this malign entity. Zoth-Ommog can manifest itself through one of the many statues of itself scattered apparently randomly around the world.

ATTACKS & SPECIAL EFFECTS: generally it assaults any human on sight, attacking either with one of its gigantic pseudopods or a bite.

DEITIES OF THE MYTHOS



WOODCUT

probably nineteenth century, provenance unknown. (Rijksmuseum van Oudheden, Leiden, the Netherlands)

ZOTH-OMMOG, Great Old One

STR 40 CON 120 SIZ 60 INT 20 POW 35
DEX 12 Move 50 HP 90

Damage Bonus: +5D6.

Weapons: Tentacle 90%, damage Grapple — on next round squeeze for 5D6 damage

Bite 90% damage 1D6 + 3

Armor: 10-point thick, blubbery hide; regenerates 3 hit points per combat round.

Spells: all Call and Contact spells, plus any that the keeper finds appropriate.

Sanity Loss: 1D6/1D20 Sanity points to see Zoth-Ommog.

ZOTH SYRA, Unique Entity (Spawn of the Green Abyss Greater Independent). *And reigning beside the indescribably evil beauty, Zoth Syra, he became conscious of a ceaseless murmuring of restless voices that echoes sibilantly in the song of his Queen.*

— C. Hall Thompson, "The Spawn of the Green Abyss".

Zoth Syra is the ruler of the aquatic societies of the spawn of the Green Abyss. Like its subjects, Zoth Syra is a mass of bluish slime with various and shifting features, limbs, and sensory organs.

CULT: Zoth Syra has no followers other than her spawn of the Green Abyss.

HYPNOTIC SONG: Zoth Syra's song captivates and hypnotizes hearers. The loser of a POW vs. POW struggle against Zoth Syra becomes her utter slave, obeying her every command. Only with a successful POW x1 roll on 1D100, or with a successful Psychoanalysis roll by an unaffected companion, can anyone under the hypnotic powers of Zoth Syra become free.

ATTACKS: the Queen of the Green Abyss may attack physically by lashing out with 2D4 pseudopods per round, or by crushing a victim beneath her enormous gelatinous bulk. Zoth Syra's pseudopods can reach up to

80 yards, and can attack as many different targets as there are pseudopods. Zoth Syra is always encountered with at least one of its subject spawn of the Green Abyss.

ZOTH SYRA, Queen of the Green Abyss

STR 75 CON 52 SIZ 90 INT 21 POW 35
DEX 1 Move 8 rolling HP 71

Damage Bonus: +9D6.

Weapons: Pseudopods 65%, damage 4D6 or Grapple

Crush 79%, damage = db

Armor: none, but Zoth Syra is immune to normal weapons. Spells, enchanted weapons, fire, electricity, and chemicals harm Zoth Syra normally. Also regenerate 1D6 hit points per round. If killed, one of the other spawn of the Green Abyss takes Zoth Syra's place, title, and name, growing until it reaches the Queen's impressive bulk and power.

Spells: Contact Spawn of the Green Abyss, as well as any desired by the keeper.

Sanity Loss: 1D8/1D20+1D4 Sanity points to see Zoth Syra.

ZSTYLZHEMGNI, Great Old One.
*Mistress of Ghizguth, Matriarch of Swarms—
Zstylzhemgni, Queen of all teeming things
That scuttle, sting and creep
In all their myriad, multi-legged forms,*

— Richard L. Tierney, "The Minions of Zstylzhemgni"

Zstylzhemgni may appear either as a massive swarm of stinging and biting insects, or as an enormous insect-like horror.

CULT: Zstylzhemgni is little worshiped by man, however, certain alien species may offer up sacrifices to the Matriarch of Swarms. The insects from Shaggai pay special homage to the Matriarch of Swarms.

OTHER CHARACTERISTICS: Zstylzhemgni commands all insects and creeping things. Her coming is forewarned by an enormous gathering of insects that begin to assemble within minutes of her arrival.

ATTACKS & SPECIAL EFFECTS: in swarm form, Zstylzhemgni attacks by swarming around a victim, biting and stinging. Swarmed victims' vision and hearing are obscured by the thousands of milling and buzzing insects. Such victims make all sight- and hearing-related skill rolls at 1/2 normal.

In her giant insect form, Zstylzhemgni may attack either by biting with her powerful mandibles, or by stinging with her tail. Those stung by the Matriarch of Swarms must resist against her poison of POT 20 or die. Those who survive are paralyzed for 24-CON hours, or until treated with a successful Medicine roll.

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DEITIES OF THE MYTHOS, A SUMMARY

And so, with all written once more, we come to a final question: how to summarize the deities of the Mythos?

I believe the most important summation is to note that the Mythos deities fall into two broad categories. The Outer Gods, and perhaps some of the Elder Gods, are of a power level that I would call "true gods." They actually seem to represent certain essential and basic aspects of the universe: time, space, energy, birth, and so on. That these forces are personified in such loathsome and malicious ways is distressing for what it says of our universe.

We know of but a few of these "true gods." Are there more? Are they all sentient? Could the Gods that we worship in our churches, synagogues, and mosques be true gods too? I cannot say.

All of the rest of the deities of the Mythos, from Great Cthulhu to little-known Summanus, I do not consider to be true gods at all. Rather, they seem to be the intergalactic equivalents of school-yard bullies: the biggest kids on the block. Great Cthulhu seems closely related to the star-spawn. Records indicate that he mated on Xoth and there produced progeny. So we see him as human if not humane.

Nonetheless, these lesser "deities" are still very powerful, much more so than our entire race. My division may very well be an irrelevant one, with no consequence, for to most of the deities of the Mythos we are but specks of dust. And, these "lesser" deities may be all the more dangerous for the fact that they have personal wants and desires.

The questions unanswered about the deities of the Mythos are many. Why have so many congregated on Earth? What are their true goals? What do they intend for humanity? We can only wait and hope. ♦♦♦

ZSTYLZHEMGNI, Matriarch of Swarms

STR 25 CON 67 SIZ 37 INT 18 POW 30
DEX 21 Move 15 / 21 flying HP 52

Damage Bonus: +3D6.

Weapons: Swarm 100%, damage 3D6 each round

Bite 80%, damage 1D6 + db

Sting 80%, damage 1D6 + 2 + poison POT 20 (see above)

Armor: in her swarm form Zstylzhemgni has no armor, however the swarm takes only 1 hit point of damage per successful physical attack. Fire and chemical attacks inflict normal damage on the swarm. In her giant insect form, Zstylzhemgni has 15 points of armor in very hard chitinous shell.

Spells: any as desired by the keeper.

Sanity Loss: 0/1D4 Sanity points to see Zstylzhemgni in her swarm form; 1D6/1D20 Sanity points to see her in her giant insect form.

ZU-CHE-QUON, Great Old One. *For He is the ultimate doom and the undying emptiness and silence of Old Night. . . For He hath naught to do with life and sunlight, but loveth the blackness and the eternal silence of the abyss. Yet can He can be called to earth's surface before His time . . . by ancient spells and certain deep-toned sounds which reach His dwelling-place far below. . . For He bringeth darkness within the light; all life, all sound, all movement passeth away at His coming.*

— Henry Kuttner, "The Bells of Horror".

This entity manifests itself as a vast all-encompassing darkness whose arrival is heralded by a drop in temperature and steadily worsening earth tremors. Zu-che-quon is sometimes referred to as Zushakon or Zulchequon and discussed in depth in the Book of Iod. Charles Fort's hypothetical entity Melanicus bears many similarities to this god.

CULT: it has a very small organized human cult.

OTHER CHARACTERISTICS: in areas where Zu-che-quon prepares to manifest, humans and animals suffer a painful discomfort of the eyes, some even blinding themselves attempting to relieve the torment. When the Great Old One finally appears, all human

and animal life are blinded until the dark god is somehow dispelled. In the presence of Zu-che-quon blinded humans lose 0/1 Sanity points per round. If these losses amount to more than 20% of their current Sanity they are driven indefinitely insane and tear their own eyes out.

The Great Old One is normally summoned by certain deep-toned sounds such as specially-prepared bells or musical notes which are capable of reaching its subterranean lair. It can only remain present as long as these summoning sounds continue but once manifested Zu-che-quon may return to this location, unbidden, during subsequent eclipses.

Zu-che-quon engulfs the surrounding countryside, affecting as few as the residents of a small farm to as many as the population of a large city.

ZU-CHE-QUON, The Dark Silent One

STR N/A CON 100 SIZ varies INT 20 POW 80
DEX N/A Move N/A HP 100

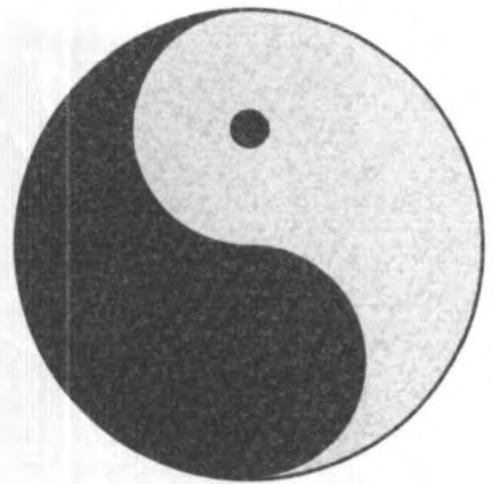
Damage Bonus: N/A.

Weapon: Blindness 100%, damage special (see above)

Armor: Zu-che-quon cannot be harmed by any physical force, or even light. It is only affected by magic and enchanted weapons, the later causing minimal damage.

Spells: Cause Blindness, Strike Blind, and others as the keeper desires.

Sanity Loss: seeing Zu-che-quon's sea of darkness engulfing an area from a distance costs 1D6/1D20 Sanity points. Anyone caught within the dark-blanketed area loses 1/1D10 Sanity points the first round and 0/1 Sanity points every round thereafter.



THE SIGN OF ZU-CHE-QUON
in the Book of Iod. (Restricted Collection, Huntington Library,
Pasadena, California)



Creatures of Legend & Folklore

Not All Encounters Involve the Mythos. Here Are Some Common & Popular Monsters From Legend, Folklore, & Cryptozoology. Keepers Are Encouraged to Bring Others . . . to Life.



GHOSTS. Each ghost should be crafted by the keeper to fit the circumstances of the adventure. Ghosts generally possess only INT and POW, appearing as dim, misty forms. They haunt specific locations, or sometimes specific objects such as a ship or automobile. In some rare instances, a ghost may even haunt a specific person or family.

Ghosts may or may not be vulnerable to magic. Some ghosts may not be exorciable. Ghosts especially seem to haunt locations in order to communicate the awfulness that prompted their formation. Sometimes a ghost gives clues or instructions that, if carried out, let the anxious shade dissolve and find peace. Though all ghosts are terrifying, some are more loathsome than others: a 1D8 Sanity point loss is the maximum loss.

For a ghost's attack, match its POW against target POW on the Resistance Table. As this happens, the ghost may be glimpsed as clawing at, enveloping, or otherwise physically attacking the target.

If the ghost overcomes the target's POW, the character loses 1D3 POW. If the character can overcome the ghost, he or she causes it to lose 1D3 POW. The characteristic lost is forfeit. Ghosts of great strength may drain 1D6 POW or more from a



INN SIGNBOARD

from the old Sleepy Hollow Inn, c. 1791, Braintree, Massachusetts
(The Braintree Historical Society)

Legendary Creatures

Ghosts	252	Scarecrows	257
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victim in a single combat round, but such potent entities still lose only 1D3 POW if overcome by the victim in a particular round. Compare with the wraith, below.

Ghosts can appear as wispy humanoid figures, glowing manifestations, solid-looking creatures, cloudy figures, headless things, vehicles such as trains, coaches, ships, or cars, animals, etc. They are known by any number of names: ghosts, spirits, shades, spooks, haunts, haints, poltergeist, apparitions, phantoms, specters, phantasms, etc. Each particular type of ghost has specific manifestations and powers. The keeper has scores of films and books to inspire him in the creation of his ghosts. Here are some specific options and suggestions.

- ◆ *Headless apparitions are usually "solid", like a zombie. They can usually be put to rest if their bodies and decapitated heads are reunited. The Headless Horseman of Sleepy Hollow is the most famous headless apparition.*
- ◆ *Ghost vehicles tend to appear in the same spot at the same time and date all the time. Boarding a ghost*

train or coach or ship, the brave investigator is taken to some other dimension or time, and usually never seen again. Urban legends tell of a hitch-hiker picked up along a lonely country road only to later find out that the driver who had so kindly given him a ride has been dead for years. *The Flying Dutchman* is the most famous ghost ship.

- ◆ **Phantoms tend to haunt theaters.** They seem to become obsessed with particular performers or with exacting revenge for some injustice they suffered while alive. Eric, *The Phantom of the Opera*, is the most famous phantom (although strictly speaking, Eric was not a ghost, but a deformed madman pretending to be a phantom).
- ◆ **Ghostly dogs often appear to forewarn of impending danger or doom.** They also sometimes appear on moors or in wooded areas and attempt to lure unwary investigators into danger. The British Isles have many legends of ghost dogs.
- ◆ **Some buildings may themselves be ghosts.** Solving the building's mystery or uncovering its dark secret, it vanishes never to be seen again. *The Amityville Horror* is a good example of this.
- ◆ **Poltergeist can be violent entities,** known for violently throwing items around a room. They seem to be particularly attracted to houses with children and teenagers. *The first Poltergeist* is the definitive film on the subject.
- ◆ **Ghosts of redemption may appear as figures from a person's past,** come back to warn them of their wicked ways. The classic example of this is Jacob Marley's ghost in Dickens' classic *A Christmas Carol*. The keeper may even wish to utilize the idea of the three ghosts of Christmas (past, present, and future).

Individually crafted ghosts are good sources of spooky scenarios. Entire campaigns can be devoted to the study of and exorcism of ghosts. Books to read as sources for ideas about ghosts include *The Haunting of Hill House* (both the novel and the film, in fact) by Shirley Jackson, *The Shining* by Stephen King, any of William Hope Hodgson's ghost stories (particularly the Carnacki the Ghost Finder tales), and the ghost stories of M. R. James. Henry James contributes a whole volume of ghost stories in his *Collected Works*, and Rudyard Kipling set some excellent tales of ghosts in England and in India. As mentioned, Charles Dickens' *A Christmas Carol* is a classic ghost story. Russell Kirk penned a number of excellent ghostly tales. Today anthologies of ghost stories – new and classic—can be found in most bookshops. Like the ghosts they portray, some of these books may prove difficult to get hold of, but larger public libraries should have them. Most genre television series—

Friday the 13th the Series, *The Twilight Zone*, etc.—have dealt with ghosts, and there are any number of newer and classic films on the subject.

GOLEMS. The Polish Jews, after having spoken certain prayers and observed certain Feast days, make the figure of a man out of clay or lime which, after they have pronounced the wonderworking *Shem-ham-phorasch* over it, comes to life. It is true this figure cannot speak, but it can understand what one says and commands it to do to a certain extent. They call it Golem and use it as a servant to do all sorts of housework; he may never go out alone. On his forehead the word *Aemaeth* (Truth; God) is written, but he increases from day to day and can easily become larger and stronger than his house-comrades, however small he might have been in the beginning. Being then afraid of him, they rub out the first letters so that nothing remains but *Maeth* (he is dead), whereupon he sinks together and becomes clay again.

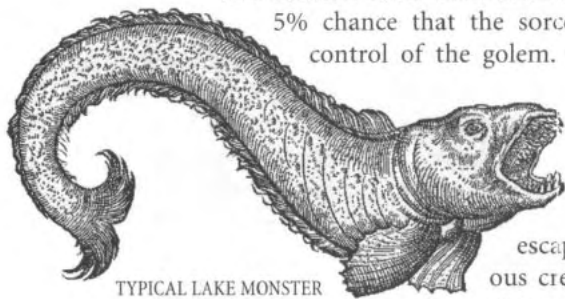
—Jakob Grimm, *Zeitung für Einsiedler* (Journal for Hermits).

The golem is a man-made creature of Jewish folklore from medieval Cabbalistic legends centering on the teachings of the *Sepher Yetsirah*. He is usually formed from clay, and is given life through magical and religious ceremonies. Shaped like a man by its creator, the golem's forehead is inscribed with the word *Aemaeth* that gives it life. The actual ritual for animating a golem lasts for many days, during which time special prayers and ceremonies from the *Sepher Yetsirah* (Hebrew, no Sanity loss, Occult +4 percentiles. Spell: Create Golem.) are performed, and holy feasts are eaten. Once animated, a golem obeys the simple commands of its creator. The man-made monster cannot speak, is slow, and has additional and obvious limitations (a golem could not drive a vehicle, use any sort of weapons or manual devices, utilize any INT-based skills, etc.). However, a golem is incredibly strong and hardy. A golem does not ever tire, and will follow a command until it is completed or until the creature is stopped by its creator or destroyed. Although most often built of clay, a golem may be constructed of just about any material. The figure most often connected with the golem legend was Rabbi Judah Loew of Prague (1520-1609), whose story was the basis for the famous 1915 Paul Wegener silent film *Der Golem*. The golem legend was also an inspiration for the very famous 1818 Mary Shelly novel *Frankenstein*.



GOLEM

Each week after its creation, a golem gains 1 STR and 1 SIZ. As its strength and size increase, so do the chances that the monster will break free of its master's control. Each week there is a cumulative



TYPICAL LAKE MONSTER

5% chance that the sorcerer will lose control of the golem. Once free, the golem's first action is to destroy its creator. If he manages to escape his murderous creation, the sorcerer may regain control of the golem by performing the lengthy rituals that first gave the thing life. This process takes many days, and requires the sorcerer to stay well-hidden from the golem.

In combat a golem may strike with both hands each round, or it may use both arms to grasp and crush a victim. A golem makes a very powerful—if temporary—guardian or servant for mad sorcerers and meddlers in the occult. Scratching out the first two letters inscribed in the golem's forehead instantly destroys the creature.

The ritual for creating a golem takes 1D6+4 days, requires the temporary expenditure of 15 magic points and the permanent sacrifice of 5 points of POW. The ingredients for the rituals, spells, and feasts are left to the keeper's discretion, but they are numerous, rare, and exotic. At the end of the ritual the sorcerer also loses 1D6 SAN. The time required for this lengthy process does not include the time which it takes to construct the golem, which must be finished before the rituals begin.

GOLEMS

char.	rolls	average
STR	5D6+6*	23-24*
CON	3D6+6	16-17
SIZ	3D6+8*	18-19*
INT	1D6	3-4
POW	2D6+5	12
DEX	1D6	3-4
Move 6		HP 17-18*

Av. Damage Bonus: +2D6*.

* base amount; STR and SIZ increase by 1 each week; HP and db increase accordingly.

Weapons: Fist 45%, damage 1D6 + 1/2 db
Crush 35%, damage 1D6 + db

Armor: 9-point for clay or stone; golems constructed of other materials will have various degrees of armor as per the material. Scratching out the first two letters inscribed in the golem's forehead instantly destroys the creature.

Habitat: wherever created.

Sanity Loss: 0/1D6 Sanity points to see a golem.

LAKE MONSTERS. Just about every large lake in the world has legends of monsters dwelling within their depths. Lake monsters are large, elusive creatures generally with either long, eel-like bodies, or short, squat bodies with long tails and very long necks. Their skin is dark and smooth, and they have small heads and typically four paddle-like flippers. Lake monsters can grow up to 50 feet long, and weigh as much as 3,000 pounds. It is suggested that these mysterious creatures are descendants, or surviving specimens, of prehistoric species. They usually are found in very deep, cold freshwater lakes. Among the most famous lake monsters are the Loch Ness Monster of Scotland, and Ogopogo of Lake Okanagan in British Columbia.

Lake monsters survive on fish and other aquatic food; some may breathe under water while others must surface periodically to fill their lungs with air. Although their long necks or serpentine humps have been seen breaking the surface of the water, lake monsters do not often come up from the depths of their deep lakes. Nessie, Ogopogo, and other lake monsters are usually timid and shy away from humans. Sightings of lake monsters are very rare, with hard evidence rarer, and attacks upon humans rarer yet. There are a few tales, however, of lake monsters chasing boats and water-skiers, or surfacing near swimmers. These creatures might attack if forced into a situation which they could not escape, or if their young were threatened, etc.

LAKE MONSTERS

char.	rolls	average
STR	5D6+20	37-38
CON	5D6+15	32-33
SIZ	6D6+20	41
INT	2D6+4	11
POW	3D6+6	16-17
DEX	2D6+6	13
Move 10 swimming		HP 36-37

Av. Damage Bonus: +4D6.

