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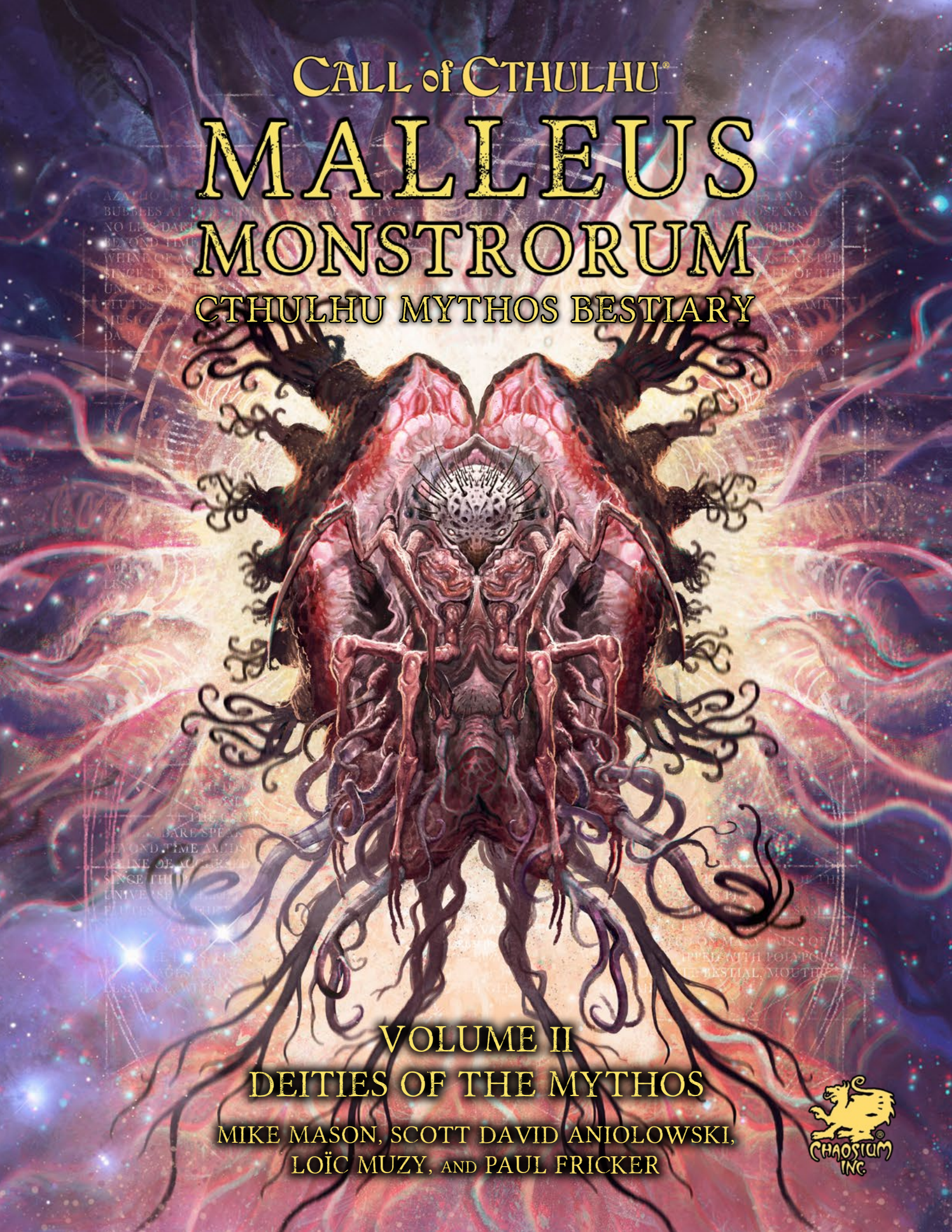

VOLUME II
DEITIES OF THE MYTHOS

MIKE MASON, SCOTT DAVID ANIOLOWSKI,
LOÏC MUZY, AND PAUL FRICKER

CHAOSIUM® INC.

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DEITIES OF THE MYTHOS

MIKE MASON, SCOTT DAVID ANIOLOWSKI,
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This supplement is best used with the *Call of Cthulhu* (7th Edition) roleplaying game and optionally the *Pulp Cthulhu* sourcebook, both available separately.

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Dedication

I'd like to dedicate this tome to the people who were a part of my 15-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.

—Scott David Aniolowski, 2006

Dedicated to Matt Anderson, a fellow seeker of monsters and secrets.

—Mike Mason, 2020

Clear Credit

This book is a redevelopment, revision, and update of *Malleus Monstrorum* first published in 2006. The original edition was developed and written by Scott David Aniolowski, with supporting material written by Sandy Petersen and Lynn Willis. In addition, the following authors contributed to the original work: 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, Wolfang Schiemichen, Ingo Ahrens, and friends. This new publication would not have been possible without the work of these individuals, and our eternal thanks goes to them.