Weapon: Bite 50%, damage 1D6 + 1

Armor: 12-point tough hide.

Skills: Detect Underwater Movement 90%.

Habitat: deep freshwater lakes around the world.

Sanity Loss: 0/1D8 Sanity points to see a lake monsters.

MAN-EATING PLANTS. Legends, folklore, pulp fiction and B-movies are full of dark exotic jungles populated by giant man-eating plants. They have been featured in fantasy, horror, pulp-action, and science fiction stories and films. There is something unsettling about the thoughts of the tables being turned and plants revolting against animals to become carnivorous.

Man-eating plants can take on any number of forms, from gigantic versions of actual carnivorous plants like Venus flytraps or sundews, or they may be

great serpentine-tendrilled trees or enormous and enticing flowers which close up on their intended prey. Sometimes man-eating plants are sentient or intelligent, and sometimes they can move. Others are simply big nasty botanical traps waiting patiently for some unsuspecting adventurer to wander too close.

Sometimes man-eating plants occur naturally in deep, uncharted jungles. Sometimes they are mutant things changed by chemicals or radiation. Mad scientists sometimes breed man-eating plants for their own sick reasons. Primitive tribes sometimes worship man-eating plants, sacrificing beautiful young maidens or handsome young men to the botanical horrors. Other times man-eating plants are used as guardians by mad scientists.

When designing a man-eating plant the keeper should be creative. Monsterfy actual plants: give roses poisonous thorns, or trees dripping acid sap. Create giant versions of real carnivorous plants (any good encyclopedia will have descriptions and pictures of many varieties). Due to the variety of possible man-eating plants, statistics provided are only vague suggestions. The keeper should create his man-eaters as needed.

Some man-eating traps emit caustic acids that kill and digest their prey, some have blood-sucking thorns or tendrils. Some have vines or leaves or petals which snare or crush their prey and some have roots or branches that entangle victims. Suggested weapons include snapping blossoms, clawing thorns, strangling vines, crushing branches, sticky leaves, poisonous pollen or sap, acid sap, etc. There should be a separate attack and digest score. The attack is whatever traps the prey, while the digest is the acid or poison which the plant uses to eat its victims.

MAN-EATING PLANTS

char.	rolls	average
STR	4D6+6 or more (varies)	20 or higher
CON	3D6 or more (varies)	10-11 or higher
SIZ	6D6+10 or more (varies)	31 or higher
INT	N/A (usually)	N/A (usually)
POW	3D6 or more (varies)	10-11 or higher
DEX	3D6 or more (varies)	10-11 or higher
Move 0 (usually)		HP 20-21 or higher

Av. Damage Bonus: +2D6 or higher.

Weapons: Trap 35% (or higher), damage = db + ensnare/engulf/trap/hold victim
Digest automatic when trapped, damage 1D6 (or higher) acid per round
Others as the keeper desires

Armor: varies, but usually at least 1D6-point leathery stems and leaves or bark, etc., plus 1D6 or more regeneration per round.

Skills: Entice/Lure Prey 75%, Sense Prey 75%.

Habitat: deep, primitive tropical jungles around the world. Also the labs and lairs of mad scientists.

Sanity Loss: 0/1D4 to 1/1D8 Sanity points to see a man-eating plant, depending upon how horrible or weird it is.

MEGALODON, *Charcharodon megalodon*. This is the largest specimen of shark ever discovered: teeth 7 inches long have been unearthed, suggesting a bite radius of 6 feet. This creature could grow to lengths of 40 to 100 feet, and weighed up to 100 tons or more. In all other respects it was like great white sharks of today, constantly swimming to keep from drowning, feeding ravenously on whatever it could find, traveling alone, exhibiting territorial behavior, etc. The megalodon fed on whole schools of fish, large sea mammals, giant squid, even whales. Encountering a member of this prehistoric species would be a truly terrifying experience.

MEGALODON

char.	rolls	average
STR	10D6+40	75
CON	8D6+35	63
SIZ	10D6+50	85
POW	2D6+12	19
DEX	2D6+6	13
Move 10		HP 74

Av. Damage Bonus: +9D6.

Weapon: Bite 70%, damage 2D6 + db

Armor: 10-point skin.

Skills: Scent Blood 95%.

Habitat: although probably extinct, a few of these monstrous sea predators may still survive in the deep dark trenches of the Pacific ocean.

Sanity Loss: Due to the sheer monstrous size and supposed state of extinction of this species, seeing a living Megalodon costs 0/1D6 Sanity points.



MEGALODON DEPICTED ON A FRENCH POSTAGE STAMP

MUMMIES. These undead beings are similar to intelligent zombies. Some cults keep mummies in their temples as guardians. Like zombies, mummies must be hacked apart as they cease action. Contrary to popular belief, many mummies lack bandage wrappings and can move relatively swiftly. Some mummies are created by prolonged exposure to extreme arid conditions. Mummies cannot naturally regenerate magic points.

A mummy has double its human STR, 1.5 its original CON, and two-thirds of original DEX.

Because of the bitumen and bandages frequently used to preserve them, or the dry, desiccated state of their flesh, fire is particularly effective against mummies: damage is normal, but the flames are more difficult to extinguish because of the bitumen in the wrappings or the dry flesh.

MUMMIES, Average

char.	rolls	averages
STR	3D6 x2	20-22
CON	3D6 x1.5	15-17
SIZ	2D6+6	13
INT	3D6	10-11
POW	1D6+12	15-16
DEX	2D6	7
Move 6		HP 14-15

Av. Damage Bonus: +1D4.

Weapons: Fist 70%, damage 1D6 + db
Grapple 25%, damage special

Armor: 2-point skin; impaling weapons are useless unless severing a limb, head, etc.

Skills: Move Quietly 50%, Stalk 40%.

Habitat: Egypt, Mexico, South America—mostly arid regions of the world.

Sanity Loss: 1/1D8 Sanity points to see a mummy.

SASQUATCH. The sasquatch (also known as bigfoot) are elusive, hairy giant hominids who prowl the forests of North America, particularly the area of the Pacific northwest (although just about every American State and Canadian Province has reported sightings). They stand over seven feet tall and are covered in thick hair of reddish or brown color. The sasquatch are nocturnal and omnivorous, eating what-

ever plant and animal food they can find. The howl of these creatures is hauntingly eerie, and they are known to have a horrible smell. They are usually timid creatures, shying away from humans. There are stories, however, of people being attacked or even kidnapped by a bigfoot. Numerous giant tracks and strands of course unidentifiable hair have been found over the years to substantiate the existence of sasquatch.

There have even been several alleged photographs or home movies taken of the elusive creatures. Almost all tribes of Native American people tell tales of the sasquatch or creatures very similar, and many attribute special or magical powers to the hairy giants. Sasquatch are usually sighted singly. Some paranormal investigators suggest a connection between bigfoot sightings and UFO activity. Some anthropologists believe that this creature is the surviving ancestor of the prehistoric Gigantopithecus—an enormous hairy hominid long thought extinct.



GENUINE SASQUATCH PHOTO

Magical Abilities of the Sasquatch

an option

Many Native peoples around the world ascribe special magical powers to giant hairy hominids. The one consistent power attributed to these creatures is the ability to cloud the minds of men. To do this, the creature must overcome its victim's POW with its own on the Resistance Table. This power is used mostly to escape detection, and if successful the giant hominid may stand or pass right in front of a victim without being seen. The spell lasts for only the creature's POW x5 seconds, or until the creature makes physical contact with its victim.

Various communities have different names for local sasquatch creatures. Around Missouri and Louisiana the creature is known as Momo; Florida calls it Skunk Ape; in parts of Connecticut it is the Winsted Wildman; in the Pacific Northwest it is Bigfoot, etc. Of all of the regional hominids, Momo appears to be the most aggressive, with stories of the creature killing dogs and chasing or even attacking people.

Skills: Climb 70%, Hide 75%, Jump 55%, Listen 65%, Scent 60%, Sneak 65%, Spot Hidden 55%.

Habitat: North America—particularly the Pacific Northwest.

The yeti (also known as abominable snowmen) is a smaller cousin of the North American sasquatch and is known in the region of the Himalayan mountains. Yeti generally stand just over five feet tall, and are covered in thick, dark hair. Like the sasquatch, the yeti is also nocturnal, omnivorous, and avoids humans. Yeti and their tracks have often been sighted by mountain climbers, although the beasts quickly escape from view to higher elevations or hidden caves. The high elevation, thinness of air, and bitter cold atop very high peaks does not adversely effect yeti as it does humans. At times such as particularly bad winters yeti have been known to come down out of the mountains to raid villages for food. There are rare stories of the usually-timid yeti attacking humans.

Skills: Climb 90%, Hide 55%, Jump 55%, Listen 75%, Scent 50%, Sneak 55%, Spot Hidden 65%.

Habitat: the Himalayan Mountains and other Asiatic mountain ranges.

Just about every other continent has stories of elusive hairy giants, some timid and shy, others aggressive monsters.

GIANT HAIRY HOMINIDS

	<i>Sasquatch</i>	<i>Yeti</i>	
char.	rolls/average	rolls/average	
STR	4D6+6 / 20	3D6+6 / 16-17	3
CON	4D6 / 14	3D6+6 / 16-17	
SIZ	4D6+6 / 20	2D6+6 / 13	
INT	2D6+3 / 10	2D6+3 / 10	
POW	3D6 / 10-11	3D6 / 10-11	
DEX	3D6 / 10-11	3D6+3 / 13-14	
Move	8	8	
HP	17	14-15	
Av. DB:	+1D6	+1D4	
Fist/	65% /	50% /	
Damage	1D3 + db	1D3 + db	
Thrown Rock/	50% /	50% /	
Damage	1D6 + 1/2 db	1D6 + 1/2 db	
Armor:	3	4	

Sanity Loss: 0/1D8 Sanity points to see the giant bigfoot; 0/1D6 to see the yeti or any of the other, smaller hairy hominids. Additionally, any of the creatures may produce a blood curdling howl which costs 0/1 Sanity points to hear.

SCARECROWS. Scarecrows resemble golems in that they are usually created and animated by a sorcerer to use as a guardian, killer, or servant. The actual creation and animation of a scarecrow is much easier and faster than that of a golem. The scarecrow is first constructed of wood, straw, old clothes, and a head made out of a jack o'lantern or a stitched-up sack. The spell for animating a scarecrow takes 1D3 hours to properly cast, requires the temporary expenditure of 10 magic points and the permanent sacrifice of 1 point of POW. The components for the spell are left to the keeper's discretion. At the end of the ritual the sorcerer also loses 1D4 SAN.

Animated scarecrows may follow only simple commands such as "attack anyone who enters this field" or "protect this book", etc. They are capable of slow but steady movements but never tire or give up unless destroyed or ordered by their creator to stop. They cannot speak and have additional and obvious limitations (a scarecrow could not drive a vehicle, use any sort of mechanical devices or firearms, utilize any INT-based skills, etc.). They can use simple hand-to-hand weapons such as sickles, pitchforks, hatchets, and scythes.

Scarecrows have only the single point of POW given to them by their creator. If drained of that point of POW, the scarecrow immediately becomes inanimate and remains so until the sorcerer performs the spell again and gives it another point of his POW. Scarecrows are especially vulnerable to fire, although impervious to most other weapons. Often, a scarecrow can regenerate or rebuild itself, even if hacked to pieces. This takes 10 minutes per point of SIZ of the scarecrow. The only way to truly destroy an animated scarecrow is to either drain its point of POW, or so completely destroy it that there is literally nothing left.

The most effective way to do this is to incinerate the thing.

The exception to all of this is the occasion when a malevolent spirit inhabits a scarecrow. In such a case the scarecrow has the standard STR, CON, SIZ and DEX, but has the INT and POW of the entity possessing it, along with any knowledge and spells the entity might have.

OTHER ANIMATED THINGS: these same basics may be used for animated dolls, puppets, or mannequins, although the STR and SIZ must be adjusted up or down.

SCARECROWS

char.	rolls	averages
STR	3D6	10-11
CON	6D6	21
SIZ	2D6+6	13
INT	N/A	N/A
POW	1	1
DEX	1D6	3-4
Move 6		HP 17

Av. Damage Bonus: +0.

Weapons: Strangle 25%, damage as per suffocation

Sickle 20%, damage 1D6 + 1 + db

Pitchfork 25%, damage 1D8 + 1 + db

Hatchet 20%, damage 1D6 + 1 + db

Scythe 15%, damage 1D10 + 1 + db

Armor: 2-point of straw and wood. Scarecrows take no damage from impaling attacks. Blunt-force weapons and hacking attacks inflict 1/2 damage to scarecrows. They are especially susceptible to fire, and suffer 1D6+2 points of damage per round from fire. If not drained of its POW or fully incinerated, a scarecrow may regenerate or rebuild itself in SIZ x10 minutes.

Skills: Obey Commands 100%.

Habitat: fields and farms wherever created.

Sanity Loss: 0/1D4 Sanity points to see an animated scarecrow.

SKELETONS, Animated Human. Animated skeletons are encountered in a few medieval legends, and rather more frequently in modern stories and especially in modern films.

Dried bones are fairly brittle, and snap and splinter easily from a heavy blow, but no area of a skeleton is more vulnerable than any other. To simulate this, ignore impales, critical hits, and so on. Any blow striking a skeleton has a chance of destroying it equal to or less than the damage done x4, as rolled on 1D100. For example, if an axe hit a



SKELETON

skeleton and did 8 points damage, there would be a 32% chance of destroying the skeleton by shattering it. Unless the skeleton shatters, it remains totally undamaged.

Secondly, halve the chance to hit with an impaling weapon, since much of the target is simply air.

Animated skeletons traditionally use weapons rather than striking blows directly, perhaps because they shatter so easily. Equip as desired, typically small club or sword at a skill percentage of DEX x3

No good explanation exists for the continued mobility of the bones once muscles, tendons, and ligaments have rotted away.

HUMAN SKELETONS

char.	rolls	averages
STR	3D6	10-11
CON	N/A	N/A
SIZ	2D6+6	13
INT	3D6	10-11
POW	1	1
DEX	3D6	10-11
Move	7	HP N/A

Av. Damage Bonus: +0.

Weapon: Any hand-to-hand weapon DEX x3%, damage as per weapon

Armor: none. A skeleton may wear clothing or armor that affords it protection.

Skills: Clatter Ominously 45%, Rise Unexpectedly 60%.

Habitat: ruins, tombs, treasure chests, dungeons, sorcerers' keeps.

Sanity Loss: 0/1D6 Sanity points to see an animated skeleton.

VAMPIRES. Every player will be interested in matching wits with these blood-suckers, but stories about vampires and their powers so conflict and contradict that the individual keeper must determine which vampire facts are true in play, and which are merely legendary. Here are some options.



VAMPIRE

◆ A vampire casts no reflection.

◆ A vampire may have to return to soil in which it originally was buried in order to pass the daylight hours.

◆ The third bite from a vampire causes a character to die, and then to become one of the undead.

◆ A vampire has no special powers in daylight, and may be unable to move abroad, or be unable to move from its coffin.

◆ Vampires have hairy palms, repulsive breath, and cry tears of blood.

◆ Killing the original or "chief" vampire cures his victims of their vampirism. Alternately, killing the lead vampire instantly kills all those vampires he has created.

◆ In Catholic cultures, the cross gives protection from a vampire, at least for a while, and holy water touching the thing sears and scalds its flesh (1D6 hit points per 1oz vial). A Star of David may provide the same protection to those of the Jewish faith.

◆ Vampires cannot cross moving water.

◆ Garlic wards off vampires, and ingesting garlic harms a blood-sucker (1D2 hit points per clove of ingested garlic).

◆ A vampire may turn into a bat, a wolf, a dog, or a cloud of mist.

◆ Vampires employ human servants to guard their secrets and protect them during daylight hours.

◆ Vampires employ vicious dogs—"the hounds of hell"—to guard their lairs.

◆ Removing the stake from the heart of a vampire revives it.

◆ A vampire never drinks . . . wine.

A vampire can change into smoke, mist, a wolf, or a bat at will. If smoke or mist, it drifts at the rate of one yard per combat round.

Once physical attacks have exceeded its hit points, the vampire turns into smoke or mist at the end of the combat round, thereafter regenerating hit points at the rate of 1 point per round. However, if the vampire's hit points have been reduced exactly to zero, its head has been hit: the vampire falls and cannot transform into smoke. Then a stake driven through its heart kills it forever.

Like ghosts, there are any number of different kinds of vampires told of in legends and folklore. The keeper is encouraged to create his vampires as he sees fit, and from the stories and legends he prefers. Here are a few options.

◆ Some vampires are handsome and charming gentlemen.

◆ Some vampires are beautiful seductresses.

◆ Some vampires are ladies or gentlemen out of place in their fancy dress clothes from times long-past. This is often top hat, tails, walking stick, monocle, etc. for men and elaborate period gowns for women.

◆ Some are ugly, pasty-faced, bald-headed, rat-fanged things with pointed ears.

◆ *Some have no fangs but instead open veins with razor-sharp fingernails.*

◆ *Some vampires are just flying heads with masses of bloody entrails trailing gruesomely from the neck.*

BITE: if a vampire's Bite attack does damage, maintaining the Bite stifles any resistance from the target, and drains 1D6 STR (blood) from the victim each round thereafter.

TOUCH: with a successful magic point against magic point roll on the Resistance Table, the touch of a vampire drains 1D3 magic points from the victim, transferring them to the vampire. This happens each combat round. Each successful roll drains another 1D3 magic points. Magic points so acquired vanish after the vampire's POW in hours. The victim can regenerate the magic points normally.

HYPNOTIC GAZE: if the vampire overcomes its victim's POW with its own on the Resistance Table, the target is always hypnotized, and can be made to follow simple instructions. If these instructions are self-destructive, at the start of a round the target's player may roll INT x5 or less to snap out of it.

VAMPIRES

char.	rolls	averages
STR	3D6 x2	20-22
CON	2D6+6	13
SIZ	3D6	10-11
INT	2D6+6	13
POW	2D6+6	13
DEX	3D6	10-11
Move species rate +2		HP 12

Av. Damage Bonus: +1D6.

Weapons: Bite 50%, damage 1D4 first round +1D6 STR drain thereafter

Claw 50%, damage 1D4 + db + special (see Touch above)

Gaze, special (see Hypnotic Gaze, above)

Armor: can reform after hit points are exceeded.

Skills: Human Psychology 60%, Scent Blood 75%.

Habitat: wherever innocence is undefended.

Sanity Loss: 0/1D4 Sanity points to be attacked; 1/1D3 to witness a transformation. Vampires of human appearance cost no Sanity points to see, while truly ghastly vampires may cost up to 1D6 or even 1D8 Sanity points to see.

WEREWOLVES, Humanoid or Full Wolf. As the first sort, a normal human is cursed and occasionally thereafter turns into a monster, half human and half beast, classically at the full moon. This unfortunate may be unaware of his curse or may detest his fate. The second sort may fully transform into a wolf, glories in his transformations, and has more control over the metamorphoses than the first. Ravenous and savage attacks, much like the classical mad dog or the rabid human, are typical of both.

The mass of the individual does not change, even though the shape does.

Both types apparently propagate by transmitting a transformational agent through the saliva while biting; thus even an unsuccessful attack is perilous. If a target's skin is broken by a werewolf's Bite, the victim transforms into a werewolf at the next full moon.

In bestial form the werewolf is notoriously resistant to injury, regenerating 1 hit point every combat round. Scars and welts of such damage may remain after the ravenor reassumes human form. Such healing is weakening, often forcing the shape-changer to spend days in bed. Werewolves are immune to most weapons, but they can be damaged or killed by fire or by silver weapons that impale. (Its fur set afire, the werewolf loses hit points faster than it can regenerate.)

Silver, the lunar metal, is poisonous to the werewolf. To determine damage, match the damage done by the silver weapon against the werewolf's CON on the Resistance Table. If overcome, the werewolf dies. If not overcome, the werewolf takes half the rolled damage and may not regenerate hit points so lost.

As humans, werewolves are outwardly normal, and have normal human characteristics. The Man-beast and Giant Wolf forms below share common attacks, armor, etc. The keeper may or may not charge a Sanity loss for the wolf form: if there is a Sanity loss, give the creature glowing eyes and other supernatural attributes to account for the perception in the mind of the character.