All the material has been revised or is new to this edition, with monster profiles initially revised by Paul Fricker, and later developed by Mike Mason. The main text revised and supplemented by Mike Mason. Artwork throughout crafted by Loïc Muzy. Assistance gratefully received from James Lowder and Matt Sanderson in identifying original sources and appropriate copyrights.

The details and mechanics of the Mythos Deities presented in this book were based upon the initial *Call of Cthulhu* game creations of the following authors:

Scott David Aniolowski: Aforgomon, Ahtu, Aphoom-Zhah, Baoht Z'uqqa-Mogg, Cthylla, Cxaxukluth, Death-Walker, The Dweller in Darkness, Lesser Elder Gods, Fthagghua, Ghizguth, Ghroth, Gnophkehs, The Great God Pan, The Green Man, Groth-golka, Han, Hziulquoigmnzhah, Iod, Kassogtha, The Keeper of the Moon-Lens, The Kruschtya Equation, Madam Yi, Mordiggian, Ossadagowah, Pharol, Q'yth-az, Rhan-Tegoth, Rlim Shaikorth, Saaitii, Tawil at'Umr, The Tick Tock Man, Tru'nembra, Ubbo-Sathla, Ut'ulls-Hr'her, Vorvadoss, Vulthoom, The Wailing Writher, Xada-Hgla, Yegg-ha, Yibb-Tstll, Yolanda, Zathog, Zoth Syra & Yoth Kala. Scott David Aniolowski and Christopher Smith Adair: Nug & Yeb. Scott David Aniolowski and J. Todd Kingrea: Eihort. Scott David Aniolowski and Stéphane Gesbert: Lilith. Bruce Ballon: Mh'ithrha and The Sacred Light. Bill Barton: Chaugnar Faugn. Chad Bowser: Hastalÿk, Idh-yaa, Nctosa and Nctolhu. Alan K. Crandall: Abhoth, Atlach-Nacha, Cyäegha, Zhar & Lloigor, and Zoth-Ommog. Larry DiTillio and Lynn Willis: The Small Crawler, The Black Pharaoh, The Black Wind, The Bloated Woman, and The Bloody Tongue. Clifton Ganyard: B'Moth, Sebek. Geoff Gillan: The Skinless One. Keith Herber: The Beast, The Faceless God, The Haunter of the Dark, and Quachil Uttaus. Mike Mason: Cymaeghi, Yumeng'tis; Mike Mason with Michael Dziesinski Amber Elder; Mike Mason with Bruce L. Priddy: Leviathan; Mike Mason with Scott David Aniolowski: Cythulos, The Horned One, The Lady of the Woods, M'guleloc, Nyarlathotep (Human Forms), The Queen in Red, and The Ravening One. Randy McCall: Arwassa. Sandy Petersen: Azathoth, Bast, Cthugha, Cthulhu, Dagon & Hydra, Daoloth, Gla'aki, Hastur, Hypnos, Ithaqua, The Messenger of the Old Ones, Nodens, Nyarlathotep, Nyogtha, Shub-Niggurath, Shudde M'ell, Tsathoggua, Y'golonac, Yig, Yog-Sothoth. Sandy Petersen with Kevin Ross and Scott David Aniolowski: Lesser Other Gods. Glenn Rahman: Ghatanothoa. Kevin Ross: Bugg-Shash, Byatis, Gol-goroth, Zu-che-quon, The King in Yellow, and Tulzscha. Gary Sumpter: Ythogtha. Michael Szymanski: Chorazin and Yidhra. Richard Watts: The Mother of Pus.

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FOREWORD

Novice Keepers and those new to the Cthulhu Mythos may feel, at first, a little overwhelmed by the sheer volume of entities. The best suggestion is to dip in and out of these volumes, digesting the information, and then keep referring back to gather useful information, as well as inspiration, in preparing games and when designing campaigns and scenarios.

Veteran Keepers and Cthulhu Mythos fans may herein find a surprise or two. Details have been clarified or obfuscated as appropriate to the nature of the Cthulhu Mythos. Use, ignore, or change entries as fits your own campaigns and adventures. The Cthulhu Mythos is not set in stone, nor does it work in a coordinated fashion. Information concerning motivations, goals, traits, and history may be contradictory and confusing—that's the point, the Mythos is not knowable, nor should it be.

Embrace the wonders, chaos, and the unthinkable!

Mike Mason, 2020

THE JOURNALS OF SIR HANSEN POPLAN

Scattered throughout this volume are excerpts from the journals of Sir Hansen Poplan, the noted researcher, who in his own words said:

"My studies began with investigations into the nature of a deity named Cthulhu, arising from certain records I was party to in respect of a spectacular shipping accident in the Pacific Ocean in early 1925 related to the freighter Vigilant. Little did I know that this avenue of research would consume my life thereafter!