WEREWOLF
in wolf form

WEREWOLVES

	Man-Beast Humanoid Form	Giant Wolf Form
char.	rolls/averages	rolls/averages
STR	6D6 / 21	6D6 / 21
CON	2D6+6 / 13	2D6+6 / 13
SIZ	3D6 / 10-11	3D6+1D3 / 12-13
INT	1D4+2 to 2D6+6 / 4-5 to 13	1D4+2 / 4-5
POW	2D6+6 / 13	2D6+6 / 13
DEX	2D6+6 / 13	2D6+6 / 13
Move	12	13
HP	12	12-13
Av DB:	+1D4 or +1D6	+1D6
Bite/damage	30% / 1D8 + half db	30% / 1D8 + db
Infect/damage	99% / special (see above)	99% / special (see above)
Claw/damage	35% / 1D6 + db	65% / 1D6 + db
Armor:	1	1
Regenerate:	1 per round	1 per round

Skills: Hide 60%, Track by Smell 90%.

Habitat: wherever the full moon shines brightly.

Sanity Loss: 0/1D8 Sanity points to see a werewolf. 0/1D3 to see one change shape.

WRAITHS. This kind of wrathful, potent ghost seems to be created by overwhelming feelings of frustration and hate at the time of death.

Like ghosts, wraiths may haunt or guard specific locations, and like them have only INT and POW as characteristics. Each one should be carefully hand-crafted, always have some point of unique interest, and rarely should have POW of less than 13. Their INT may vary widely.

Sanity loss to see a wraith is at least 1/1D8 Sanity points.

Wraiths live on the ethereal plane, and this gives them special powers and vulnerabilities. They are vulnerable to magic. Their POW acts like CON in dealing with magical attack. Some wraiths therefore have magic points, and if one loses all its magic points, it dissolves and cannot reform for at least a week. Others will not be able to reform at all, or be able to only at the cost of considerable Power. Others have no magic points, only POW, and in losing all POW are dispelled forever. No wraith negotiates, nor does one ever reveal its secrets. Leave that for ghosts.

No matter how the wraith is configured, the attack procedure is the same. First, match the wraith's POW against the target's CON on the Resistance Table. If the target loses, he or she loses 1D6-1 (0-5) points from STR, INT, or CON (from which depends upon the motive of the wraith). A victim reduced to zero in one of these characteristics either dies, is bed-ridden, or is a vegetable until the characteristic can be raised. These attacks may continue at the same level of damage until the target has lost all points in the characteristic, or until he or she manages to flee the room or other, specific location.

If the target successfully resists, the wraith loses that amount of POW or magic points. If all magic points are lost, the thing is dispelled, perhaps permanently at the will of the keeper. A wraith never recovers lost characteristic points.

ZOMBIES. Though everyone knows what film zombies are like, not many stories have been written about these things. Zombies may be created in a number of different ways. The use of voodoo and black magic seems most common. Zombies may also be created through the intentional or accidental exposure of corpses to toxic chemicals or radiation. Some debris from space that falls to Earth in

meteorites may contain a substance which animates the dead. Malevolent spirits may possess and reanimate the dead.

Some zombies are the slaves and servants of sorcerers or witch doctors. Other zombies may be uncontrollable, flesh-eating monsters.

Zombies are almost immune to weapons that impale (including firearms), although such weapons will further damage the zombie's appearance. Any hit by an impaling weapon does 1 point damage to the creature. All other weapons do only half the damage rolled. A zombie literally must be hacked apart before it ceases to act. Setting one aflame also seems to be effective.

The spell creating the zombie supplies the point of POW motivating it. Each spellcaster directs what he or she creates: zombies have no wills of their own.

As the keeper wishes, a few spells and substances may deactivate these things. According to voodoo tradition, zombies could be destroyed by being fed salt; their makers would first sew shut their mouths to guard against this. In addition to the voodoo tradition, we note also the notion in the Cthulhu Mythos of Resurrecting the dead (which, though, seem mostly in control of their faculties); and the new rationales that weird science or vile pollution might also create zombie-like things.

Since *Night of the Living Dead*, zombies are more eager to eat than to threaten; by the 1980s zombies were synonymous with the idea of cannibalism. The 1943 film *I Walked with a Zombie* remains the most evocative and interesting depiction of this terror.

ZOMBIES

char.	rolls	averages
STR	3D6 x1.5	15-17
CON	3D6 x1.5	15-17
SIZ	2D6+6	13
INT	none	none
POW	1	1
DEX	2D6	7
Move 6		HP 14-15

Av. Damage Bonus: +1D4.

Weapons: Bite 30%, damage 1D3

Large Club 25%, damage 1D8 + 1 + db

Armor: none, but impaling weapons do 1 point of damage, and all others do half rolled damage.

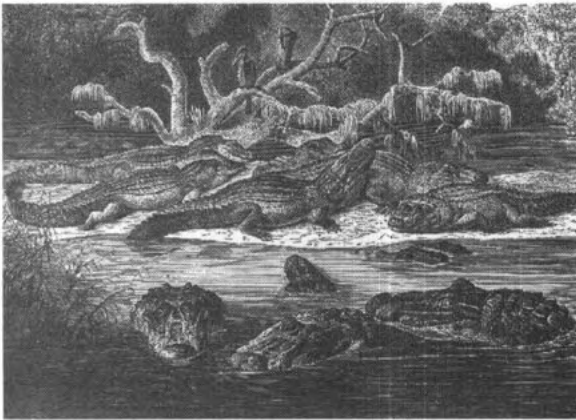
Skills: Obey Command 99% or Pursue Human Flesh 99%.

Habitat: wherever created.

Sanity Loss: 1/1D8 Sanity points to see a zombie.

Animals

Through Adventuring, Investigators Are Likely to Encounter Wild Animals. Here Are a Few Dozen of the Most Pestilent Creatures. The Keeper May Easily Create Others.



ALLIGATORS

ALLIGATORS & CROCODILES. Alligator derives from the Spanish *el lagarto* meaning “the lizard”. Crocodile was named by Greeks who found them along the Nile, calling them *krokodilos*, or “worm of the stones”, for the creatures’ habit of basking on sun-warmed rocks.

■ **ALLIGATORS**, *Alligator mississippiensis*. Alligators are smaller cousins of crocodiles, growing to a length of 19 feet. They are less aggressive, but no less dangerous. They lair in dens or nests along river banks and the females are highly protective of their eggs and young. Alligator attacks on humans are rare, although they do occur. If an alligator does not eat its prey immediately it will take it back to its den to consume later. In areas where people and alligators coexist, it is not uncommon for the large reptiles to be found in in-ground swimming pools.

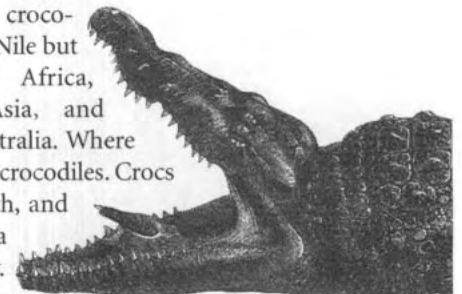
Skills: Glide Stealthily Through Water 75%, Hide 60%, Sneak 50%.

Habitat: southeastern United States.

Animals

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■ **CROCODILES**, *Crocodylus niloticus*. This is the Nile crocodile, now rare in the lower Nile but still found in central Africa, Madagascar, tropical Asia, and northern and western Australia. Where there is water there may be crocodiles. Crocs eat anything they can catch, and come in great numbers to a kill to feed communally. Usually they will not attack a boat. Crocodiles are,



CROCODILE

however, much more aggressive than alligators, and are highly feared by humans who live near them.

Skills: Glide Stealthily Through Water 75%, Hide 60%, Sneak 50%.

Habitat: tropics, especially jungle marshes worldwide.

	Alligators	Crocodiles
char.	rolls / average	rolls / average
STR	3D6+12 / 22-23	4D6+12 / 26
CON	3D6+6 / 16-17	3D6+8 / 18-19
SIZ	3D6+12 / 22-23	4D6+12 / 26
POW	3D6 / 10-11	3D6 / 10-11
DEX	2D6 / 7	2D6 / 7
Move	7 / 8 swimming	6 / 8 swimming
HP	19-20	22-23
Av.DB:	+2D6	+2D6
Bite	50%	50%
Damage	1D8 + db	1D10 + db
Armor:	5	5

BARRACUDAS, family *Sphyrnidae*. A predatory fish, barracudas are renowned for frightening divers with their murderous lunges from dark hiding places. However, they are in fact merely an extremely curious creature, sometimes following divers for some time at a distance. Their fear-some reputation comes from those few incidents when they were provoked, rendering nasty bites that tear the flesh. While these bites are not poisonous, they can become easily infected. Also adding to the barracuda's reputation is its size—it can grow up to eight feet long.

BARRACUDAS

char.	rolls	averages
STR	3D6	10-11
CON	3D6	10-11
SIZ	3D6	10-11
POW	3D6	10-11
DEX	3D6	10-11
Move	8 swimming	HP 10-11

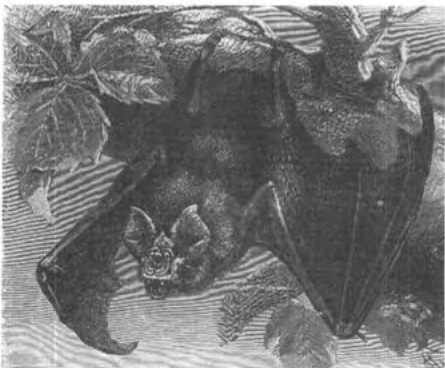
Av. Damage Bonus: +0.

Weapon: Bite 40%, damage 1D10

Armor: 6-point tough hide.

Skills: Hide in Hole 80%, Intimidate Swimmer 60%, Lunge Menacingly 50%.

Habitat: Coral reefs.



LARGE BAT

BATS, LARGE, *Pteropus gouldii*, et. al.

Even the giant fruit bat of Central America congregates in dozens or hundreds. The smaller bats common to the United States gather in enormous cavern-based flocks of up to 50,000 individuals.

Bats worldwide are under severe environmental attack from humans.

BATS, Large

char.	rolls	averages
STR	2D4	5
CON	2D6	7
SIZ	2D4	5
POW	2D6	7
DEX	1D6+18	21-22
Move	1 / 12 flying	HP 6

Av. Damage Bonus: N/A.

Weapon: Bite 40%, damage 1D2

Armor: N/A.

Skills: Echo-Locate Prey 75%, Spot Hidden 75%.

Habitat: warm and temperate climates worldwide.

BEARS. True bears appeared about 5 million years ago, evolving from small raccoon-sized creatures. The word comes to us through Old English from a Proto-Germanic term for "little brown one".

■ **BLACK BEARS:** *Ursus americanus*. By far the most common type of bear in North America. It is the only bear likely to be met in the eastern United States. It can attack twice in a round, using either two separate claw attacks or one claw and one bite attack.

Skills: Climb 30%, Listen 75%, Scent Prey 70%.

Habitat: southern Canada to southern Mexico.

■ **GRIZZLY BEARS:** *Ursus arctos*. Grizzly bears can reach a length of six to seven feet, and weigh up



GRIZZLY BEAR

to 400 pounds. They are powerful predators and have been known to kill humans, especially females protecting cubs. Grizzly bears have become expert scavengers in parks and populated areas where they are known to rummage through trash and tents looking for food. In some areas the bears have even become adept at breaking car windows to get at food. This has caused some deadly confrontations.

Skills: Climb 40%, Listen 75%, Scent Prey 75%.

Habitat: Alaska and Canada and south into Wyoming (the Rocky Mountains area).

■ **POLAR BEARS:** *Ursus maritimus*. The largest and most powerful land predator in the world. Polar bears can reach a length of 12 feet and weigh up to half a ton. They have acute senses, particularly smell. Polar bears are powerful enough to smash through thick ice in order to catch seals, and have been known to catch and kill small whales. They are great swimmers, and have been recorded swimming over 50 miles out to sea in search of prey. Polar bears have a very thick layer of blubber and fur to protect them from the harsh elements of their habitat.

Skills: Climb 30%, Listen 75%, Scent Prey 90%, Swim 80%.

Habitat: the polar regions of the Northern hemisphere.

	Black Bear	Grizzly Bear	Polar Bear
char.	rolls/average	rolls/average	rolls/average
STR	3D6+10 / 20-21	4D6+10 / 24	5D6+10 / 27-28
CON	2D6+6 / 13	2D6+8 / 15	3D6+8 / 18-19
SIZ	3D6+10 / 20-21	3D6+12 / 22-23	5D6+10 / 27-28
POW	3D6 / 10-11	3D6 / 10-11	3D6 / 10-11
DEX	3D6 / 10-11	3D6 10-11	3D6 / 10-11
Move	16	14	12 / 10 swimming
HP	17	18-19	23
Av.DB:	+2D6	+2D6	+2D6
Bite/Damage	25% / 1D10	35% / 1D10	30% / 1D10+2
Claw/Dam.	40% / 1D6 + db	50% / 1D6 + db	55% / 1D6 + db
Slap/Damage	25% / db	35% / db	50% / db
Armor:	3	4	6

B **BOBCATS & LYNXES.** The bobcat (*Felis rufus*) and lynx (*Felis lynx*) are the most common large cats of North America. Bobcats are notoriously bad-tempered while lynxes tend to be less-so. Bobcats are found in mountains and woods everywhere on the continent, especially along watercourses. Lynxes are found in wooded and mountainous areas of North America (Canada mostly) as well as in parts of Africa, Asia, and even Europe. A bobcat or lynx attacks with both claws and its bite each combat round. If both claws hit, the animal hangs on, continuing to bite, and may rip with its hind claws.

BOBCATS & LYNXES

char.	rolls	averages
STR	2D6	7
CON	3D6	10-11
SIZ	1D4	2-3
POW	2D6	7
DEX	2D6+12	19
Move 12		HP 6-7

Av. Damage Bonus: -1D6.

Weapons: Bite 20%, damage 1D4

Claw 40%, damage 1D3 + db

Rip 80%, damage 2D3 + db

Armor: none.

Skills: Climb 80%, Hide 80%, Sneak 90%.

Habitat: Bobcats: North America. Lynxes: North America, Africa, Asia and Europe.



LYNX

B **USH PIGS & WILD BOARS.** Bush pigs (*Potamochoerus porcus*) and wild boars (*Sus scrofa*) are common animals that live in dense forests and travel in small herds of about twenty individuals. They are not domesticated. Wild boars, especially, are known to be highly aggressive and nasty beasts. Their numbers have increased lately because the number of leopards has decreased.

BUSH PIGS & WILD BOARS

char.	rolls	averages
STR	2D6+4	11
CON	2D6+6	13
SIZ	2D6+4	11
POW	2D6	7
DEX	2D6	7
Move 10		HP 12

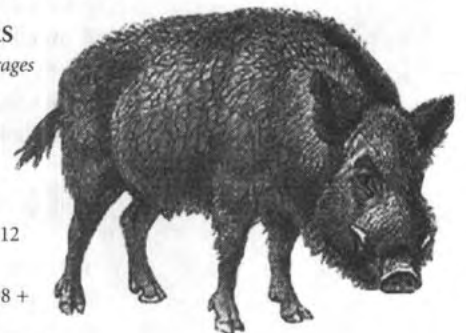
Av. Damage Bonus: none.

Weapon: Gore 30%, damage 1D8 + db

Armor: 3-point hair, hide, and muscle.

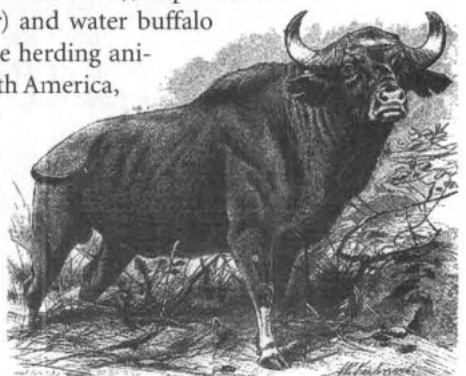
Skills: Scent Enemy 50%.

Habitat: Bush Pigs: Africa, south of the Sahara. Wild Boars: Africa, Asia, and even parts of Europe.



WILD BOAR

B **ISON, CAPE BUFFALO & WATER BUFFALO.** Bison (*Bison bison*), cape buffalo (*Syncerus caffer*) and water buffalo (*Bubalus bubalis*) are large herding animals found chiefly in North America, Africa, and India. They travel in large herds, sometimes of several hundred individuals, but also are met in smaller groups. The cape buffalo is the largest representative of this geographically diverse species. It is notoriously irritable



WATER BUFFALO

and aggressive, and often is held to be the most dangerous large animal in Africa. The bison of North America is a less aggressive species.

BISON, CAPE BUFFALO & WATER BUFFALO

char.	rolls	averages
STR	4D6+20	34
CON	3D6+10	20-21
SIZ	4D6+20	34
POW	2D6	7
DEX	2D6	7
Move 12		HP 27-28

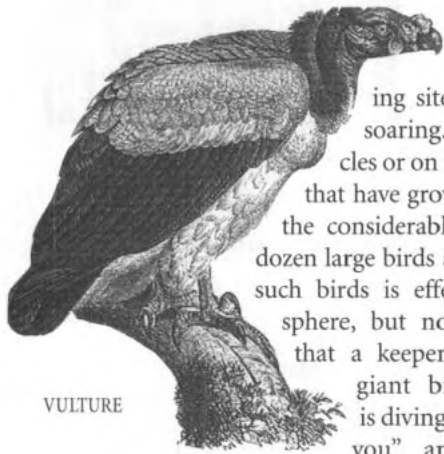
Av. Damage Bonus: +3D6.
Weapon: Charge 30%, damage 2D6 + db
Armor: 5-point hide and muscle.
Skills: Scent Enemy 65%.

Habitat: Bison: North American plains. Cape Buffalo: Africa, plains and open forest south of the Sahara. Water Buffalo: India.



CONDOR

CONDORS & VULTURES. Condors (*Vultur gryphus*) and vultures (family *Accipitidae* for Old World vultures and family *Cathartidae* for New World vultures) are scavengers, consuming small animals and carrion. The condor's wing-spread averages about nine feet. Only the largest birds will attack humans, though vultures will attack helpless prey of any sort. All birds have the special ability to cut an attacker's chance to hit in half while they are flying.



VULTURE

Larger birds live in the higher hills and mountains, which offer safe nesting sites and reliable updrafts for soaring. They perch among pinnacles or on rocky ledges, or even in trees that have grown close enough to support the considerable weight of up to a half-dozen large birds and their nest. The range of such birds is effectively the western hemisphere, but no reason exists that a keeper cannot say "a giant bird is diving at you" anywhere this side of Antarctica, where the giant birds only walk or swim.



DOGS

	Condors	Vultures
char.	Rolls / averages	rolls / averages
STR	3D6+12 / 22-23	1D6+2 / 5-6
CON	3D6 / 10-11	3D6 / 10-11
SIZ	3D6+6 / 16-17	1D6+3 / 6-7
POW	2D6+6 / 13	2D6 / 7
DEX	2D6+12 / 19	2D6+12 / 19
Move	5/12 flying	5/10 flying
HP	13-14	8-9
Av. DB:	+1D6	-1D6
Bite	45%, damage 1D8	35%, damage 1D6
Claw	45%, damage 1D6 + db	35%, damage 2D3
Armor	2-point feathers none	
Skills:	Spot Hidden 90%.	
Habitat:	Condors: North and South America. Vultures: world-wide.	

DOG, ORDINARY, *Canis familiaris*. Our domestic friends are notable among animals for devotion and affection to their human masters. As hunters, they prefer to gather in packs of 1D8+3 animals minimum.

DOG, Ordinary

char.	rolls	averages
STR	2D6	7
CON	3D6	10-11
SIZ	1D6+1	4-5
POW	2D6	7
DEX	2D6+6	13
Move 12		HP 7-8

Av. Damage Bonus: -1D4.
Weapon: Bite 30%, damage 1D6
Skills: Listen 75%, Scent Something Interesting 90%.
Habitat: wherever humans live.

ELEPHANTS, AFRICAN, *Loxodonta africana*. Everyone knows about elephants. Investigators should be safe enough unless they too closely approach a herd, are surprised by a rogue, or run afoul of a protective parent. This species is larger (averaging six tons in weight) and more feisty than its Asian cousin.

An elephant can attack once per melee round. If the trunk grapples a target, the victim escapes by successfully matching his or her STR against half the elephant's STR on the Resistance Table. The trunk does negligible damage, but each round following a successful Grapple the victim can be hit by any of the elephant's other attacks with a 99% chance for success.

AFRICAN ELEPHANTS

char.	rolls	averages
STR	6D6+34	55
CON	3D6+16	26-27
SIZ	6D6+42	63
POW	2D6+6	13
DEX	3D6	10-11
Move 10		HP 45

Av. Damage Bonus: +6D6.

Weapons: Trunk 50%, damage Grapple
Rear & Plunge 25%, damage 8D6 + db
Trample 50%, damage 4D6 + db
Tusk Gore 25%, damage 6D6 + db

Armor: 8-point skin.