"My surprise was great when I learned that Cthulhu was at the center of a complex mythology that seemed to span much of the world. Consequently, I have spent the eight years since scouring the globe for information relating to this curious cycle of mythology.

"At times, my research has taken to me to some dark places and the results have driven me to distraction in attempting to draw connections and conclusions. I do not claim that I have found all of the answers, and many paths have led to dead ends or trailed off into quarters I have feared to tread.

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

It should be noted that Sir Hansen's essays are speculative in nature and must be taken with the proverbial grain of salt, but still, their insights are nevertheless intriguing and thought-provoking. The excerpts herein do not conform to any particular order of composition; their placement is thought appropriate to the main text and arranged accordingly.

Note: for those wishing to contact Sir Hansen Poplan for further insights, the publisher directs readers to Mr. R. H. Waddeston of Waddeston and Flitick, Mayfair, London, who administrate the Poplan Estate while the search continues for Sir Hansen. The publisher asks that any correspondence concerning Sir Hansen's whereabouts should also be directed to Waddeston and Flitick.

INTRODUCTION

This book contains detailed information concerning the bizarre and terrifying deities of the Cthulhu Mythos. Drawn from the history of the *Call of Cthulhu* game, the entries herein present a diverse range of Great Old Ones, Outer Gods, Elder Gods, Avatars, and Unique Beings. Many favorites of the Mythos find their way on to these pages—Azathoth, Great Cthulhu, Tsathoggua, Yog-Sothoth—as well as plenty of less common creations—Byatis, Idh-yaa, Rhan Tegoth, and Vorvadoss, to name but a few. While not every Mythos god to ever grace the pages of fiction and game are here, there are over 110 entries all told, comprising a significant representation of otherworldly beings to bring fear and madness to investigators of the unknown.

For the sake of convenience, the terms "deity" and "god" are used throughout to refer to these immense Mythos entities. The alphabetical entries for all of the gods have been tweaked, revised, and updated, and all have significantly expanded information concerning their origins, agenda, and relationship to the Mythos in general. In addition, further depth is provided to the cults associated with each entity, the possible blessings bestowed upon such followers, and ideas for how these beings might be encountered or come to influence events in scenarios and campaigns.

Each entry provides diverse information designed to bring these beings to life at the gaming table and inspire Keepers to design their own plots centered on these outlandish and awesome horrors. Advice for using and creating your own Mythos gods is included, encouraging Keepers to further expand the Mythos and build on the good work of others.

The Cthulhu Mythos is unknowable to humanity. What scraps of information are known are drawn from rare and fragmentary texts, conversations with wizards and witches, and from life-altering exposure. Thus, each entry highlights the often-conflicting data concerning these beings, leaving each Keeper to draw their own conclusions and mold the entities to fit their own concept of the Mythos. What "canon" exists is loose and unreliable. Indeed, it is beyond the scope of humans to classify and catalog such god-like presences as the Old Ones, yet, where such measures can be applied, we have tried to accommodate some degree of classification to help apportion a rough hierarchy, although whatever is written should be taken with a pinch of salt as the Mythos is malleable, changeable, and subjective. Each Keeper is expected to fashion the Mythos to their design, and all things are possible.

This work builds on the dedication and research of Scott David Aniolowski, who complied the first edition of the *Malleus Monstroum* in 2006. As with that first edition, this updated version aims to provide players and those seeking insights into the Cthulhu Mythos with much to digest. Ultimately, we hope you find something new, unexpected, and stimulating in these pages, and are able to bring the Mythos to life in all its terrible glory within your games.

Finally, thanks to all the authors, designers, and creators, who from Lovecraft onward have shared their dreams and nightmares with us, as without them there would be no Cthulhu. Take their inspirations and be inspired.

CHAPTER 1

UNKNOWABLE: ABOUT THE GODS OF THE MYTHOS

While the varied alien and other-dimensional races are terrifying, they are nothing before the might of the Great Old Ones, Outer Gods, and other unfathomable beings of the Cthulhu Mythos. These immense entities, which barely comply with our scope of understanding, are all the more horrifying for the fact that they do not care about the fate of humanity.

CLASSIFICATIONS

The term deity is used here to mean not only "gods" but those with godlike powers, such as Great Cthulhu. While Cthulhu is worshipped like a god, many believe this being to be part of an alien race, though whether its brethren are similar or lesser beings is unclear. Those such as Great Cthulhu are sometimes referred to as the Great Old Ones, distinguishing them from actual gods as humanity generally understands the term.