Skills: Listen 80%, Scent Something Interesting 95%.

Habitat: Central Africa; a smaller cousin species lives in tropical Asia.



ELEPHANTS

GORILLAS, *Gorilla gorilla*. These creatures do have the strength to rip apart human beings, but we have come to understand that they are shy and gentle, and nearly extinct.

If prodded into violence, a gorilla can bite and attack with both hands in one round. If the gorilla successfully attacks with both hands, it grapples its foe, doing the gorilla's damage bonus in damage to the victim in each successive round until the victim breaks the gorilla's grasp via a successful STR against STR match on the Resistance Table. With a second successful Grapple, any victim's hand-to-hand weapon is immobilized.

GORILLAS

char.	rolls	averages
STR	4D6+12	26
CON	3D6	10-11
SIZ	2D6+12	19
INT	1D6+1	4-5
POW	3D6	10-11
DEX	3D6	10-11
Move 8		HP 15

Av. Damage Bonus: +2D6.

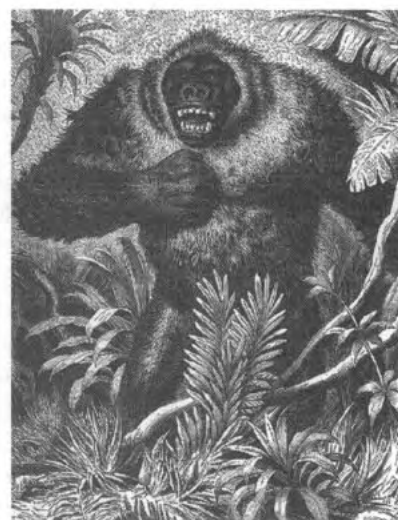
Weapons: Bite 45%, damage 1 D6 + db

Hand 45%, damage 1D6 + db

Armor: 2-point skin.

Skills: Browse For Food 50%, Hide 75%.

Habitat: mountains of Central Africa.



GORILLA

HIPPOPOTAMUS, *Hippopotamus amphibius*. More at home in the water than on land, these gray barrels with legs are not the comical animals they are often portrayed as in literature. They are fiercely territorial in mating season, the males attacking anything that ventures into their part of the river with their 8"-12" long tusks. Hippopotamus attacks can be among the most vicious and deadly of all large mammals. They spend most of the day almost entirely submerged in water, emerging from rivers and lakes at sunset to feed on grasses and low shrubs along the banks. They exude a pink sweat from their heads when stressed; it was once thought they sweated blood. Because of their penchant for lying almost totally submerged in murky water, hippos often surprise their victims.

HIPPOPOTAMUS

char.	rolls	averages
STR	6D6+15	36
CON	6D6+6	20-21
SIZ	6D6+15	36
POW	3D6	10-11
DEX	2D6	7
Move 7 / 12 swimming		HP 28

Av. Damage Bonus: +3D6.

Weapon: Bite 40%, damage 1D8 + 4 + db

Armor: 3-point thick hide.

Skills: Attack Boats 40%, Hide in Water 85%.

Habitat: rivers and lakes throughout Africa.



HIPPOPOTAMUS

HORSES, *Equus caballus*. Horses offer many advantages to those who know their ways. For role-playing, divide them into riding horses, draught horses, and donkeys and mules.

Use of the riding horse is covered by the Ride skill. Single riders and small groups can easily cover forty miles in a day, given plenty of water and fodder such as oats and other grains. Riding horses may spar with other horses, but they do not fight unless cornered. Even cavalry-trained horses are trained merely to stay their ground and control their nervousness. Nearly all horses will panic at the presence of some supernatural thing.

Draught horses are the largest of horses, usually broken to ride but not much actually ridden. To hitch them to wagons, a Drive Horses or similar roll might be asked. Saddles and girths large enough for them may not exist; bareback riding could be done at a 15% penalty to the Ride skill.

Donkeys and mules mostly carry burdens, not riders, or draw wagons or carts. Stereotypically, they ignore commands when it pleases them, even brutal ones.

Among all horses, the tendency concerning bloody events, gunfire, monsters, angry crowds, and so on will be a sensible one, to flee.

RIDING HORSES

char.	rolls	averages
STR	3D6+18	28-29
CON	2D6+6	13
SIZ	4D6+12	26
POW	3D6	10-11
DEX	3D6	10-11
Move 12		HP 20

Av. Damage Bonus: +2D6.

Weapons: Bite 5%, damage 1D10

Kick 5%, damage 1D8 + db

Rear/Plunge 5%, damage 2D8 + db

Trample* 25%, damage 2D6 + db

*horse must be trained for this attack

Armor: 1-point muscle.

Skills: Dodge 45%, Hide 25%.

Habitat: grasslands and high deserts or where human are.



HYENA

HYENAS, *Crocuta crocuta*. A powerful scavenger and predator found mainly on the savannahs of Africa. The spotted hyena is the largest and most aggressive member of the hyena family. Living in clans, the females are the dominant animals. Female spotted hyenas average 130 pounds, while

the males tend to be about ten pounds lighter. Spotted hyenas are brownish gray with dark spotting. They have rounded ears, dog-like faces and the classic sloping hind quarters familiar in all hyenas. They are mainly nocturnal and may emit the well-known and eerie hyena "laugh". Hyenas have the most powerful jaws of any living mammal. They are capable of crushing bones with their massive jaws, and may carry prey far larger than themselves in their mouths. Hyenas may top out at 30 miles per hour for short distances.

HYENAS

char.	rolls	averages
STR	2D6+12	19
CON	3D6	10-11
SIZ	1D6+6	9-10
POW	3D6	10-11
DEX	2D6+8	15
Move 12		HP 10

Av. Damage Bonus: +1D4.

Weapon: Bite 30%, damage 1D8 + db

Armor: 2-point tough hide and fur.

Skills: Sneak 75%; Track 30%.

Habitat: African savannahs.

INDIAN WILD DOGS (dholes), *Cuon dukhensis*. This is no supernatural monster. The wild dog of India lives mainly in dense forests and is sometimes quite vicious. They travel in packs of up to a dozen individuals, all good enough hunters that they sometimes bring down water buffaloes.

WILD DOGS

char.	rolls	averages
STR	1D6+1	4-5
CON	3D6	10-11
SIZ	1D6	3-4
POW	1D6+6	9-10
DEX	2D6+6	13
Move 15		HP 7-8

Av. Damage Bonus: -1D6.

Weapon: Bite 5%, damage 1D6

Skills: Listen 40%, Track 80%.

Habitat: wooded areas of Central and South Asia.

JACKALS, *Canis aureus*, *Canis mesomelas*, *Canis adustus*. Originally plains hunters, hunting and catching small rodents, lizards, and large insects at night, jackals are now more commonly scavengers living off rubbish from dumps around human settlements. Their yipping bark travels a long way at night. By day they are shy



JACKAL

and secretive. Their litters are usually six to eight pups. Many jackals carry rabies, and their bite can prove fatal.

JACKALS

char.	rolls	averages
STR	1D6	3-4
CON	2D6+2	9
SIZ	1D6	3-4
POW	1D6+4	7-8
DEX	2D6+8	15
Move 14		HP 6

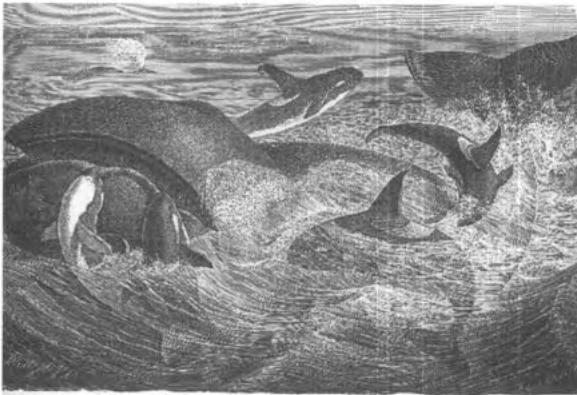
Av. Damage Bonus: -1D6.

Weapon: Bite 10%, damage 1D6-2

Armor: none.

Skills: Crack Bones 40%, Detect Hidden Food (Scavenge) 80%, Dismember Corpse 60%.

Habitat: African plains and rubbish dumps.



A POD OF KILLER WHALES

KILLER WHALES, *Orcinus orca*. Killer whales reach a length of 32 feet and can weigh as much as nine tons. These giant marine predators live and hunt in groups, or pods, feeding on fish and seals. Although large and fierce-looking, killer whales don't generally harm humans.

KILLER WHALES

char.	rolls	averages
STR	10D6+10	43
CON	5D6+25	42-43
SIZ	10D6+15	48
POW	2D6+6	13
DEX	2D6+6	13
Move 14		HP 45-46

Av. Damage Bonus: +5D6.

Weapons: Bite 40%, damage 2D10

Smash 35%, damage db

Armor: 8-point thick skin and blubber.

Skills: Scent Prey 80%.

Habitat: all along the North American coast.



KING COBRA

KING COBRA, *Hamadryas hannah*. The largest and most deadly of all venomous serpents, the king cobra can grow up to 18 feet long. The king cobra lives in China, Burma, Malaysia, and the Philippines. The bite of the king cobra inflicts little actual damage, however, the serpent's venom is deadly: a single bite from a king cobra can kill an adult elephant. If the cobra's venom overcomes the investigator's CON on the Resistance Table the victim begins to have convulsions and experience respiratory failure within 15-60 minutes. Death is imminent.

KING COBRA

char.	rolls	average
STR	2D4+6	11
CON	2D6+3	10
SIZ	2D6+6	13
POW	2D6	7
DEX	2D6+10	17
Move 9		HP 11-12

Av. Damage Bonus: N/A.

Weapon: Bite 50%, damage 1 + poison POT 16

Armor: none.

Skills: Hide in Cover 80%, Move Quietly 90%.

Habitat: jungles of Asia.

LIONS, *Panthera leo*. The most famous of all the wild cats, lions travel in prides of a dozen or so animals, and hunt cooperatively. The male lions of southern Africa have denser and blacker manes than those living further north.

A lion can make one claw attack and one bite attack each combat round. If both attacks hit, the lion hangs on, continues to bite the neck in order to close off the air supply, and may rake with its hind claws.

LIONS

char.	rolls	averages
STR	2D6+12	19
CON	3D6	10-11
SIZ	3D6+6	16-17
POW	2D6+6	13
DEX	2D6+12	19
Move 12		HP 20

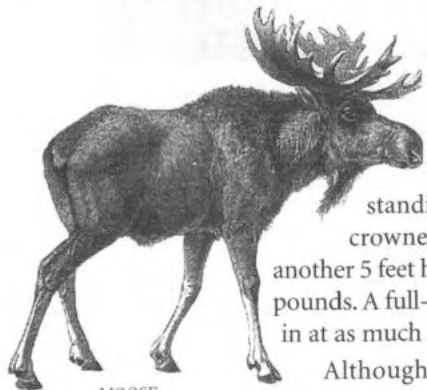
Av. Damage Bonus: +2D6.

Weapons: Bite 5%, damage 1D10
Claw 60%, damage 1D6 + db
Ripping 80%, damage 2D6 + db

Armor: 2-point skin.

Skills: Organized Hunt 2596, Track 25%.

Habitat: Africa and Near East.



MOOSE

MOOSE, *Alces alces*. The bull moose is the giant of the northern forest, standing 7 to 9 feet high and crowned with antlers that reach another 5 feet high and weigh as much as 85 pounds. A full-grown bull moose can weigh in at as much as 1,400 pounds.

Although normally docile, a bull moose will attack if it feels threatened.

They trample victims or use their mighty antlers to smash. The female moose (cow) is much smaller and less aggressive than the large male bulls. They are often found near riverbeds, streams, swamps, and bogs where they feed on seaweed and other plants.

MOOSE

char.	rolls	average
STR	4D6+16	30
CON	3D6+8	18-19
SIZ	4D6+18	32
POW	2D6	7
DEX	3D6	10-11
Move 10/7 swimming		HP 25-26

Av. Damage Bonus: +3D6.

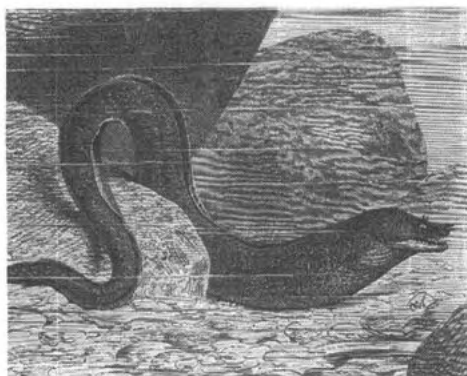
Weapons: Trample 35%, damage 2D6 + db
Antler Smash 30%, damage 1D6 + db

Armor: 4-point thick hide and muscle.

Skills: Scent 70%.

Habitat: throughout the northern forest regions of North America.

MORAY EELS, family *Muraenidae*. These snake-like fish are commonly found in reef areas in the Caribbean. They can reach up to 10 feet



MORAY EEL

in length, but are typically only about 3 feet long. Their bite is serious, but they are not highly aggressive unless provoked.

MORAY EELS

char.	rolls	averages
STR	2D6	7
CON	2D6	7
SIZ	2D6	7
POW	3D6	10-11
DEX	3D6	10-11
Move 10 swimming		HP 7

Av. Damage Bonus: -1D4.

Weapon: Bite 40%, damage 1D6

Armor: 3-point hide.

Skills: Hide in Reefs 60%.

Habitat: Shallow reefs in tropical waters.

MOUNTAIN LIONS & PANTHERS.

Mountain lions (*Panthera concolor*) and panthers (*Panthera pardus*) are large predatory cats native to North America, Africa, and Asia. A wide-ranging predator averaging six feet in length. It is smaller, sort-legged, and less social compared to its African cousin. Mountain lions and panthers rarely attack adult humans, but children would be fair game. In the 1980's and 1990's mountain lions became a protected species in the United States, where its numbers have greatly increased.

These cats attack with both claws and bite each round. If both claws hit, the animal hangs on, biting or choking the target, and may rake with its hind claws.

MOUNTAIN LIONS & PANTHERS

char.	rolls	averages
STR	3D6+6	16-17
CON	3D6	10-11
SIZ	2D6+8	15
POW	3D6	10-11
DEX	2D6+12	19
Move 12		HP 13

Av. Damage Bonus: +1D4.

Weapons: Bite 30%, damage 1D10
Claw 50%, damage 1D6 + db
Rake 80%, damage 2D6 + db

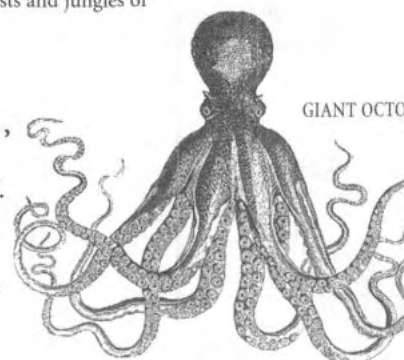
Armor: 1-point fur.

Skills: Climb 80%, Hide 80%, Jump 40%, Sneak 90%.

Habitat: Mountain Lions: found throughout North and South America. Panthers: forests and jungles of Africa and Asia.

OCTOPUS, GIANT,

Octopus dofleini. The Giant Pacific Octopus looks just like its smaller cousins,



GIANT OCTO

MALLEUS MONSTRORUM

although it can grow to a length of 10-16 feet and weigh up to 600 pounds.

The giant octopus may attack with all eight of its arm at once. Victims are Grappled and drawn up into its crushing break on the next round. Victims may attempt to break free by overcoming the octopus' STR with their own on the Resistance Table.

GIANT OCTOPUS

char.	rolls	average
STR	3D6+6	16-17
CON	2D6+6	13
SIZ	5D6	17-18
POW	3D6	10-11
DEX	2D6+12	19
Move	12 swimming	HP 10-11

Av. Damage Bonus: +1D4.

Weapons: Tentacle 45%, damage Grapple
Beak automatic when Grappled, damage 1D6 + db

Armor: 2-point.

Skills: Hide in Cover 90%.

Habitat: the Pacific Ocean from Alaska to California.

PIRANHA, *Serrasalmo piraya*. Piranha are small, notoriously-voracious fish from the waters of the Amazon basin. Averaging one to two feet in length, piranha are equipped with jaws full of needle-sharp teeth. These fish tend to attack in schools, and are known to strip horses or cattle to the bone in minutes. Numerous instances have been known where humans have been attacked and killed by piranha.

When attacking a school of piranha, a successful attack always kills one of the fish. The death of members of a piranha school does not drive off the remaining fish, who continue their vicious attack, and even consume their wounded or killed members. A school of piranha is made up of 3D10+10 fish, half of which successfully attack each round (round fractions up), each inflicting 1/4 a hit point of damage (round fractions down). For example, if an investigator is attacked by a school of 25 piranha, 13 fish bite him the first round, inflicting 3 hit points of damage.

PYTHONS, *Python reticulatus*. In folk tales, pythons have the ability to charm prey, causing a target to stand unresisting until attacked, but investigators should mainly worry about being crushed and swallowed. A successful 1D100 roll of DEX x3 or less frees one investigator arm. From the victim's point of view, treat the Crush attack as a Grapple that does damage each round it succeeds. As

the keeper sees fit, the victim's player also might need to roll CON x5 or less on 1D100, or the investigator falls unconscious.

Once stilled, the victim, of SIZ up to that of the snake, is swallowed dead or unconscious. If not dead when swallowed, death follows quickly from suffocation.

PYTHONS, or other Giant Snake

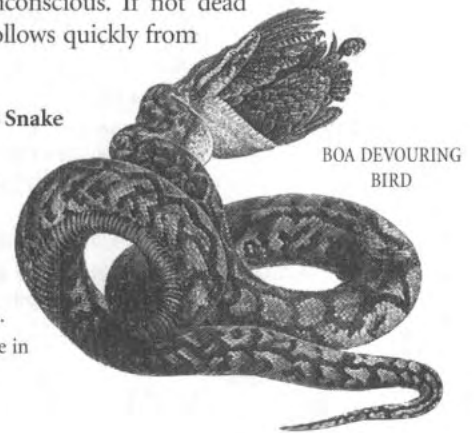
Av. Damage Bonus: +1D6.

Weapons: Swallow automatic, damage suffocation and digestion
Crush 40%, damage 1D6 + db

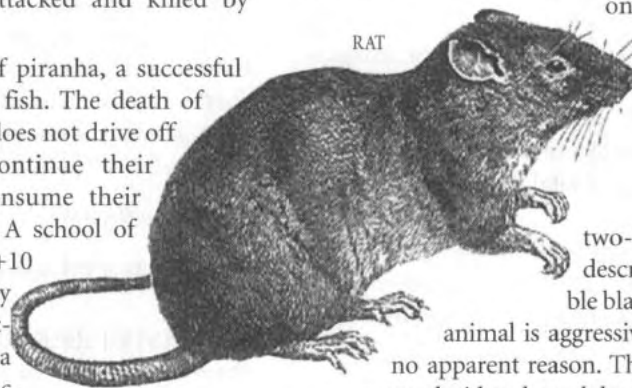
Armor: 2-point glistening skin.

Skills: Move Quietly 90%, Hide in Cover 75%.

Habitat: tropical forests.



RAT PACKS, *Rattus norvegicus*. Individual rats are not worthy opponents, but an infestation of rats can be daunting. Assume ten rats per pack, and per round damage of 1D3 hit points. Choose the number of rat packs in the attack, multiply that number by 5, and use the product of these numbers as the percentage chance of the packs to attack successfully. A successful attack by an investigator kills one rat and chases away the rest of that pack, lowering the general effectiveness of the rat pack attacks. Rat packs exist only for the purposes of gaming.



RHINOS, *Diceros bicornis*. The two-horned animal described here is the irascible black rhino of Africa. This animal is aggressive, and may charge for no apparent reason. The larger white rhino is more placid and much less likely to charge. A typical black rhino is about twelve feet long and five feet high at the shoulder.

In order to use the Charge attack, a rhino must be able to charge for at least ten yards. A rhino attacks once per round, and does not hesitate to smite the car or truck as well as the passenger.



BLACK RHINOS

char.	rolls	averages
STR	6D6+20	41
CON	4D6+6	20
SIZ	6D6+20	41
POW	3D6	10-11
DEX	2D6	7
Move 15		HP 31

Av. Damage Bonus: +4D6.

Weapons: Bite 25%, damage 1D10

Charge 50%, damage 1D10 + db

Trample 75%, damage 3D10 + db against downed foe

Armor: 10-point hide.

Skills: Be Annoyed 70%, Scent Danger 60%.