Some have tried to define a pantheon of Mythos gods or attempted to classify these into a cosmic hierarchy, such as Elder Gods, Outer Gods (or Other Gods), Great Old Ones, and so on. Within the stories of Lovecraft and those of other authors working with the fabric of the Cthulhu Mythos, the Mythos has always been presented in an inconsistent manner, much as real-world myths have inconsistencies and contradictions. What canon or classification exists is a human device, fallible and unproven.

In this volume, such entities are loosely framed within a handful of terms:

- Great Old Ones
- Lesser Old Ones
- Outer Gods
- Avatars
- Elder Gods
- Unique Beings

The Cthulhu Mythos is yours. As the Keeper, you should feel empowered to make your own decisions about what fits your story: which Mythos gods you wish to use, how they relate to one another (if at all), and how they play a role in your games. The information provided in this book is purposely contradictory and vague, with competing interpretations cited. These matters are meant to be beyond humanity's understanding, so to define them too closely can prove counterproductive.

GREAT AND LESSER OLD ONES

The Great Old Ones appear to be immensely powerful alien beings with supernatural-seeming abilities but are apparently not as powerful, as old, nor all-consuming as the Outer Gods. Each Great Old One seems independent of the rest and, while some do appear to have connections, they tend to operate in isolation. Most would seem to be confined, restricted, or imprisoned in some fashion (some may even be thought of as dead, although this term is essentially meaningless for such entities), a situation that some claim to have been imposed by the Elder Gods. Even if the Elder Gods were not the ones to have "cast down" the Great Old Ones in times past, the situation remains the same, with the Old Ones unable to fully realize their potential in terms of dominion and command over worlds and spheres of the cosmos. It is said that, "when the stars are right" the Great Old Ones will plunge from world to world and the universe shall truly know fear. When the stars are not right, the Old Ones cannot live. "Cannot live" need not mean death, as the famous couplet from the *Necronomicon* suggests.

That is not dead which can eternal lie,
And with strange aeons even death may die.

Opposite: Learning the sigils

Great Old Ones once infested worlds, the Earth included, and their taint still dwells, infecting new and lesser lifeforms (like humanity). Their human worshippers seek to bring about the Old Ones' return or rebirth, and in so doing, seek to change humanity itself, so that all will become as the Old Ones and better placed (or formed) to serve them. Yet, despite such fervid cultists, the Great Old Ones have little regard for humanity, which as a species is negligible and unimportant.

Lesser Old Ones are potentially immature or less well-known beings. Perhaps in time, they will develop into Great Old Ones. For the most part, they are secondary to the Great Old Ones and have fewer devoted followers.

Humans are more likely to worship Great Old Ones, who are comparatively near at hand (and who occasionally participate in human affairs or contact individual humans), than they are to worship Outer Gods. Entire clans or cults may worship a Great Old One, with organizations stretching from a small group to a worldwide conspiracy.

Great Old Ones may be referred to as Great Ones, a name sometimes connected to the gods of Earth's Dreamlands. Consequently, the term Great One may be used by some scholars to specifically mean a deity permanently or temporarily inhabiting the Dreamlands, while others may use the name to refer to Great Old Ones. Often, these two things are the same, but not always. Such confusion over terminology is an example of the dangers of human reasoning when it comes to the Cthulhu Mythos.

OUTER GODS

Depending on one's view, the universe is ruled by beings known as Outer Gods. The majority function beyond the comprehension of humanity, and may at times appear more like vast cosmic forces rather than defined beings, perhaps personifying cosmic principles. They are all extremely powerful consciousnesses, and some may be of extra-cosmic origin. For some, these are "true gods" as opposed to the alien horrors of the Old Ones.

The Outer Gods are said to govern the universe on a grand scale. Azathoth is alleged to be the center of all things and both the creator and destroyer of the universe. Yog-Sothoth seemingly controls the flow of time and gateways between dimensional realms and, despite being coterminous with all time and space, is somehow locked outside of our reality (and may only be summoned through particularly powerful magic).

Unlike the Old Ones, the Outer Gods rarely connect to others in any direct fashion, and they seldom take an interest in human affairs or even acknowledge the existence of humanity (among other lesser species). Rather, their consciousness or their physicality acts to influence, corrupt, or mutate life. Sometimes, simply the passing movement of an Outer God or a brief period of wakefulness is enough to send psychic and dimensional ripples across the cosmos. For, in both their sleep and wakefulness, the Outer Gods work their will, which is best defined as "destruction" and "change."

As with all things, there are exceptions. And here we find Nyarlathotep. The Outer Gods are controlled, or at least represented, to some extent by their messenger and soul, Nyarlathotep. When the Outer Gods are discomforted, Nyarlathotep investigates. For some, Nyarlathotep is the active consciousness of the Outer Gods, their will made manifest, while for others this Crawling Chaos is the sole Outer God possessing a form of personality that is, to some degree, understandable to humanity.

Note: the Other Gods are some of the beings that 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 become living beings unto themselves—monstrous larvae of the Other Gods. Some may grow into Outer Gods or unique beings over time.

AVATARS

Both Great Old Ones and Outer Gods may "produce" avatars, which might be considered portions of their greater self, distilled into distinct and self-aware manifestations. In essence, the material appearance or incarnation of a Mythos god. Avatars may be created to provide a temporary physical tool with which to influence and interact with a particular place or species. Sometimes they are created unconsciously by a Mythos god, while at others they are given form through conscious will.

Among many worlds and societies, avatars may be embraced and taken to be gods in their own right; however, in all cases, they are simply "masks" or "forms" created to best convey and perform the will of another being. Avatars usually have specific attributes and tend to characterize a particular mood, feeling, or notion.

As they form from unknowable alien and cosmic minds, it is possible for one being's avatars to conflict or work in opposition, as each is self-governing to some degree, although rarely do one being's avatars interact or meet. For a dead but dreaming Old One, or a mindless Outer God, avatars are their thoughts given form.

ELDER GODS

For some, the Elder Gods are a different classification of cosmic being, perhaps older than the Outer Gods. Others

regard them as a different faction of such beings, less intent on destruction and change, and more focused on maintaining some sense of cosmic order or balance. In general terms, the Elder Ones appear to oppose the ascent of the Great Old Ones, having at some distant point cast them down and confined them to deathless sleep. Despite such a feat, the power of the Elder Gods is limited, and in time their Elder wards imprisoning the Old Ones will breakdown and cease to function. Indeed, outside parties, such as the lesser races—humanity, the mi-go, serpent people, and so on—can (willfully or inadvertently) tamper and break Elder magics, as such species do not appear bound by certain cosmic principles, and have what is sometimes termed "free will." Thus, we see Great Old Ones, Outer Gods, and the servants of both engineering the means to counteract and work against the Elder Gods.

Perhaps the Elder Gods are no more than fading reflections of once-powerful beings that have now, more or less, transcended to other planes of existence. A few of their echoes remain, substantiated in semi-physical form, lingering and meddling. When those last few echoes finally fade to nothingness, the time shall be right for the Old Ones to break free and retake what once was theirs.

Note: the Elder Gods were not a Lovecraftian convention; later writers (such as August Derleth) coined the term and some consider these beings to be a poorly judged addition to the Mythos, as they are sometimes portrayed aligned with the concepts of good and evil—terms that have little or no meaning when considering the actions, purpose, and ideologies of cosmic alien gods.

UNIQUE BEINGS

Some entities do not easily fall into a clear classification and may or may not be "gods." Some may be particularly large or powerful individual beings that may appear or seem godlike to lesser races. Little may be known about a certain entity, and until clearer information is obtained, it is grouped here with an assortment of oddities.

OTHER—GREAT ONES

While not used as a classification in this book, the term Great Ones is often used to describe gods of the Dreamlands and/or those who may have some close and specific association with the planet Earth. In some cases, such earthly "gods" have retreated or transitioned to the Dreamlands, perhaps now as echoes or memories of once-earthly deities. Some texts suggest that these entities may be governed by, imprisoned by, or hiding from Nyarlathotep. These beings are "weak" when compared to other Mythos deities.

HUMAN PERCEPTIONS OF THE MYTHOS

"They worshipped, so they said, the Great Old Ones who lived ages before there were any men, and who came to the young world out of the sky. Those Old Ones were gone now, inside the earth and under the sea; but their dead bodies had told their secrets in dreams to the first men, who formed a cult which had never died."

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

How do the various human Mythos cults start? For some, it may have been the discovery of old tomes that spoke of the Old Gods and their powers, while others might have looked to the skies or under the earth and found signs, relics, or messages that corrupted their minds. But, for many, it was being touched by the thoughts of the dead but dreaming Old Ones, or else sensing the presence of the Outer Gods. These beings' psychic resonances filter into human dreams and minds, taking shape and channeling cosmic secrets of what was, what is, and what shall be. Such mental impressions leave their mark on humanity's primitive brains, festering and growing in those who would then later claim to know the secrets of the universe and the unseen world. These few, touched by the Mythos, come to realize the power they possess could turn another's mind to their beliefs, and so recruit others to their cause and twisted schemes.

Others, touched by the hand of cosmic knowledge, want more. For them, the petty and limited confines of humanity are a prison, and they seek ways to break free. In listening to the whispers and dreams of alien gods these people discover new powers and, over time, fashion magics to affect and alter the world around them, all while their hearts are corrupted with the foulness of the Mythos. Over time, these learned ones have come to be known as wizards, sorcerers, and witches.