Habitat: sub-Saharan Africa, along with the white rhino; cousin skies live in India and Indonesia.

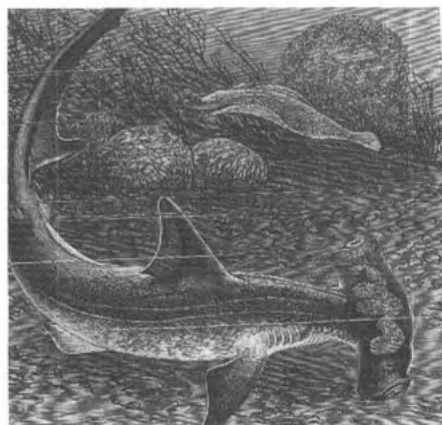
SCORPIONS. Scorpions inhabit most warm regions of the world, and are nocturnal, hiding in burrows and beneath rocks during the hottest parts of the day. Different species of scorpions range in length from one to ten inches when fully grown. The sting of most varieties is painful, yet relatively harmless to humans, although that of some species is deadly. The larger species are generally less toxic than their tinier brothers.

When stung by the deadlier varieties of scorpion, the investigator must match his CON against the scorpion's venom POT of 9 on the Resistance Table. If the investigator is overcome by the poison, he experiences intense pain, weakness, and fatal hemorrhaging within 24-48 hours.

Scorpions can be easily killed by stepping on them or swatting them with a stick or some other handy item. A successful attack always kills a scorpion.



SCORPION



HAMMERHEAD SHARK

SHARKS. These creatures first appeared more than 350 million years ago, making them an extremely successful species. The word dates from the 1500's, possibly related to the Mayan *xoc*.

■ **BULL SHARKS,** *Charcharhinus leucas*. Bull sharks have rounded snouts, grayish skin, and

small eyes. They reach around 10 feet in length and weigh up to 400 pounds. Bull sharks are very common, found world-wide, and are capable of swimming up into fresh water rivers. They can be aggressive and are known man-eaters. Some experts claim that bull sharks are the most dangerous shark species of all.

Skills: Scent Blood 95%.

Habitat: tropical and subtropical oceans, and occasionally fresh water.

■ **GREAT WHITE SHARKS,** *Charcharodon carcharias*. Great White sharks are light gray with white bellies, have black eyes, pointed snouts, and enormous jaws filled with row-upon-row of triangular, serrated teeth as large as shot glasses. The largest, deadliest, and most infamous of the man-eater sharks, the great white is found on both coasts of the United States, and in almost all tropical and subtropical seas. It is most well known, however, in Australian and South African waters. Great white sharks can reach lengths of over 30 feet in length and weigh up to 4,000 pounds. Fossil remains indicate that specimens as large as 90 feet long swam in prehistoric oceans.

When the great white attacks, it clamps onto its prey with its steel trap-like jaws and then shakes it vigorously back and forth. The tiniest amount of blood in the water can provoke sharks into a savage feeding frenzy. Great white sharks scavenge the seas, eating anything that they find. They are notorious for their attacks on humans, and have been known to attack small boats. Great white sharks most often swim alone, and are extremely territorial, feeding in one area until its food supply diminishes and it is forced to move on.

Skills: Scent Blood 99%.

Habitat: tropical and subtropical oceans.

■ **HAMMERHEAD SHARKS,** *Sphyrna*. These sharks are known for their very distinctive hammer-shaped heads. They are smaller and sleeker than bull or great white sharks, with smaller mouths. Regardless, hammerheads have been known to attack humans, although there have been no reported deaths from hammerhead attacks.

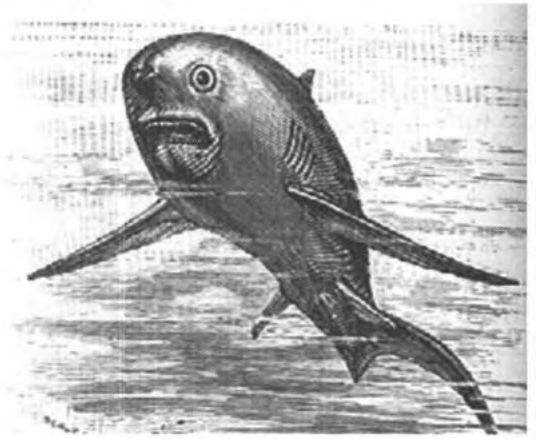
Skills: Scent Blood 95%.

Habitat: tropical and subtropical oceans.

■ **TIGER SHARKS,** *Galeocerdo cuvier*. Long, sleek, and blunt-snouted, the tiger shark gets its name from the distinctive stripes along its sides. In size, the tiger shark is somewhere between bull sharks and great whites. Tiger sharks have a reputation for being man-eaters,

Types of Sharks

char.	Bull Shark rolls/average	Great White rolls/average	Hammerhead rolls/average	Tiger Shark rolls/average
STR	2D6+20 / 27	5D6+25 / 42-43	2D6+15 / 22	3D6+20/30-31
CON	3D6+10 / 20-21	3D6+25 / 35-36	3D6+8 / 18-19	3D6+15/25-26
SIZ	2D6+15 / 22	7D6+20 / 44-45	3D6+8/ 18-19	4D6+15 / 29
POW	2D6+6 / 13	2D6+6 / 13	2D6+6 / 13	2D6+6 / 13
DEX	2D6+6 / 13	2D6+6 / 13	3D6+6 / 16-17	3D6+6 / 16-17
Move	9	11	13	12
HP	21-22	40-41	18-19	27-28
Av.DB:	+2D6	+4D6	+2D6	+3D6
Bite	65%	70%	50%	80%
Damage	1D8 + db	1D10 + db	1D6 + db	1D8 + db
Armor:	4	6	3	3



although are known to eat just about anything they can find.

Skills: Scent Blood 95%.

Habitat: tropical and subtropical oceans.

SNAKES, VENOMOUS (of North America). The evolution of the snake is still being debated, but the proliferation of creatures today dates from the Paleocene. The word *snake* derives from the Old English *snaca*, “to crawl”.

■ **COPPERHEADS**, *Agkistrodon contortrix*. Copperheads have bands of coppery-brown and black on their bodies with solid copper-colored heads. They grow to be up to two to three feet in length. These common, aggressive snakes are responsible for most of the reported bite incidents that occur in North America. Neither large nor unusually venomous, their bites are rarely lethal. But they can be a serious annoyance.

Skills: Hide in Cover 80%, Move Quietly 90%.

Habitat: Southern North America and Northern Central America.

■ **EASTERN CORAL SNAKES**, *Micrurus fulvius*. The Eastern coral snake is beautifully-colored in bands of dark red, yellow, and black, and grows to two feet in length. Unlike other poisonous snakes of the area, the Eastern coral snake injects neurotoxic venom similar to that of the king cobra, death adder, and other dreaded snakes. Luckily, the Eastern coral snake is one of the least dangerous of the cobra family. It has little tendency to bite, and its bite can be survivable. There is roughly a 10% fatality rate once a victim has been bitten. On the other hand, most victims are off their feet for several days.

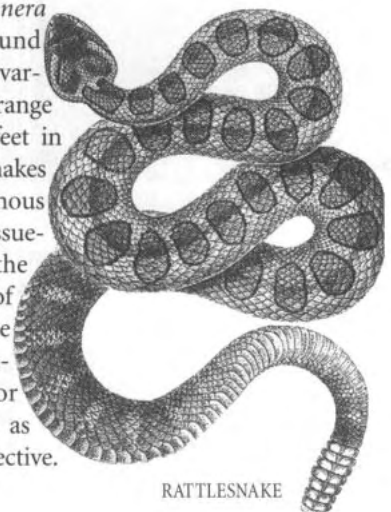
Perhaps the most diabolical feature of neurotoxic snakebites is that the bite wound may not be

visible or even painful, and there are normally no local effects. So in the heat of action during an adventure, a coral snake bite may not be noticed until too late. Coral snake venom acts quickly.

Skills: Hide in Cover 80%, Move Quietly 90%.

Habitat: Southeastern North America.

■ **RATTLESNAKES**, genera *Crotalus* and *Sistrurus*. Found throughout the Americas, the various varieties of rattlesnakes range in size from three to eight feet in length. The venom of rattlesnakes contains at least two poisonous substances: one a histolytic (tissue-disintegrating) agent, and the other a powerful depressant of lung and heart action. Because rattlesnake venom is protein-based, coagulating agents or heat are effective treatments as either renders the toxin ineffective.



RATTLESNAKE

Snakes At a Glance

	Copperhead	Coral Snake	Rattlesnake	Water Moccasin
char.	rolls/average	rolls/average	rolls/average	rolls/average
STR	1D4 / 2-3	1D3 / 2	2D4 / 5	1D8 / 4-5
CON	2D6 / 7	2D6 / 7	2D6 / 7	2D6 / 7
SIZ	1D3 / 2	1D2 / 1-2	2D4 / 5	1D6 / 3-4
POW	1D6 / 3-4	1D6 / 3-4	1D8 / 4-5	1D3 / 2
DEX	3D6 / 10-11	3D6 / 10-11	3D6 / 10-11	3D6 / 10-11
Move	7	6	8	6/4 swimming
HP	4-5	4-5	6	5-6
Av.DB:	N/A	N/A	N/A	N/A
Bite	50%	30%	70%	40%
Damage	1	N/A	1D2	1
Poison POT	6 POT	7 POT	10 POT	7 POT

Rattlesnakes are found in forests, mountainous areas, and in deserts.

A bite-victim is often (although not always) forewarned of attack by the classic rattling produced by the horny rattle at the end of the serpent's tail. If the serpent's poison POT overcomes the victim's CON on the Resistance Table, within 15-60 minutes he begins to vomit, experience violent spasms and respiratory failure.

Skills: Hide in Cover 70%, Move Quietly 80%.

Habitat: North, Central, and South American forests, mountains, and deserts.

■ WATER MOCCASINS, *Agkistrodon Piscivorus*.

Growing to a length of three feet, water moccasins are dark brown to olive green, with lighter bellies. Water moccasins are also known as cottonmouths because of the white interior of their mouths. A large dangerous-looking snake, its venom is actually comparatively weak and its bites are rarely lethal. The cottonmouth swims well, and if especially loves swamps. It is often seen basking on branches and logs along sluggish streams. Usually it retreats

if disturbed, but it may stand its ground, holding its mouth wide open in a threatening gesture.

Skills: Hide in Cover 70%, Move Quietly 80%.

Habitat: marshes, swamps, and waterways of South-Eastern North America.

SNAPPING TURTLES, *Chelydra serpentina*. Snapping turtles reach up to a foot and a half in diameter and are equipped with powerful, hook-like jaws. The bite of a large snapping turtle is powerful enough to remove fingers and toes. Snapping turtles are skilled and patient predators, lying motionless for hours in the mud at the bottom of murky lakes and rivers, their powerful jaws open and waiting to strike.

Skills: Hide in Cover 90%, Move Quietly 90%.

Habitat: swamps, marshes, and rivers along the eastern seaboard of the United States and Canada.

■ **ALLIGATOR SNAPPING TURTLES**, *Macrochelys temminckii*. Alligator snapping turtles are the largest turtles in North America, reaching up to

three feet in diameter and 300 pounds. They have powerful jaws, and their bite can remove a man's hand or foot.

If a bite attack is successful, the victim must first kill the turtle and then pry the jaws loose through some means in order to get free. The bite damage is done only on the first round, but thereafter the turtle remains attached.

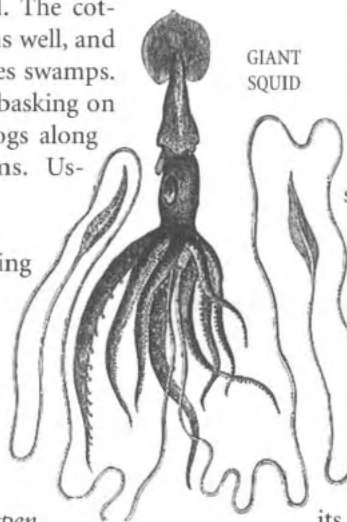
Skills: Hide in Cover 90%, Move Quietly 90%.

Habitat: swamps, marshes, and rivers along the eastern seaboard of the United States and Canada

	Snapping Turtles	Alligator Snapping Turtles
char.	rolls/average	rolls/average
STR	2D6+6 / 13	3D6+6 / 16-17
CON	2D6 / 7	3D6 / 10-11
SIZ	2D4 / 5	2D6+8 / 15
POW	1D6 / 3-4	2D6 / 7
DEX	1D6 / 3-4	1D6 / 3-4
Move	4/4 Swimming	4/4 Swimming
HP	6	12-13
Av. DB:	+0	+1D4
Bite	40%	60%
Damage	1D6 + 1 + db	1D10 + 1 + db
Armor:	4	6

SQUIDS, **GIANT**, *Teuthoidea architeuthis*. The average size of the species is a body about twelve feet long, with tentacles up to an additional sixty feet in length. The statistics reflect a squid of this size. To make a whale battler, add 1D6 of SIZ and STR for every two feet of increased span from tentacle tip to tip.

The beak and eight tentacles can attack simultaneously at up to eight different targets. The first tentacle striking a foe hangs on; when a second connects, the two constrict the target, and each does its damage each round.



GIANT SQUIDS

char.	rolls	averages
STR	10D6	33
CON	2D6+6	13
SIZ	10D6	33
POW	3D6	10-11
DEX	2D6+12	19
Move	4/10 swimming	HP 23

Av. Damage Bonus: +3D6.

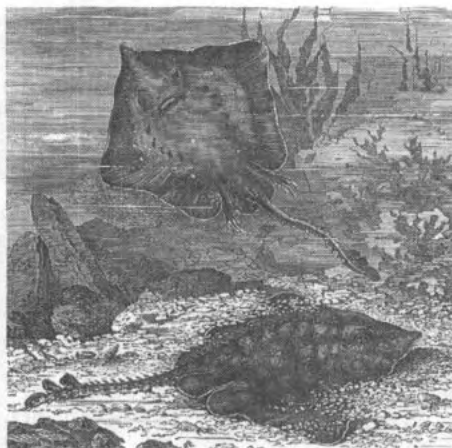
Weapons: Beak 45%, damage 1D10 + poison (POT = CON)
Tentacle 45%, damage 1D6 + db of constriction

Armor: 2-point hide.

Skills: Hide in Cover 70%.

Habitat: deep oceans, preferably cool polar water.

STINGRAYS, family *Dasyatidae*. These flat fish, also known as devil fish, glide through the waters with long, spiked, whip-like tails trailing behind them. They spend most of their time hiding under the sand, avoiding predators and awaiting prey. When blundering divers step on them, they rise up and sting their aggressors, escaping quickly. Their stingers hold a poison that is not fatal, but is extremely painful. In addition, the stingers are serrated, making large tears in the skin. These fish are responsible for more injuries than any other.



"DEVIL FISH"

STINGRAYS

char.	rolls	averages
STR	2D4	5
CON	2D4	5
SIZ	2D4	5
POW	2D6	7
DEX	3D6	10-11
Move 10 swim		HP 5

Av. Damage Bonus: -1D6.

Weapon: Sting 70%, damage 1D6 + CON = POT poison

Armor: 2-point tough hide.

Skills: Hide in Sand 70%.

Habitat: Shallow salt water, preferably tropical waters.

TIGERS, *Panthera tigris*. The largest of all felines, tigers are notorious man-killers in India, where expanding villages unwisely intrude into diminishing ranges. Tigers are solitary hunters. A tiger can attack with both claws and one bite each combat round. If both attacks hit, the tiger hangs on, continues to bite or choke, and may rake with its hind legs.

BENGAL TIGERS

char.	rolls	averages
STR	3D6+12	22-23
CON	3D6	10-11
SIZ	3D6+6	16-17
POW	3D6	10-11
DEX	2D6+12	19
Move 10		HP 13-14

Av Damage Bonus: +1D6.

Weapons: Bite 45%, damage 1D10

Claw 70%, damage 1D8 + db

Ripping 80%, damage 2D8 + db

Armor: 2-point skin.

Skills: Hide in Cover 80%, Move Quietly 75%, Track 50%.

Habitat: India to Java; a Siberian cousin also exists.

WASP SWARMS & BEE SWARMS.

Such a cloud of stinger-equipped flying insects attacks for 2D6 combat rounds before halting pursuit. Unless the victims are completely covered (as with netting or by being enclosed in an auto or by diving underwater) there is no protection against them.

An investigator who is stung extensively and whose player fails a CON x5 roll

on 1D100 may experience profound immune system shock, fall seriously ill, and (rarely) die.

The Africanized bees presently colonizing the Americas are more intent in their pursuit than are honeybees or wasps, attacking for up to 3D6 minutes. Being seriously stung by these so-called killer bees occasionally results in death, since the attacks are comparatively unrelenting and often more numerous. Each minute of such attack might cost as much as 1D6 hit points.



WASPS & THEIR NESTS



WOLVES, *Canis lupus*. They may hunt in packs when dogging herds of elk or caribou; they as often hunt singly or in family pairings. Wolves are normally shy, and verified attacks on healthy humans are said to be rare or nonexistent.

WOLVES

char.	rolls	averages
STR	2D6+6	13
CON	3D6	10-11
SIZ	2D6+1	8
POW	3D6	10-11
DEX	2D6+6	13
Move 12		HP 9-10

Av: Damage Bonus: none.

Weapon: Bite 30%, damage 1D8

Armor: 1-point fur.

Skills: Spot Hidden 60%,
Track by Smell 80%.

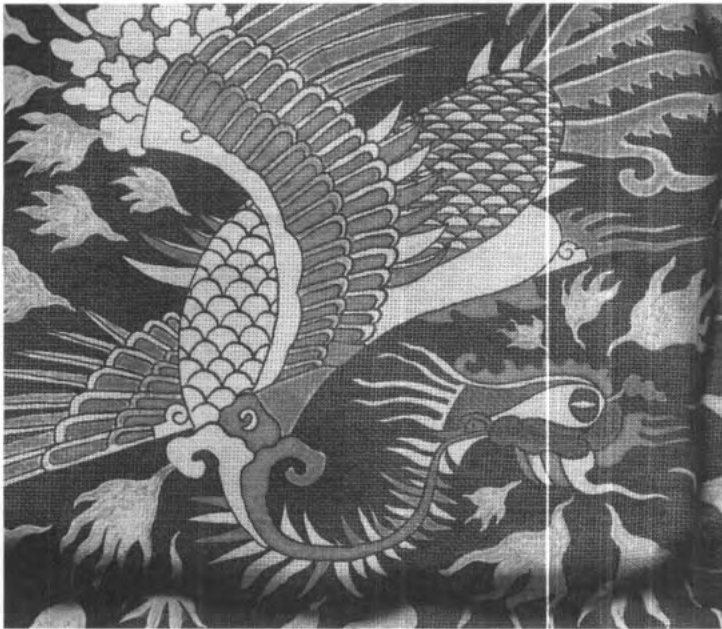
Habitat: approximately the same ranges as larger cold and temperate climate ruminants and herbivores.



WOLF

Appendix I

Chaosium Pronunciations
of Unpronounceable Mythos Names,
or It's Not Welsh



MONGOLIAN TEXTILE

date unknown. (National History Museum, Ulan Bator)

These are not official, but it's how we say them. All-capital syllables are stressed. Lovecraft developed unpronounceable names sometimes, to drive home their alien quality.

Consonants are hard. All S's are sibilants. An apostrophe indicates a compacted short-I sound. A short-O is written O; a broad-O is written AU; a long-O is written OE. A short-A is written A; a broad-A is written AH; a long-A is written AE. A short-E is written E or EH; a long-E is written EE. A short-I is written I or IH; a long-I is written IGH. A short-U is written U or UH; a long-U is written OO. The letter Y is pronounced as it is in "yore." OI is pronounced as in "noise."



Chaosium Pronunciations

entity	pronunciation				
Abhoth	AB-hauth	Alkali	ALZ-skah-lee	Bast	BAST
Adumbrali	AE-dum-BRAHL-ee	Amnuris	am-NOOR-ihs	B'Moth	BEE-moth
Aforgomon	a-FOER-goe-mon	Animiculi	ahn-nih-MIK-oo-lee	Bokrug	BOE-kruh
Ahtu	AH-too	Aphoom Zhah	AH-foom ZHAH	Borea	BOR-ih-ah
Ahu-Y'hloa	ah-HOO-ih-loe	Ariel	AH-rih-EL	Boresh	BOR-esh
Aihai	IGH-high	Arwassa	ahr-WAH-sah	Bugg-Shash	BUG SHASH
Aku-Shin Kage	a-koo-shin kag-ih	Atlach-Nacha	A'-lach NACH-ah	Byakhee	bee-YAHK-ee
Al Azif	AHL ah-ZEEF	AZATHOTH	AZ-uh-thoth	Byatis	BEE-yat-is
		Baoh't Z'uqqa-Mogg	BO' ZOO-kah-mog	Carcosa	kar-KOE-sah
				Celaeno	suh-LIGH-noe
				Chakota	shah-KOE-tuh
				Chaugnar Faugn	SHOG-ner FAHN
				Choara	kor-AR-uh
				Chorazin	CHOR-ah-zin
				Chthonian	kuh-THOEN-ee-un
				Cthaat Aquadingen	KAT ah-KWA-ding-en
				Cthugha	kuh-THOOG-hah
				Cthulhu	kuh-THOO-loo

Cthylla	kuh-THILL-a	Idh-yaa	ID-yah	Nyhargo	nee-HAR-goe	Ut'ulls-Hr'ehr	OO-tuhls-HEER
Cxaxukluth	AX-uh-klut	Iod	IGH-od	Nyogtha	nee-OG-thah	Vibur	VEE-boor
Cyaegha	sigh-AE-guh	Ithaqua	ITH-uh-kwah	Oorn	OO-orn	Voor	VOOR
Cykransh	SIK-ran-osh	Juk-Shabb	JUK-shabb	Ossadagowah	oe-sah-DAH-gwah	Voormis	VOOR-meez
Cynothoglys	sin-NOETH-oe-glis	Kadath	kuh-DATH	Othuum	OE-thoom	Vorvados	VOER-va-does
Dagon	DAE-gon	Kallich	kuh-LEECH	Othuyeg	oth-THOO-yeg	Vulthoom	vuhl-THOOM
Daoloth	DAE-oe-loth	Karakal	kar-A-kal	Pazzuzu	pah-ZOO-zoo	Wamp	WAMP
Desh	DESH	Kassogtha	kas-SOG-thah	Petesouchi	pets-SOO-chee	Wendigo	WHEN-dee-goe
De Vermis Mysteriis	de VER-mees	Kingu	kin-JOO	Pharol	FAR-el	Xada-Hgla	ZAE-dah-GLAE
mis-TEER-ihs		K'n-yan	kin-YHAN	Pnakotic	nah-KOT-ik	Xiclod	ZIGH-klot'l
Dho	DOE	Kokopelli	KOE-koe-PEL-lee	Pr'ktha	PRIK-thuh	Xoth	ZOTH
Dhole	DOEL	Kr'nk	'RONK	Quachil Uttaus	KWAH-chil oo-TOS	Xothra	ZOE-thra
Dhyghash	DIG-hash	Kruschtya	ROOSH-tih-YAH	Q'yth-az	KIGHTH-az	Xo Tl'mi-go	ZO tuhl-MEE-goe
Dra'aka	DRAH-kuh	Kthanid	kuh-THAN-ihd	Rhan-Tegoth	ran-TEE-goth	Yaddith	YAD-ith
Dzyan	dee-ZAHN	Kurpannga	KROO-puh-NAU-gah	Rlim Shaikorth	r'lim SHAE-koerth	Yad-Thaddag	yad tha-DAUG
Eibon	EE-bon	Lachrymarum	lah-kri-MAR-oom	R'lyeh	RIL-yuh	Ycnágnnissz	ee-kannig-NISZ
Eihort	IGH-hort	Lam	LAM	Robigus	ROE-bi-goos	Yeb	YEBB
Elysia	el-EEZ-zhah	Leng	LEHNG	Saaitii	sae-TIGH-tih	Yegg-ha	yeg-HA
Faret	FAHR-et	L'gy'hx	LIKS	Samedi	SAM-uh-dee	Yekub	YEK-oob
Fomalhaut	FOE-mahl-haht	Liber Iwonis	LEE-ber ee-VON-is	Sebek	SEB-bek	Y'golonac	ee-GOE-laun-ahk
Fthaggua	fuh-THOG-wah	Lilith	lil-LEETH	S'glhuo	SLOE	Y'ha-nth-lei	yah-HAH-nith-lae
Ghadamon	GAH-duh-mon	Livre D'Ivon	leev di-VON	Shabbith-Ka	SHAHB-bith KAH	Y'hath	TEE-hoth
Ghanta	GHAN-tuh	Lloigor	LOI-goer	Shaggai	shah-GIGH	Yhe	YEE-hee
G'harne	guh-HARN-eh	Lobon	LOE-bon	Shantak	SHAN-tak	Yi	YEE
Ghast	GAHST	Lrogg	lah-RAHG	Shinjh	SHIN-jee	Yibb-Tstll	yib-TIS-tuhl
Ghatanothoa	gah-tahn-oe-THOE-ah	Luvh-Keraph	luhv-eh kir-AP	Shoggoth	SHOE-goth	Yidhra	YID-rah
Ghizguth	GIZ-gooth	L'ysh	LEESH	Shoggoth-Twsha	SHOE-goth TWA-shah	Yig	YIG
Ghorl Nigral	gohr nig-GRAHL	MANA-YOOD-SUSHAI	MAE-nuh	Shub-Niggurath	shub-NIJ-er-oth	Yith	YITH
Ghroth	GHROTH	YOOD-soo-SHIGH		Shudde M'ell	shood-ih-MEL	Yko	YOE-koe
Glaaki	GLAH-kee	Martense	mar-TENZ	Shugoran	SHU-goe-ran	Yog-Sothoth	YAHG-sau-thoth
Glagga	GLOG-ah	Maruya	muh-ROO-yah	Sigsand	SIGS-nd	Yomagn'tho	YOE-man-thoe
G'l'Hoo	gil-LOO	M'bwa	oom-BAH-wah	Skarl	SKARL	Ythogtha	yih-THOG-thah
Gloon	GLOON	Mh'ithrha	mech-THEY-uh	Ssrushii	sah-ROOSH-ih	Yugg	YUG
Glyu-Uho	GLOO-hoe	Mi-Go	MEE-goe	Summanus	su-MAN-us	Yuggoth	YUG-oth
Gn'icht' Tyacht	NIKT-tih-YAKT	Miri Nigri	MIR-ee NEE-gree	Suspiriorum	sus-SPIR-ee-OR-oom	Zanthu	ZAN-thoo
Gnoph-Keh	nauf-KAE	M'nagalah	muh NAH-gah-LAH	Tamash	TAM-ash	Zarr	ZAR
Gnophkchs	nauf-KAEZ	Mnomquah	NOM-kwah	Tawil at'Umr	ta-WIHL at-OOM-er	Zathog	ZATH-abg
Gof'nn Hupadgh	NAUF-in HUP-daj	Mordiggian	mor-DIJ-ih-an	Tcho-Tcho	CHOE-choe	Zhar	ZAR
Gog-Hoor	gagh-HOOR	Mthura	MUTH-ur	Tenebrarum	ten-ih-BRAR-room	Zo-Kalar	ZOE-ka-lahr
Gol-goroth	GOL-goe-roth	M'Tiblys	em-TIB-lees	Thahash	THAU-hash	Zoog	ZOOG
Groth-golka	groth-GOEL-kah	Nath-Horthath	nath-HOER-thath	Thoth	TOTH	Zothique	zauth-EEK
Gug	GUHG	Nctolhu	en-TAHL-lhoo	Tindalos	TIN-dah-loes	Zoth-Ommog	ZOTH-oe-mog
Gyaa-Yothn	GUH-ya-yoth-EEN	Nctosa	en-TOW-sah	Trapezohedron	trap-i-zoe-HEE-dron	Zoth Syra	ZOTH SEE-rah
Hagarg Ryonis	HAE-gahrg righ-OEN-is	Necronomicon	nek-roe-NOM-i-KON	Triffid	TRIF-id	Zstylzhemgni	steel-ZEM-nee
Han	HAN	Nergal	NER-jel	Tru'nembra	TROO-nem-brah	Zu-che-quon	ZOO-shae-kwan
Hastalyk	has-TAHL-ik	N'gai	en-GIGH	Tsang	ZANG	Zul-Bha-Sair	zool-BAR-zar
Hastur	has-TYOOR	Nioth-Korhai	NIGH-oth-kor-GIGH	Tsathoggua	zah-THOG-wah	Zvilpoggua	zuh-veel-PAH-gwah
Hsan	SAHN	N'kai	en-KIGH	Tulzscha	TUHLZ-chuh	Zy'tl Q'ae	ZIGH-til KAE
Humhabku	hum-hab-KOO	Nodens	NOE-denz	Typhonian	tih-FOEN-nee-an		
Hydra	HIGH-druh	Nour	NAU-er	Ubb	UB		
Hyperborean	high-per-BOR-an	N'tse-Kaaml	NIT-see kam-bul	Ubbo-Sathla	OO-boe SATH-lah		
Hypnos	HIP-noes	Nug	NOOG	Unaussprechlichen Kulten	oon-os-SPREK-lich'n kult-en		
Hziulquoigmnzah	ZOO-lih-kwoy-MOEZ-nah	Nyarlatotep	NIGH-ar-LATH-oe-tep	Urafty	oo-RAF-tih		
		Nyarlatophis	NIGH-ar-lah-TOE-fis	Uralte Schrecken	oo-RAL-tih SHREK-en		
Ib	IB	Ny'ghan Grii	NEE-hon GREE				

Appendix II

Describing the Indescribable,
or Senses Working Overtime



One of the challenges of running *Call of Cthulhu* is in describing those alien and mind-numbing horrors of the Cthulhu Mythos. The keeper does not want to simply say “you round the corner and come face to face with three *xo tl'mi-go*”, or “from out of the cold night sky swoop half a dozen *mi-go*”, or “through the smashed doors lumbers the Great Old One Rhan-Tegoth”. Although experienced investigators, and indeed Mythos-savvy players, will likely recognize many or even most beasties the keeper throws at them, carefully and creatively describing the creature may give investigators and players some pause and enhance the play of the game.

But as these are supposedly indescribable things from the realms of our deepest nightmares, how do we truly describe them? How does one describe something that is supposed to be indescribable? We must use familiar references and paint mental pictures with lots of adjectives. Although few players will have actually seen or smelled a decayed human corpse, most of us do know what spoiled meat smells like or what the decayed and bloated corpse of a small animal along the side of the highway looks like. So while we have no true reference for what some alien horror smells like, the keeper could tell the investigators they smell the nauseating stench of rotten chicken. Or maybe the sweetly musty scent of a freshly carved jack o'lantern. Or that something is hypnotically iridescent like gasoline on water. Maybe something has bear-like fur, or elephantine skin. It makes a noise like a cross between a wolf's howl and a racing diesel engine.

Use those things that are universally understood to convey those things that are not meant to be understood. We humans have five senses (and some say six). The keeper should try to use more than simply sight to describe the horrors of the Mythos.

A useful device for the keeper is to only partially describe a monster. Let the investigators just catch a glimpse of the thing as it darts behind a tree or lopes off into a dark cemetery. It swoops down out of the black night sky and flies over the investigators in a blur. The investigators hear the far-off piping of outré flutes. Some strangely fishy and foul odor wafts in on a cold fog. A writhing shadow is seen at the end of a hallway. The investigators will likely eventually fully confront the terror, but build up to it slowly. Tease and tantalize so that the investigators are at once intrigued and terrified to find out what it is they are chasing.

Sight

This is probably the easiest of the senses to use in *Call of Cthulhu*. Everyone will understand “the monster is over seven feet tall and covered in thick white hair”, but what is the hair like? Is it matted and filthy? Is it damp and musty? Is it coarse and bear-like? Fine and cat-like? Silky and rabbit-like? Does it move in the wind or is it plastered to the monster's body? What else can we say about our monster? Does it stand perfectly erect or does it stoop? How does it move? Does it limp? Lumber? Stalk? Sway? Stagger? What are its extremities like? Claws and hooves? Are the claws like long-nailed human-like hands or massive like a bear's paw or tiger's? What of the hooves? Cloven? Enormous and heavy or small and agile-looking? Or perhaps it has human-like hands and feet? And what of the face? Is it obscured by the long hair or can the investigators see it? Perhaps they see only part of it through the hair. What color are the eyes? Do they glow in the dark? What sort of nose does the thing possess? And what of the mouth? Wide and full of long fangs? Just a pair of tusks protruding from the corners of the mouth?

Some creatures may have special effects on the vision of those who gaze upon them. Perhaps viewing the creature causes the eyes to burn or blur. Maybe it constantly shifts and changes so that the investigator cannot truly see the thing but only ever-changing bits of it. Viewing some monsters may cause headaches or dizziness, or might stun or mesmerize the investigators. Nausea and vomiting might occur. Looking upon some horror may cause temporary or permanent damage to the eyes—maybe even blinding the investigator. Such effects would surely affect some of the skill rolls of the investigator, especially all those sight-related, including firearms and melee weapons. Thought-based skills might be affected if the investigator becomes dizzy or queasy or confused from looking at the monster.

Describing the look of an alien beast should also use such things as color, texture, movement, general shapes, etc. Anything that will add to the realism of your surreal critter.

Sound

Quite often a Mythos monster will be heard before it is actually seen. This is a golden opportunity for the keeper to set the stage. As the investigators near the creature they will likely hear it first. What do they hear? Quite often the sound of *outré* piping accompanies the manifestation of Mythos deities. What is this like? High-pitched and painful to hear or eerily melodic? Sometimes there might also be drumming. Is there a slow or fast beat? Do the investigators feel a pounding in their chest from the drumming, or is it lighter? And as for the Mythos being itself, what sort of sound does it make? Does it make noise all the time or only when it moves? Does it crackle like electricity or rustle like crinkled aluminum foil? Maybe it makes a squelching sound like walking through thick mud. Maybe it vibrates or sounds like metal scraping on metal. It might creak or crack like walking across old floorboards or treading on fallen branches. Does it whistle, sigh, weep, moan, groan, howl, scream, cry, sigh or hum? Is the sound faint and nearly undetectable, or is it loud and thunderous?

The sounds emitted by some Mythos entities may effect the investigators in various ways, either temporarily or permanently. Hearing some things may cause headaches or dizziness. Some sounds might stun or mesmerize the investigators. Nausea and vomiting might occur. Perhaps even deafness might be caused by the noises emitted by a Mythos creature. Some skill rolls might be affected by the sounds of certain Mythos entities.

Smell

Perhaps the second most important descriptive next to sight is smell when it comes to Mythos creatures. Just about all of the races and deities of the Cthulhu Mythos will give off some sort of scent, smell or stench. This is another sense that can be used before sight. Quite often a Mythos horror will be heard first, then smelled, and then finally seen. Here is where comparisons with familiar things really are important. No one really knows what a deep one smells like, but we all know what fish smells like. But to say something is fishy isn't quite enough. Fresh fish smells slightly sweet and has a pleasant "freshly fishy", ocean-like scent. Rotten fish, however, has a pungent, nauseating fishy stink. Deep ones are amphibious, so they probably don't actually smell like fish, strictly speaking, but probably more a cross between fish and frogs. Frogs have a sort of mustiness about them, so maybe we could say deep ones are sort of musty, fishy smelling?

Body odor is a consideration in the humanoid races of the Mythos. Personal hygiene has varying standards throughout the world, and what is thought acceptable in one region might very well be offensive in another. Primitive peoples have no chemical or manufactured items such as soap, deodorant or shampoo. Some use naturally occurring plants and stones in their environment in their bathing, while some use nothing at all. Environment is a key factor to body odor, as well. Someone from a hot and humid tropical climate may emit a different body odor than someone from a very dry and arid climate. Odor-causing bacteria will thrive in a damp and hot climate more so than in a hot and dry one.

There are as many odors as you could possibly think of. Grassy, herby, earthy, burnt, sulphurous, musty, sharp, fishy, moldy, sweet, yeasty, flowery, etc. Saying something smells rotten is just the opening for a full description of its unpleasant odor. Things decay differently, and give off different smells. Beef, lamb, chicken, duck, fish, shellfish, pumpkin, potatoes, cut grass, manure, paper, leaves, etc. all give off different scents as they decay. The smell of rotting meat products—indeed those things with blood—is strong, pungent, and nauseating. Decaying plant and vegetable material tends to be musty and subtle and sometimes almost sweet.

Probably the most common effect produced by the strong smell of a Mythos being is nausea and vomiting.

Touch

Touch may be a moot point with some Mythos races—especially the deities—for once an investigator feels the tentacle or claw or pseudopod of a Great Old One

or Outer God upon him he is likely doomed. Also, once engaged in combat with the lesser creatures of the Mythos, things like how they feel may be completely overlooked. This might be used more for a surprise encounter. Perhaps something brushes against the investigator in the dark, or a clawed hand grasps him.

Things feel differently. Some things are smooth while others are rough. Something might be slippery, wet, slimy, fuzzy, coarse, bumpy, grainy, leathery, viscous, splintery, sharp, soft, hard, cold, warm, etc. If an investigator were grabbed by a spectral hunter, the keeper might describe the claw as hard, sharp, and cold. The tentacle of a dark young could be described as being firm and slimy and viscous. A ghoul's grasp or that of a servant of Glaaki would probably be leathery and firm.

This is another case where descriptive comparisons will be important. Things could be said to feel like sandpaper, glass, tree bark, moss, stone, chalk, seaweed, leather, glue, egg whites, etc.

Taste

This one might sound silly, but in certain instances the investigators might actually taste a Mythos being. Most of the creatures of the Cthulhu Mythos have strong or distinct odors and some give off gasses. Some of these will be strong enough to leave a taste in an investigator's mouth. The keeper might want to have his investigators develop a strange taste in their mouth before they ever see the Mythos monster. Maybe it's a salt water-like or fishy taste. Might be sour or bitter or maybe even sweet. Chemical tastes might be common, like sulphurous or salty or coppery. Perhaps a burnt taste or spicy and hot. Taste should be used in concert with the other sense to build up to a full a horrific description of some weird horror from beyond.

The Sixth Sense

Some sources claim that we humans have a sixth sense. This is some unseen, unproven sense or power of the mind. The keeper may or may not wish to utilize this "sixth sense" when describing the aliens of the Cthulhu Mythos. In use, an investigator might "feel" something: his skin might tingle, the hair on the back of his neck might stand up, he might get the feeling of being watched, etc. This is often referred to as "the creeps". Maybe the investigator "hears" something in his mind? Voices, outré music, howling, or just "white noise". This realm of the psychic is left to the keeper's discretion. A word of caution, however: giving the investigators "the creeps" from time to time will surely

enhance the play of the game, but giving them all-out, full blown psychic "powers" is opening up a can of worms if left unchecked. Also, while having extra, special, psychic powers might give a player an edge in play, the threat of Mythos-induced insanity should be increased, as well. Anyone "sensitive" enough to tap into some spiritual realm for assistance and guidance will surely draw the attention of Mythos powers. Such powers will likely see such a psychically receptive human as the perfect doorway through which to enter our realm, or the perfect toady.

Sanity & The Senses

The keeper may want to describe Mythos monsters—particularly the bigger and nastier ones—after his investigators have made their appropriate Sanity rolls. Should an investigator suffer a serious Sanity loss, the keeper may opt to describe the Mythos horror differently, or uniquely to that investigator. Mythos creatures might be described differently to each investigator in the party, depending upon their Sanity loss, mental stability, personal backgrounds and basis of comparison.

As an example, if an investigator has a fear of snakes, or has suffered a severe Sanity loss due to snakes or serpentine horrors, the keeper may decide to describe a manifestation of a tentacled Hastur as an enormous mound of writhing snakes. In another example, Ubbo-Sathla might be perceived as an enormous lake of blood sucking down fellow investigators and spitting them back out as leprous parodies of themselves. Atlach-Nacha might be seen with the face of a loved one, beckoning the investigator into his or her waiting arms. Chaugnar Faugn might appear as simply a smiling Buddha. The mind handles severe Sanity loss and shock in strange ways, differently from person to person. The keeper might want to be mindful of this, and use major Sanity loss to his advantage when describing Mythos beings.

Death Scenes

Describing the horrible fates of victims of the Mythos can be as gruesomely delightful as describing the monsters, themselves. A death scene, described in graphic details, may also give clues to investigators about what possible Mythos horrors they face ahead of them.

It is not enough for the keeper just to say "you find Karl's dead body". No, he should try something like "in the middle of the field you find what is left of Karl's body, smashed to pulp and dripping with a viscous black ooze." See how much better that is! The

keeper needs to be keenly aware of what special powers, weapons or forms of attack a particular Mythos critter has, and what—if anything—will be left of hapless investigators who stumble upon the alien horror.

Although there is not enough room in this book to provide death scenes for every monster in this book, following are some examples to inspire the keeper.