THE MIND OPENED TO THE MYTHOS

Once a human allows and welcomes the "voices" of the Mythos gods into their mind, the channel is open to receive an ongoing stream of cosmic thought, twisting their perceptions while empowering them through knowledge that they can bring to bear upon their fellows and the world around them. Ultimately, for most, this can be described as power—power over others, power over life, and power over death. Mythos knowledge burns brightly and is a fire of desire, something to be lit and nurtured. Yet, it is a fire of contagion also, spreading and infecting, and ultimately burning out the human center till nothing human remains.

Humans filter their perceptions through the world as they understand it. For some who receive a glancing touch of the Mythos, perhaps a fleeting vision or dream, the connection to the entity sending the "message" is unreliable and vague, causing such messages to be misunderstood. The truths held within such communications are mostly lost, with such humans having no genuine appreciation or conception of what took place. Some remember splinters of these dream messages or waking visions, but such communications are poured through a filter of human perception without reference to or understanding of the Mythos; thus, a human may attribute such messages to what they "know," misinterpreting and misattributing them within their existing belief systems (i.e. earthly gods or religions). In this manner, the whispers of Mythos gods may corrupt a devout person (whatever faith they may follow) and turn them toward a dark path.

Earthly Forms

Some Old Ones and Mythos beings may appear to take forms similar to earthly animals or humans. This may be a means to better interact with a lesser species that would otherwise be unable to comprehend a Mythos entity, or else the very sight of such a being in its true form would destroy the viewer. Yet, more probable is the notion that Mythos gods operate and manifest across numerous dimensions simultaneously; thus, the human mind can only sense a portion of any given Mythos being, with the human brain attempting to conceptualize what portions it is aware of in familiar terms. For example, wherein reality stands a multi-angular, hyper-dimensional being, the human mind conflates the senses and orders the vision, the mind fooling itself into believing it is looking at something approximating a monstrous wolf-like lizard. The brain attempts to make sense of the unknowable.

USING MYTHOS GODS IN GAMES

Mythos deities are not (in the main) omnipotent. While some may possess the knowledge of a Gate spell, they are unable to use it, needing to be summoned or contacted by "lesser species" to manifest outside their dwellings or prisons. Their power, while unbelievable, is limited and constrained. Perhaps, when the time comes and the stars are right, their powers will be unshackled. Until then, they must work through others, be these human sorcerers, cultists, or lesser alien creatures like the mi-go. If Elder wards guard or hold a Mythos entity in check, that entity cannot break those wards and must influence others with free will to do so.

Consider the thoughts of Great Cthulhu, Shub-Niggurath, or Ithaqua as radio waves cast out across the aether. It fades and grows, is somewhat patchy and irregular, and is ultimately a random stream of consciousness/unconsciousness. Humans may occasionally catch a fragment, which in time burrows through their thoughts and builds within. Perhaps the receiving mind is able to interpret the message correctly, or, more likely, misinterprets the message. Either way, that person's mind becomes infected with the Mythos, which eats away at their morals and reason, changing their mind and shaping it to better receive more of these messages, and ultimately opening that person to an onslaught of alien wisdom that no human mind can withstand or contain. The same "message" may be heard by different people, yet understood contrarily. In this, we see how differing cults interpret Mythos "commands" in varied ways, with vastly different results.

The entries in this book provide a variety of possibilities for plots and agendas. The text is designed to inspire Keepers to be inventive. Using a Mythos god in a scenario does not necessarily mean placing the entity physically in the plot. Rather, think of how a Mythos god might influence a human or a group of humans—or a bunch of mi-go or another alien monster—motivating them to enact some dire scheme or plan. What effect does the knowledge of a powerful Mythos god have upon a human? Does such knowledge push a person to want to know more, opening themselves up to corruption, or do they strive to combat what they cannot fully comprehend and in so doing become a monster themselves? Use the contents herein to fuel your imagination.

AT THE HUMAN LEVEL

Mythos gods regard investigators as a human might regard an insect. Do you know the name of a particular ant that lives in your garden? Does a single ant have the intellect or power to affect a human? When humans are in the presence of a god it is unlikely that the god even notices them. Perhaps it would tread on them, as we might tread on an ant.

Cultists, let alone investigators, can never truly understand Mythos beings. Even when all Sanity is gone and their Cthulhu Mythos skill is 100 percent or more, such things cannot totally give meaning to the unknowable.

Try to emphasize human perception when dealing with the touch or manifestation of Mythos gods. After all, presenting things in human terms is all that we (as Keepers) can do. Aliens and alien gods are inherently "other" and confounding. Present the Mythos through the filter of human perception while keeping it at a distance, hinting at the intangible and unseen layers of reality. Everything cannot be explained, things do look odd and unnatural, and motivations are

unexpected or puzzling. A manifestation of Ithaqua may float past the investigators, paying them no heed, yet still, fill everyone with dread and horror. By presenting most things in human terms, it makes the inhuman and alien that much scarier. The Mythos is weird, go with it.