Aphoom Zhah: Elizabeth's remains were found to be in a very strange state. Although her clothing was untouched, her body was desiccated and leathery like some ancient mummy. Upon closer examination we found tiny ice crystals in her veins where blood should have been, and saw that her eyes had shattered like glass. Flesh and bones were tough and discolored and body fluids had been turned to ice. Elizabeth's body looked as if it had been flash-frozen at some devastatingly low temperature.

Chthonians: Sam had obviously been crushed to death. His body looked like a deflated balloon, bits of broken bones and ruptured organs forced through the burst skin and exposed to the cold night air. A thick viscous slime was smeared over his body. Nearby a deep gouge in the earth showed where something very large and very heavy had moved across the field. The trail led to a large hole in the ground, beneath which we found a massive tunnel whose rock and dirt walls looked as though they had been melted away instead of just dug. The same thick slime dripped from the walls of the subterranean tunnel.

Colours Out of Space: We found old Thompson inside his shack still sitting in his favorite rocking chair. His body was withered and grey and gave off a weird, unhealthy glow. Cooter, his faithful hound dog, was curled up at his feet. The dog's body was in the same strange condition as its master's. When Mark lightly touched old Thompson's arm it crumbled to dust. The door to the shack had been locked from the inside and we could find no sign of forced entry. Soon the night fell and we were unnerved to see that the crops in Thompson's fields glowed with that same unhealthy light as his body.

Eihort: Candy had been complaining of severe pain and terrible nightmares for several weeks. When she failed to meet us for brunch one dreary and rainy Sunday afternoon we went to her house to check up on her. To our horror we found our friend dead. She was splayed out in the living room, her torso burst open and gore and blood spattered all over the room. Tiny white grub-like spiders swarmed over everything and squirmed around in the sticky, bloody cavity of Candy's body.

Horses of the Invisible: Charles and Henry had been investigating the White Horse of Drury Lane—a spec-

tral horse which locals claimed roamed the grounds of the old Carstairs estate on Drury Lane. When they did not return after spending the night at Carstairs we went looking for them. It was not until we descended into the dank cellars of Carstairs that we found anything out of the usual. Near the bottom of the stairs we found Henry's body in a pool of blood and bone fragments. His head had been smashed in by something powerful and blunt. The clearest of the wounds resembled a hoof print. Of Charles all we ever found were his legs and lower torso, his upper body having been removed with one clean bite. As we fled the cursed house we each swore we heard the far-off sounds of hooves and neighing.

Mi-Go: A body lay strapped to a cold metal table. The young man was cadaverously-grey and obviously dead, although we could see no wounds on his body. It wasn't until we reached the head of the table that we realized that the young man's head had been opened up and his brain removed.

Quachil Uttaus: We could not believe what we saw. We all knew that Robby was a healthy nineteen year old, yet the dust-covered body we found was that of a white-haired, withered old man of nearly one hundred years of age. The skin was dry and speckled with age spots and the teeth yellowed and cracked. The old man's bones were bent and his fingers painfully misshapen by arthritis. How could this be Adam's son Robby? But the corpse wore Robby's clothes, watch and high school ring, and it had Robby's wallet. There was a family resemblance—like we were looking at the body of Adam's great grandfather instead of his son. The room itself looked as if it hadn't been disturbed in years. Cobwebs and thick dust clung to everything. Strangely, in the dust were several tiny footprints, as though a child had walked through the room. The prints lead nowhere, however, and just suddenly stopped, as if whoever had made them simply vanished or levitated off the ground.

Tick Tock Man: All of the electrical appliances were running when we got to Martin's house. We found his body in his garage workshop, strung from the ceiling cross-beams by electrical cords. His face and body were studded with nails, obviously fired from the nail gun on the nearby workbench. Several electrical cords were wrapped tightly around Martin's neck, and live wires from the electrical box sparked on the ground beneath his body. Several burn marks on his clothes told where Martin had been electrocuted by the live wires.

Y'gonolac: Mr. Harper, the boy's high school gym teacher, hadn't been seen in several days when the police went to his small apartment to look for him. They found Harper's body in his cluttered bedroom

next to a box full of child pornography magazines. There was a look of absolute and chilling horror frozen on his pallid face, and the room stunk with the smell of decaying blood. The cause of death was quickly apparent, if not highly unusual: Harper had been bitten all over by some unknown assailant. Mouth-sized bits of his flesh had been ripped out, the nasty wounds still dripping and wet even after several days. His reproductive organs had also been bitten away in some act of degenerate irony.

Descriptive Words

Below is a list of hundreds of words the keeper will find useful in describing the indescribable things of the Cthulhu Mythos. Any good thesaurus will be an invaluable source of many more words. Remember, when describing the Cthulhu Mythos adjectives are your friends!

Aberrant, Abhorrent, Abominable, Absurd, Abyssal, Abysmal, Acidic, Acrid, Adhesive, Ageless, Airy, Alien, Alliaceous, Ambiguous, Amorphous, Amphibious, Anarchic, Ancient, Angular, Animated, Animalistic, Anomalous, Antediluvian, Anthropomorphic, Antlered, Appalling, Appendaged, Aquatic, Arrhythmic, Arthritic, Ashen, Askew, Astounding, Asymmetrical, Atrocious, Autumnal, Avian, Awry, Baboon-Like, Baleful, Baneful, Bankrupt, Barbaric, Barbarous, Barbed, Beaked, Beastly, Bedeviling, Bellowing, Bifid, Biliary, Billowing, Biomechanical, Bivalvular, Black, Blackened, Blasting, Blazing, Blasphemous, Bleating, Bleeding, Binding, Blistered, Bloated, Bloodless, Bloodshot, Blood-Sucking, Bloody, Blubbery, Boiling, Boneless, Botanical, Bovine, Branched, Branching, Brutish, Bubbling, Budding, Bug-Eyed, Bulbous, Burning, Burnished, Burrowing, Bursting, Buzzing, Cackling, Cacophonous, Cadaverous, Calcified, Cancerous, Canine, Cannibalistic, Capricious, Carapace, Carnivorous, Caustic, Cellular, Changeable, Charnel, Chattering, Chitinous, Chocking, Clanking, Clawed, Cloaked, Cloven-Hoofed, Clown-Like, Cloying, Clutching, Coarse, Colossal, Colorless, Chaotic, Cold-Blooded, Confusing, Congealed, Conical, Contracting, Convoluted, Convulsing, Corpulent, Corpse-Like, Corrupt, Coughing, Crab-Like, Cracked, Crackling, Crashing, Crawling, Creaking, Creamy, Creeping, Criminal, Crimson, Croaking, Crying, Crystalline, Curdled, Cursed, Cyclopean, Cylindrical, Dank, Dark, Dastardly, Dazzling, Deadly, Deafening, Deathless, Debased, Debauched, Decayed, Decaying, Decomposing, Defiled, Deformed, Degenerate, Degraded, Delirious, Demonic, Depraved, Deranged, Desiccated, Detestable, Deviant, Diabolical, Diffuse, Dire, Dirty, Discordant, Diseased, Disemboweled, Disfigured, Disgorged, Disgusting, Dislocated, Disordered, Dissolved, Distorted, Dragging, Dreadful, Dried, Dried-Out, Dripping, Dusty, Effervescent, Effusive, Elastic, Electrical, Electronic, Elephantine, Emaciated, Endless, Enlarged, Enormous, Enveloping, Erupting, Evasive, Eviscerating, Exaggerated, Excruciating, Expanding, Extended, Eyeless, Fabulous, Faceless, Faceted, Fanged, Fantastic, Fearful, Fecund, Feline, Feral, Fermenting, Festering, Fetid, Fibrous, Filthy, Fishy, Fiendish, Fiery, Filthy, Finned, Fish-Like, Flabby, Flesh-Eating, Fleishy, Flexing, Floating, Florescent, Flowing, Fluctuating, Fluid, Flying, Foaming, Forsaken, Foul, Fractured, Fragrant, Frantic, Freakish, Frosty, Fruiting, Furious, Fungal, Fusty, Gangrenous, Gaping, Gargantuan, Gaseous, Gelatinous, Geometric, Ghastly, Ghostly, Gigantic, Gibbering, Glaring, Glassy, Glistening, Globular, Glowing, Glutinous, Gnashing, Gobbling, Gory, Gouging, Grasping, Grayish, Greenish, Grim, Grimy, Grinding, Grinning, Grisly, Gristly, Gross, Gruesome, Gushing, Hairless, Hairy, Hallucinatory, Hapless, Hateful, Haunting, Hazy, Headless, Heaving, Hellish, Hibernating, Hideous, Hissing, Hollow, Hoofed, Hooked, Horned, Horrible, Horrific, Hovering, Howling, Huge, Husk, Hybrid, Ichorous, Iconic, Icy, Idiotic, Illogical, Immaterial, Immense, Immoral, Incandescent, Incoherent, Incomplete, Incongruous, Incredible, Indistinct, Infected, Infernal, Infected, Infested, Inhuman, Inorganic, Insane, Insect-Like, Inside-Out, Insipid, Invading, Iridescent,

Irrational, Irregular, Irrupting, Jabbering, Jaded, Jackal-Like, Jangling, Jaundiced, Jellyfied, Jumbled, Jutting, Kleptomaniacal, Laughing, Leafed, Leafy, Leathery, Leprous, Limping, Liquefied, Loathsome, Lumbering, Luminescent, Lumpy, Lunatic, Lurking, Lycanthropic, Macabre, Mad, Maggoty, Malevolent, Malformed, Malicious, Malignant, Malleable, Malodorous, Mandibled, Man-Eating, Massive, Mastodonic, Mechanical, Melting, Membranous, Menacing, Mesmerizing, Metallic, Methodical, Mildewed, Mineral, Mindless, Mind-Numbing, Mirrored, Miscarried, Misshapen, Moaning, Mocking, Moldy, Molten, Monstrous, Monumental, Morbid, Mortifying, Mottled, Moldering, Mucky, Mucous, Multi-Faceted, Mumbling, Mummified, Murderous, Murmuring, Mucilaginous, Muscular, Musty, Mutilated, Nagging, Naked, Nameless, Nauseating, Nauseous, Nearsighted, Nebulous, Necromantic, Noiseless, Nonsensical, Nordic, Noxious, Numbing, Obscene, Obsequious, Oceanic, Octopoid, Odious, Odorous, Oily, Ominous, Oozing, Opaque, Ophidian, Organic, Outlandish, Oval, Overgrown, Overripe, Quavering, Queasy, Quiescent, Quivering, Pagan, Pale, Pallid, Palpitating, Palsied, Panting, Parasitic, Parched, Partially-Formed, Pasty, Peculiar, Perfidious, Perverse, Phlegmatic, Phosphorescent, Pitiless, Plague-Ridden, Plant-Like, Plastic, Pliable, Pointy-Eared, Poisonous, Popping, Porcine, Porous, Pregnant, Prehensile, Prehistoric, Primitive, Prodigious, Profane, Profuse, Pronged, Protoplasmic, Protuberant, Prurient, Pseudopoidal, Puckered, Pudding-Like, Pulling, Pulsating, Punctured, Pustular, Quaking, Quivering, Putrid, Radiant, Radioactive, Rainbowed, Rancid, Rectangular, Reeking, Reflective, Remorseless, Rending, Repellent, Reprehensible, Reptilian, Repugnant, Repulsive, Resplendent, Restless, Revolting, Rheumy, Rigid, Ripping, Roiling, Rooted, Rotten, Rotting, Rough, Rubbery, Rugose, Ruptured, Rustling, Rutting, Sacrilegious, Sallow, Sanguine, Savage, Scabby, Scaly, Scampering, Scarlet, Scarred, Scorched, Scraping, Scratching, Screaming, Scummy, Scuttling, Seething, Segmented, Senseless, Sepulchral, Serpentine, Serrated, Shadowy, Shaggy, Shaking, Shambling, Shattered, Shedding, Shelled, Shifting, Shimmering, Shiny, Shouting, Shredded, Shredding, Shrieking, Shrouded, Shuffling, Sickly, Sickening, Sightless, Silent, Sinewy, Singular, Skeletal, Skinless, Slashing, Sleepless, Sliding, Slimy, Slippery, Slithering, Slobbering, Sluggish, Slumbering, Slurping, Smashing, Smoking, Snapping, Solemn, Solidified, Sorcerous, Sordid, Soundless, Sour, Space-Faring, Space-Going, Spectral, Spherical, Spicy, Spider-Like, Spined, Spiteful, Spitting, Splayed, Splayfooted, Splintered, Splotchy, Sponge-Like, Spotted, Sprouting, Sputtering, Squamous, Squid-Like, Squishing, Squirming, Spreading, Stabbing, Staggering, Stagnant, Stained, Stalking, Steaming, Stewing, Sticky, Stifling, Stomping, Straggly, Straining, Stretching, Striding, Stringy, Striped, Stupefying, Stupendous, Suckered, Sucking, Sulphurous, Suppurating, Swarming, Swaying, Syrupy, Taloned, Tattooed, Teeming, Tendriled, Tentacled, Tenuous, Terrible, Thickening, Thorned, Thrashing, Threatening, Throbbing, Thumping, Thundering, Timeless, Toad-Like, Toothy, Torn, Tornadic, Towering, Toxic, Trailing, Transformed, Translucent, Transparent, Triangular, Tubular, Tumultuous, Turbid, Turbulent, Tusked, Twining, Twisting, Ugly, Ultimate, Unbearable, Unclean, Uncouth, Undigested, Unendurable, Unfathomable, Unfolding, Ungainly, Unknown, Unmasked, Unmistakable, Unnatural, Unripe, Unseen, Unspeakable, Unstable, Unsteady, Unutterable, Unwieldy, Vague, Vampiric, Vaporous, Vast, Veiny, Vibrating, Vicious, Vile, Vining, Viperous, Viral, Viscous, Vivid, Voluminous, Vomiting, Wailing, Wan, Warped, Waving, Waxen, Webbed, Weeping, Wet, Whirling, Wild, Winged, Wintery, Withered, Wormy, Worm-Eaten, Worm-Like, Wrenching, Wretched, Wriggling, Wrinkled, Writhing, Xenophobic, Yammering, Yawning, Zodiacal, Zoophagous, Zygotic, Zymotic.

Appendix III

Mortality and Immortality of Mythos Beings and Races,
or That is Not Dead Which Can Eternal Lie,
and With Strange Aeons Even Death May Die.



Due to the alien physiology of most of the races and beings of the Cthulhu Mythos, ages and longevity of any particular creature is hard to guess. Few, if any, of the beings of the Mythos are truly immortal, however, and it is said that eventually even the Great Old Ones will cease to be. The only beings assured existence until the end of time are the Outer Gods—the true forces and essences of the very universe.

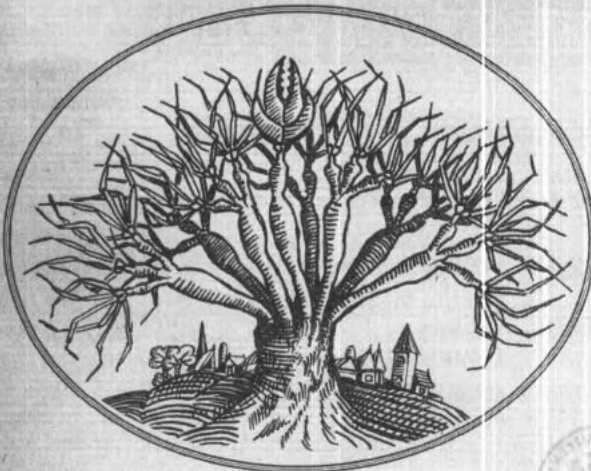
Near-human and humanoid races like the Tcho-Tcho, Martense kin, and Hyperboreans live typical human lives of up to 70-100 years of age (slightly longer

for sorcerers and shaman). The earth-bound anthropomorphic races such as deep ones, voormis, xo tl' mi-go, serpent folk, wendigo, sand-dwellers, and ghouls are the next shortest-lived of the Mythos entities, but even they may live on for up to 300-1,000 years. The other more monstrous earth-bound creatures such as chthonians, shoggoths, star-spawn, Ubbo-Sathla spawn, and brothers of Chaugnar Faugn likely live on for up to 10,000-50,000 years or more. The material space-faring races like the mi-go, shantaks, Yaddithians, byakhee, travelers, shans, elder things, and nieth-korghai probably live for 5,000-25,000 years. The more immaterial races such as the fire vampires, space eaters, colours, horses of the invisible, S'glhuoians, lloigor, and adumbrali may live for 100,000 years or more. Races from other dimensions such as dark young, hounds of Tindalos, and dimensional shamblers might also survive for 100,000 years or more. Dreamlands and magical creatures like gugs, zoogs, Goatswood gnomes, chakota, crawling ones, spectral hunters, and desh may seem immortal—and in humans terms may very well be—but eventually even they perish.

Certain species have the ability—natural or magical—to hibernate for centuries, thus extending their lives that much longer. The serpent folk and nieth-korghai are chief among such creatures. Others may time travel or project their minds into new bodies, thus effectively living for countless centuries. The great race of Yith is the most famous of this sort of creature. Some individual members of certain races use sorcery or alien technology to prolong their lives beyond that of their kin, and some Mythos deities somehow grant extended lives to favored followers and servants.

Most unique beings, Great Old Ones, Great Ones, and Elder Gods live for unguessable (and strange) eons.

YE SHREWED BRIAR



Printed in England by George Wainman, Ltd.

TITLE PAGE

of a collection of proverbs, 1895. (Library of Congress)

Appendix IV

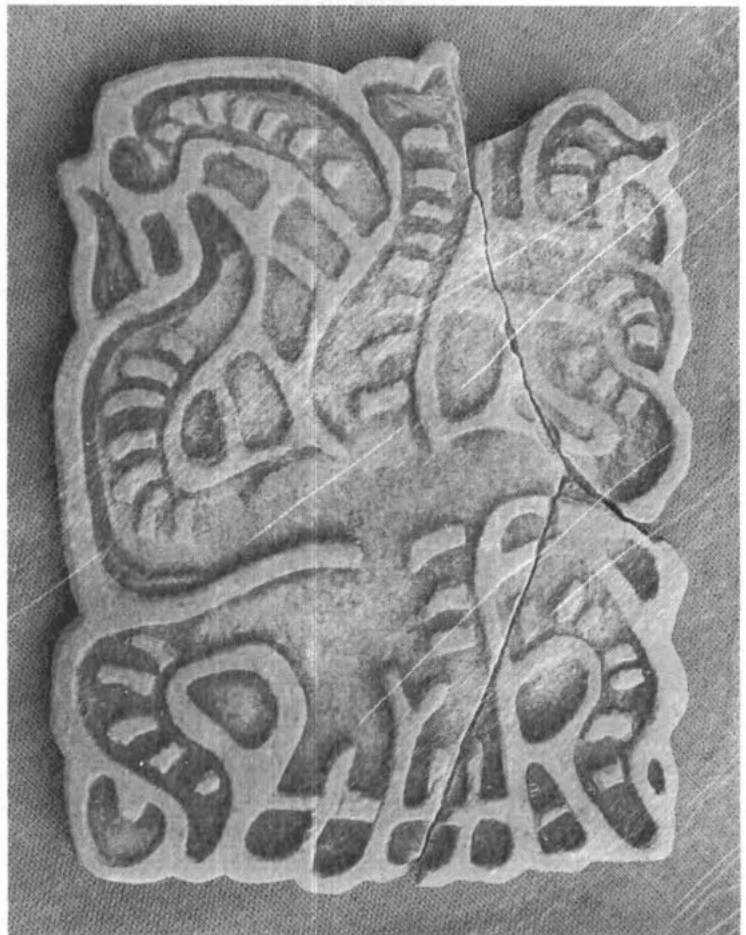
Creating Original Monsters,
or Something(else) Wicked This Way Comes



Horror, science fiction, and fantasy films, television, and books are great sources for additional scary monsters to throw at players, and every keeper has a favorite monster from film or fiction which he would love to pit against his intrepid investigators. With a little thought and creativity, a good keeper can introduce whatever additional horrors he may want. The simplest way to create a brand new monster is to find an existing entity with similar statistics and use that creature as a template and build from there. Let's take three examples: Clive Barker's demonic Cenobites, the goddess Fendahl and her Fendahleen from Doctor Who, and the aliens from the films of the same name*.

Clive Barker's demonic cenobites would be a lesser servitor race serving their Outer God Leviathan (who may be a separate deity or an avatar of Yog-Sothoth or perhaps even Azathoth). Our cenobites would start with human statistics, we'd bulk them up with additional CON for added hit points and add some nasty and interesting melee weapons. Their leather bondage outfits would afford them a single point of armor and they would have some small natural defense against damage—perhaps interpreted as an additional 1 or 2 points of armor—due to their high tolerance of pain. Most cenobites probably wouldn't know any spells, and those that did would know horrible spells that caused gruesome and painful effects. A particularly powerful or important cenobite might know a Call Leviathan spell. Cenobites might cost 0/1D4 to 0/1D6 or higher Sanity points to see, depending upon how horrible it was or if the investigators knew it when it was a human being.

The cenobites' geometric god Leviathan might be based on Yog-Sothoth or Daoloth. We'd have to add his weird Black Light attack. What does that do, any-



PLAQUE
from the New Guinea bush country
(Anthropological collection of the University of Berlin)

way? Some sort of Mindblast? Maybe it changes victims into cenobites? Only the keeper would know for sure. There didn't appear to be any other forms of attack, so the Black Light would have to be pretty powerful. Armor would probably be pretty high, as it



DETAIL OF THE HUNEFER PAPYRUS
British Museum, London

appeared to be metallic—maybe 25 points. Spells probably wouldn't be of much use to Leviathan. Leviathan would probably be only a Sanity loss of 1D8/1D20 because he appears as an enormous levitating geometric shape (but maybe the black light attack causes a 1D10/1D100 sanity loss?).

Doctor Who's Fendahl would be an Outer God whose fendahleen were a gestalt greater servitor race. The shimmering, world-devouring golden goddess Fendahl would have human characteristics but a high POW and CON. As she may also appear as a gigantic worm-like fendahleen we would have to provide stats for this form, as well. For this we'd likely use maximum stats for a fendahleen and maybe add a few points to each. We'd need to give her a gaze and touch attack which transformed her victims into fendahleen (probably with a POW vs. POW battle on the Resistance Table). As for armor, the Outer God would be immune to all physical attacks. Her one weakness is rock salt, which if fired into her from a shotgun would cause double shotgun attack damage. As an Outer God any spell would be appropriate, as the keeper saw fit. The Fendahl might be a 1/1D10 Sanity points to see in her human form, but perhaps 1D8/1D20 in her fendahleen form.



USHABTI BURIAL FIGURINE
Deutsches Museum, Munich

For the rearing worm-like fendahleen we might use yuggs as a template. We'd want to maybe double the CON from 3D6+6 to 6D6+12. The fendahleen are pretty slow, so we'd give them a Move rate of 4. They would have two special attacks: paralysis (POW vs. POW to break free of the creature's mental hold) and a POW drain of maybe 1D10 points per round. Fendahleen would be immune to all physical attacks, but rock salt fired from a shotgun would cause double shotgun attack damage to one. Spells known would likely be Contact Fendahleen and Call Fendahl. The Sanity cost for seeing a fendahleen could be 1D6/1D10 points.

The aliens from the films of the same name might be a lesser servitor race and their queen a Unique Entity or maybe a Great Old One. Aliens could be constructed from the insectoid Yaddithians. We'd probably want to add +1D6 to the STR, CON, SIZ and DEX rolls. INT and POW can stay the way they are. For weapons we'd give them real nasty rending claws, piercing tails, and that acid spittle. They were pretty tough in the movies, so maybe 10 points of chitinous armor or more would be appropriate. They'd also be pretty quick, with a Move maybe of 10, and they'd have good Dodge, Hide, and Sneak skills (at least 75% in each). The aliens wouldn't likely know or utilize spells, so we wouldn't bother giving them any. Aliens are pretty scary, so maybe we'd make them a 0/1D8 Sanity loss to see, and their queen 1D8/1D20 or higher.

It is all up to you, the keeper. Devise, create, terrorize. That, after all, is what *Call of Cthulhu* is all about. Have fun, and be creative.

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SEAL OF THE NUMEROLOGICAL
SOCIETY OF HERMANNSTADT
Sibiu, Romania.

Appendix V

The Dreamlands,
or To Sleep, Perchance to Dream



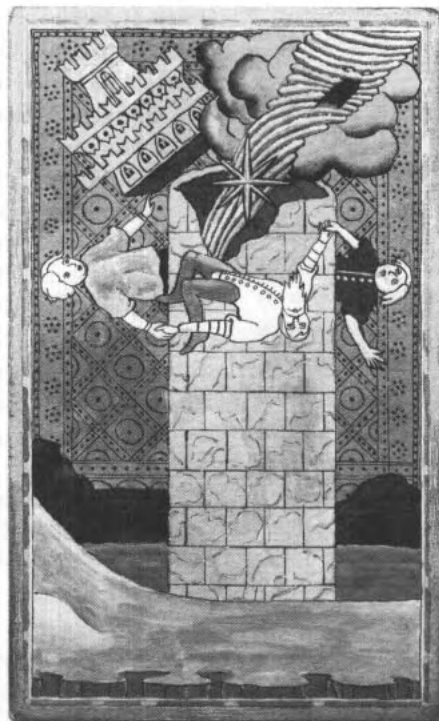
The Dreamlands are a fantastic and sometimes terrifying realm beyond the solid world of reality. They appear to be some realm where the dreaming- or spirit-form can travel to, independent of the physical body. There appears to be any number of different, yet connected lands of dream. For instance, it is known that there is a mi-go Dreamland, the aboriginal place called the Dreamtime, a nightmare realm where the slumbering Xothans go, the lands of Pegana, etc. These places might better be described as "higher realms".

Some creatures and gods inhabit these higher realms naturally, whereas most dwell in the solid realms of the waking world and only visit the Dreamlands. Some examples include Bokrug, Oorn and Ghadamon, three Great Old Ones that live in the Dreamlands of earth and Kurpannga, a Great Old One who dwells in the Dreamtime. The Great Ones are a separate group of lesser Mythos deities who originate and live in the Dreamlands. All of the deities of the various higher realms have the ability to enter the waking world, although not all of the races and lesser creatures living there may do so, just as not every entity in the waking realm can enter one of the dreaming realms. There do exist spells and gates that allow the actual physical travel between the solid realms and higher realms.

Since the higher or dream realms are as numerous and diverse as the solid or waking realms, the keeper is free to include, expand upon, or change whatever he wishes in the Dreamlands. Perhaps the Land of Oz is one of the higher realms? We know Dorothy got there by dreaming. Maybe the various heavens and hells of different cultures are in fact connected to or a part of the Dreamlands? What about the North Pole of Santa Claus with its flying reindeer and sentient, talking snowmen? Maybe old St. Nick is in fact a Great One? Certainly many of the gods and enchanted creatures of earthly mythology exist in the Dreamlands, and the

Great Ones are obvious inspirations for many such earthly deities. The keeper may get as whimsical or dark as he wishes in these fantasy realms of the Dreamlands. And this is the perfect place to throw fantastical beasts and figures from classic mythology and favorite fantasy tales at the investigators (called dreamers in Dreamlands campaigns). If the keeper wishes to introduce a bit of fantasy into his *Call of Cthulhu* campaign, this is the place to do it.

Several of the most important or frequently encountered Dreamlands creatures and deities are included in this book. For full details and statistics for dozens more Dreamlands monsters see the *H. P. Lovecraft's Dreamlands* supplement.



TAROT CARD OF MADAME BLAVATSKY
Private Collection

Complete Credits

Continued



... continued from page 4

hounds of Tindalos, hunting horrors, the beings of Ib, Ithaqua, Karakal, Kurpannga, men from Leng, lesser Other Gods, Lobon, the Messenger of the Old Ones (*Shadows of Yog-Sothoth*), mi-go, moon-beasts, Nath-Horthath, nightgaunts, Nodens, Nyarlathotep, Nyogtha, sand-dwellers, serpent people, servitors of the Other Gods, the insects from Shaggai, shantaks, shoggoths, Shub-Niggurath, Shudde M'eil, the star-spawn of Cthulhu, star vampires, Tamash, Tsathoggua, the worm that walks (*Shadows of Yog-Sothoth*), the beings from Xiclotl, Y'golonac, Yig, Yog-Sothoth, and Zoklar, zoogs.

Additional material by Marion Anderson: the pete-souchi, hippopotamus, and jackals (*The Cairo Guidebook*). Marion Anderson and Phil Anderson: the Dhospawn (*Fearful Passages*). Bruce Ballon: Isis, the Sacred Light, the lords of Tindalos, and Mh'ithrha, Tindalosian hybrids, (*Unseen Masters*). Bill Barton: Chaugnar Faugn (*Curse of the Chthonians*), the Martians & the Martian war machines (*Cthulhu by Gaslight*). Fred Behrendt: the desh (*Adventures in Arkham Country*), the travelers. Chad J. Bowser: Hastalyk, Idh-yaa, Lam, Nctosa & Nctolhu, the pallid dancers (grand prize winner of Chaosium's Halloween *Malleus Monstrorum* Contest), Ycmagn'tho. John Carnahan: spectral hunters (*Shadows of Yog-Sothoth*). David Conyers: the Black Lion, gyaa-yothn, lumens, the Lurker in the Star Pool, the Floating Horror, the Host, Nyarlathophis, the things, and triffids. Alan K. Crandall: Abboth, Atlach-Nacha, Cyaegha, Zhar & Zoth-Ommog. Günther Dambachmair: the Living Flame of Deepest Black (*Worlds of Cthulhu* Issue 1). John Diaper, Bob Gallagher, Steve Rawling and Ed Wimble: Pool of Shadow (*The Arkham Evil*). Larry DiTillio and Lynn Willis: the Black Pharaoh, the Black

Wind, the Bloated Woman, chakota, the children of the Sphinx & the shoggoth-twsha (*Masks of Nyarlathotep*); and Scott David Aniolowski) Dhyighash, Glagga, L'ysh, Nour, Pr'ktha, Shinjh, Thahash, Urafty, Yko, the Small Crawler (*Masks of Nyarlathotep*). Michael Dziesinski: The Emerald Lama and Aku-Shin Kage (*Secrets of Japan*). Mark Eley: the watchers (*Dwellers in Shadow* from Triad Entertainments). Charles and Janyce Engan: animiculi (*Beyond the Mountains of Madness*). E. S. Erkes: the alkali (*Pursuit to Kadath* from Theatre of the Mind Enterprises). Clifton Ganyard: the adumbrali, B'Moth, Sebek, and the spawn of the Green Abyss. Stéphane Gesbert: dark ones (*Cthulhu Dark Ages*), the Magnum Innom-inandum. Geoff Gillan: Effigy of Hate (*Tales of the Miskatonic Valley*) and the Skinless One (*Horror on the Orient Express*). Sheldon Gillett: the Lesser Brothers of Chaugnar Faugn (*Horror's Heart*). Ed Gore: the rat people (*Shadows of Yog-Sothoth*). David Hallett (and Scott David Aniolowski): the Green Man (*Dark Designs*). William Hamblin (and Scott David Aniolowski): Skeletal Horror (*Curse of the Chthonians*). Keith Herber: the daughters of Atlach-Nacha (*Spawn of Azathoth*), the Beast (*Fungi from Yuggoth*), the Call of Cthulhu (*The Keeper's Companion*), Ghadamon (*H.P. Lovecraft's Dreamlands*), the Haunter of the Dark, Quachil Uttaus (*H.P. Lovecraft's Arkham*), the reptile people, Robigus (*H.P. Lovecraft's Dreamlands*), and the unspeakable possessors (*Cthulhu Now*); and Erik Herber & David Conyers) spawn of Yig. Robert Horowitz: the dust-men (second runner-up in Chaosium's Halloween *Malleus Monstrorum* Contest). Kevin W. Jacklin: Vibur (*Dark Designs*). Sam Johnson (and Scott David Aniolowski) Tezcatlipoca (*A Resection of Time*). J. Todd Kingrea: scions of Tsathoggua and the xo tl'mi-go. Doug Lyons: the hell-plants (*Terror from the Stars*) and the thralls of Cthulhu and Black Demon (*The Great Old Ones*). Wesley Martin

(and Scott David Aniolowski): snakes of North America (*Mansions of Madness*). Randy McCall: Arwassa & the proto-shoggoths (*The Asylum & Other Tales*), crawling ones (*Shadows of Yog-Sothoth*). Kurt Miller: the spawn of Nyogtha (*Fatal Experiments*). Jeff Moeller: Shabbith-Ka (*The Unspeakable Oath* #8/9 from Pagan Publishing). Bruce L. Priddy: the Father-Of-All-Sharks. Glenn Rahman: the Iloigor & Ghatanothoa. Kevin A. Ross: Bugg-Shash, Byatis, the Cloud-Thing (*End of the World* from Triad Entertainments), the deep one hybrids, the Yellow Sign and Eihort (*The Great Old Ones*), (and Scott David Aniolowski) the gof'nn hupadgh Shub-Niggurath and He Who Walks Behind the Rows (*The Unspeakable Oath* #8/9 from Pagan Publishing), Gol-goroth, the ny'ghan grii, the larvae of the Other Gods, (and Scott David Aniolowski) the Queen in Red (*Stark Raving Mad! Ten Years of Call of Cthulhu* from Pagan Publishing), (and Stéphane Gesbert in *Cthulhu Dark Ages*) the degenerate serpent folk/worms of the earth, the space eaters, the Star Mother (*H.P. Lovecraft's Kingsport*), and the tomb-herd, Tulzscha (*H.P. Lovecraft's Kingsport*), the yuggs, and Zu-che-quon. Marcus L. Rowland: trolls (*Nightmare in Norway*). Brian Sammons: the nagaee and the tunnelers below (*The Keeper's Companion* 2). Justin Schmid: barracudas, the dark sargassum, moray eels, and stingrays (*The Bermuda Triangle*). Steffen Schütte: The Black Bull (*Im Zeichen des Stiers*). Michael Siefener (and Scott David Aniolowski): vile fungus (*Beschwörungen*). Gary Sumpter: the Blackness from the Stars (*The King of Chicago*), the children of the wind, and Ythogtha. Michael Szymanski: the Chorazin (*Cthulhu Now*) and Yidhra. Peter Tamlyn, et al: gn'icht tyacht (*Green and Pleasant Land* from Games Workshop). G.W. Thomas (and Lynn Willis): Gloom and the servants of Gloom (*Cthulhu Now*). John Tynes (and Garrie Hall and Monte Cook): the terrors from beyond/astral parasites (combined from *The Golden Dawn* from Pagan Publishing and *Call of Cthulhu* D20 from Wizards of the Coast). Fred Van Lente (and Scott David Aniolowski): Baron Samedi (*The New Orleans Guidebook*). Richard Watts: the Mother of Pus (*Dead Reckonings*). Chris Williams: Ariel, Crawling Mist, Mnomquah, N'tse-Kaambl, Oorn, the Thing in the Yellow Mask (*H.P. Lovecraft's Dreamlands*). Lynn Willis: Mr. Shiny (*At Your Door*). Ian Winterton (and Scott David Aniolowski): Pazzuzu (*Last Rites*).

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Mythos Comparative Sizes

This table equates approximate weight with game SIZ. In *Call of Cthulhu*, SIZ pertains not only to weight but to volume and height as well. This table should not be relied on absolutely: it will not be useful for creatures lighter than air, gaseous, able to change mass, or made of plasma or ectoplasm. From SIZ 330 on, SIZ is exactly 1/10th the creature's weight in short tons. Thus, a dhole of SIZ 8000 weighs 80,000 short tons.

SIZ	English Weight	Metric Weight
1	1-12 pounds	.5-5.5 kg
4	38-51 pounds	17-23 kg
8	109-120 pounds	50-55 kg
12	156-168 pounds	71-76 kg
16	220-239 pounds	100-109 kg
20	310-338 pounds	141-154 kg
24	440-479 pounds	200-218 kg
32	880-959 pounds	400-436 kg
40	1760-1919 pounds	800-872 kg
48	3520-3829 pounds	1600-1741 kg
56	7040-7649 pounds	3200-3477 kg
64	7.1-7.7 tons	6455-7000 kg
72	14.1-15.4 tons	6.4-7 metric tons
80	28.2-30.7 tons	12.8-14 metric tons
88	56.5-61.5 tons	25.7-28 metric tons
96	96 tons	44 metric tons
104	104 tons	47 metric tons
112	120 tons	54.5 metric tons
120	144 tons	65.5 metric tons
128	176 tons	80 metric tons
136	216 tons	98 metric tons
140	240 tons	109 metric tons
144	264 tons	120 metric tons
152	320 tons	145.5 metric tons
160	384 tons	174.5 metric tons
168	456 tons	207 metric tons
176	536 tons	244 metric tons
184	624 tons	284 metric tons
192	720 tons	327 metric tons
200	824 tons	375 metric tons
208	936 tons	425 metric tons
216	1056 tons	480 metric tons
224	1184 tons	538 metric tons
232	1220 tons	555 metric tons
240	1364 tons	620 metric tons
256	1516 tons	689 metric tons
264	1676 tons	762 metric tons
272	1844 tons	838 metric tons
280	2020 tons	918 metric tons
288	2204 tons	1002 metric tons
294	2396 tons	1089 metric tons
304	2596 tons	1180 metric tons
312	2804 tons	1275 metric tons
320	3020 tons	1373 metric tons
330	3300 tons	1500 metric tons
340	3400 tons	1546 metric tons
350	3500 tons	1591 metric tons

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Call of Cthulhu Monster Master



Name _____

Desc _____

SAN Loss _____

STR _____ INT _____ APP _____

CON _____ POW _____ EDU _____

SIZ _____ DEX _____ MOV _____

HIT POINTS DEAD=0 1 2 3 4 5
 6 7 8 9 10 11 12 13 14 15 16 17 18
 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44
 45 46 47 48 49 50 51 52 53 54 55 56 57
 58 59 60 61 62 63 64 65 66 67 68 69 70
 71 72 73 74 75 76 77 78 79 80 81 82 83
 84 85 86 87 88 89 90 91 92 93 94 95 96
 97 98 99 100

Skills _____

Spells _____

MAGIC PTS UNCN=0 1 2 3 4 5
 6 7 8 9 10 11 12 13 14 15 16 17 18
 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44
 45 46 47 48 49 50 51 52 53 54 55 56 57
 58 59 60 61 62 63 64 65 66 67 68 69 70
 71 72 73 74 75 76 77 78 79 80 81 82 83
 84 85 86 87 88 89 90 91 92 93 94 95 96
 97 98 99 100

Damage Bonus _____

weapon	skill	damage
Fist/Claw	%	
	%	
	%	
	%	
	%	
	%	

Armor _____

Possessions _____

MINION ONE

Name _____

Desc _____

SAN Loss _____

STR _____ INT _____ APP _____

CON _____ POW _____ EDU _____

SIZ _____ DEX _____ MOV _____

HIT POINTS DEAD=0 1 2 3 4
 5 6 7 8 9 10 11 12 13 14 15 16
 17 18 19 20 21 22 23 24 25 26 27 28
 29 30 31 32 33 34 35 36 37 38 39 40
 41 42 43 44 45 46 47 48 49 50 51 52
 53 54 55 56 57 58 59 60 61 62 63 64
 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88

Damage Bonus _____

weapon	skill	damage
Fist/Claw	%	
	%	
	%	
	%	
	%	

Armor _____

Skills _____

Magic Points _____

Spells _____

Possessions _____

MINION TWO

Name _____

Desc _____

SAN Loss _____

STR _____ INT _____ APP _____

CON _____ POW _____ EDU _____

SIZ _____ DEX _____ MOV _____

HIT POINTS DEAD=0 1 2 3 4
 5 6 7 8 9 10 11 12 13 14 15 16
 17 18 19 20 21 22 23 24 25 26 27 28
 29 30 31 32 33 34 35 36 37 38 39 40
 41 42 43 44 45 46 47 48 49 50 51 52
 53 54 55 56 57 58 59 60 61 62 63 64
 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88

Damage Bonus _____

weapon	skill	damage
Fist/Claw	%	
	%	
	%	
	%	
	%	

Armor _____

Skills _____

Magic Points _____

Spells _____

Possessions _____

MINION THREE

Name _____

Desc _____

SAN Loss _____

STR _____ INT _____ APP _____

CON _____ POW _____ EDU _____

SIZ _____ DEX _____ MOV _____

HIT POINTS DEAD=0 1 2 3 4
 5 6 7 8 9 10 11 12 13 14 15 16
 17 18 19 20 21 22 23 24 25 26 27 28
 29 30 31 32 33 34 35 36 37 38 39 40
 41 42 43 44 45 46 47 48 49 50 51 52
 53 54 55 56 57 58 59 60 61 62 63 64
 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88

Damage Bonus _____

weapon	skill	damage
Fist/Claw	%	
	%	
	%	
	%	
	%	

Armor _____

Skills _____

Magic Points _____

Spells _____

Possessions _____

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which can eternal lie,
and with strange aeons
even death may die.*

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