Plenty of horror can be had by having such entities employ a well-placed human as a host for a temporary possession, which makes for particularly terrifying and gruesome encounters. Or, if not a human, then an object or animal. Make the switch from normality to extraordinary as dramatic as possible. What was a moment ago Fred the doorman is now a portion of Tsathoggua wearing a rapidly disintegrating "flesh suit." Such possession does not necessarily have to kill off a character, the manifestation could be more psychic than physical, allowing that character (or investigator) to survive, but they now carry some taint or scar—which might later be used to fuel a new adventure or build to a poignant climax of either destruction or salvation.

We Attack!

While close combat and spell contests between investigators and Great Old Ones are likely to end in sorrow for the players, some groups make wish to take the fight literally to the Mythos gods (this may especially be true in games of *Pulp Cthulhu*). Those seeking a more "purist" game are advised to keep the gods in the background, only bringing out the Old Ones for a rare and particularly climactic finish.

Remember, the characters in Lovecraft's *The Call of Cthulhu* attempted to take on Great Cthulhu with a ship. So, if hand-to-hand melee with an Old One is what you are going for, then cool—this is your game, so go for it. The result will probably be messy, but should also be memorable. Of course, unless they are clever and find some way to bind the Mythos god in question, as well as find some way to injure them, and can withstand the ongoing magical and physical assaults, most parties of investigators are going to die, quickly. That's fine if you want your game to rapidly end, but, for most, forcing such "combats" will not be satisfactory. No Outer God or Old One will stick around if someone is blowing chunks out of them, or else they will regenerate faster than they can be killed. While some entities are smaller and potentially killable, most are not, and attacks against these are liable to be considered no more than inconvenient scratches made by insects. In addition, the majority of gods can go abroad only for a limited time, lingering around just long enough to cause some calamity before disappearing. Using magic to banish, bind, or mollify is often the sensible avenue to take, although this is not without its own dangers and far-reaching consequences.

Mythos gods will take little to no notice of a small group of humans armed with shotguns and the like. Combat, in this sense, is more akin to the deity absentmindedly throwing out an arm or tentacle and inadvertently hitting some nearby people, killing them outright. Or, gathering up handfuls of fleshy humans to feed their monstrous appetite. Of course, some clever investigators may find a way to harm a Mythos deity and such wounds will be felt and reacted to—consider it like being stung by a wasp—the entity will seek to be rid of such nuisances.

If at all, it is advised that combat with Mythos gods is rare and devastating. Break it off before everyone is killed, with the entity going someplace else or returning "home." Avoid the mentality of "it versus us," with the Mythos god actively gunning for the investigators—remember the ant analogy—unless the investigators are causing some significant trouble, a Mythos god will pay them little special attention and is more likely to generally strike out, leaving destruction in its wake as it passes through.

DEITY SPELLS AND POWERS

Each entry provides a list of possible spells that the entity may cast. The list signifies the most useful spells for the Keeper to use and provides a handy reference point. In addition, a range of special abilities or powers are detailed, with these being unique and/or specific to the particular Mythos god. The Keeper should feel free to expand, adapt, and invent powers to better reflect their own view of a particular Old One or Outer God. Indeed, like certain avatars in this book, such powers may differ between different forms of a specific entity.

Be careful. Bestowing an Old One with particularly potent powers may break in-game logic. If Great Cthulhu can transport itself anywhere at will then why is it trapped in R'lyeh? If Nyarlathotep is omnipotent why can't it stop investigators from ever achieving victory? If these gods can do everything, why do they need human cultists? Remember, these beings (for whatever reason) are "currently" confined or dead, and are waiting for events to change to enable them to "wake." Thus, at least at this time, their powers are limited and possibly unstable.

THE GIFTS OF GODS

Specific and unusual powers may be bestowed by a Mythos god on a human or alien follower, with suggestions for these noted in the entries. In addition to those so mentioned, assume most deities can also bestow the following standard gifts on one or more of their cultists at will.

- **Spell:** (chosen by the Keeper), implanted directly into the cultist's mind.
- **Cthulhu Mythos skill points:** assume 5- or 10-point increments at a time.

DESIGNING MYTHOS GODS

There is no easy formula for designing a Mythos god. Each tends to be unique and built around a small number of concepts. When considering a design of your own, use the following questions to help guide you.

What is this Deity about?
What makes this being different from all the rest? Would it be better conceived as an avatar for an existing god, perhaps portraying a certain aspect of that being? Could this be a splinter or externalized portion of another entity, perhaps a living fragment of Azathoth or Shub-Niggurath?

What limits this Deity?
Is it imprisoned, trapped, or otherwise bound to a certain location, place, or time? Are its prison wards weakening, allowing it more access outside? What stops this being from destroying everything?

What does this Deity want?
Freedom? To join with another being? To enact some form of cosmic revenge? To be worshipped? To feed?

What can this Deity do?
What special powers does it possess? You can use and adapt the powers from other gods (change their form, range, scope). Does it possess a specialism or control something?

What is this Deity's relationship to others?
What links this being to other Mythos entities? Is it the spawn of another being? Is it opposed to another being?

Who worships this Deity?
Are there any followers? Are they human, alien, or both? How organized and expansive are any cults? Is there a single cult or many smaller ones? Do they take different paths and work in opposition or unison?

Is this Deity corporeal or insubstantial?
Does it have a physical body? Can it be injured? Is it a psychic intelligence without form?

How big is this Deity?
Use the human scale to help define size. If the average human is SIZ 65, then SIZ 200 is three times bigger than a human, and SIZ 600 is nine times larger.

What does this Deity look like?
Does it have tentacles, limbs, eyes, mouths? What shape is its body? How does it perceive things (visually, psychically, other)? What does it smell like? What does it sound like?

How does this Deity feed?
How does it gain sustenance? What does it feed on (magic points, POW, other characteristics, flesh, blood, etc.)? Does it consume its food in an unusual manner?

What gifts does this Deity bestow?
Are cultists blessed with powers, physically changed, or altered in some fashion?

How scary is this Deity?
Does it look vaguely humanoid or is it some multi-dimensional nightmare of unreason? Use the sanity losses in the entries in this book to form a baseline.

What can or can't hurt this Deity?
Is it immune to mundane weapons? Do fire, electrical, chemical, or other forms of damage cause harm? Does it possess armor? What is its weakness?

By answering these questions, you form a picture of the entity, allowing you to then specify certain characteristics and abilities. Consider everything in relation to the investigators and what they can do in an encounter. For example, think about the armor value. If its immune to mundane weapons, then it does not need an armor value at all (it's irrelevant). If mundane weapons can harm it, allowing the investigators to actually hurt it is a good thing, giving the players some agency and possibility of achieving something; setting the armor value at 20 means that there's no way for the investigators to do anything, whereas 8- or 10-point armor permits the possibility of harm (even if it requires an Extreme success to do so). We're using armor value as the example here, but the intent shown applies to the rest of the statistics for your deity too. Thus, do you want to have a chase scene with this deity? If so, then make sure to set its MOV rating within the bounds of the human ability to run away or keep up with it.

As noted above, use the human scale and multiply up, so once you know that you want your creation to be four times the size of a human, then it's easier to figure the rest out. Use the entries in this book to find a close match statistically to what you have in mind, and then either just copy across the same numbers or adjust them up or down a little as desired. Once you have these, it is simply a matter of determining hit points, damage bonus, and so on. With POW, consider how hard it will be for investigators to make opposed rolls when it blasts them with magic or tries to possess them. Anything

over POW 90 will require an investigator to make an Extreme success, so think carefully how high you want to set that bar.

Pick spells that you feel are cool and exemplify the deity. Do you want it to trouble the dreams of people? Then give it Send Dreams. Perhaps you want some nasty effect, like Wrack or Shrivelling? Such spells will not necessarily kill the investigators but will sting. Can it control the environment? Spells like Dampen Light, Bring Haboob, and similar are great for setting the mood.

Lastly, determine its attack forms. Look at and steal from the entries herein. Figure that the more attacks it can do in a round, the less damage those attacks do. While only delivering one or two attacks per round means they are deadlier. Use this notion to balance combat with investigators. It's no fun if the god-like being has 10 attacks and each one deals 4D10 damage, enough to kill every one of the investigators in the first round without breaking a sweat. Try to build in some agency for the players, even if it's ultimately an unwinnable fight, letting them see the error of their ways with a few blows that only maim rather than kill, and giving them the chance to run away before they are all eaten. Dramatic near misses, escapes, and the realization that combat isn't the answer to every problem, are the things players will remember and what makes for exciting and fun games.

Lastly, if all of that sounds like too much work, chose an entry in this book and rename it (no one will ever know).

THE ENTRIES

The format of the entries in this volume is slightly different from standard monster profiles, and is changed from previously published versions. Notably, the INT characteristic has been removed for Mythos gods, as it is essentially meaningless in game terms and serves little to no purpose. How intelligent is a Mythos god? The answer is simple, as intelligent as the Keeper. How you portray the actions of any Mythos god is important, but such considerations must be part of the story and plot of the game you are running. In most cases, a Mythos god is above human intelligence, able to comprehend and perceive reality in ways beyond our understanding.

Additionally, the physical manifestation of a deity is defined separately, found in a box within each entry called **Typical Physical Manifestation** (see following for more on this). This information is distinct to the main entry as, for the most part, an entity will interact in scenarios through its inherent powers, magic, cults, and Sanity effects more than through its combat profile. Physical data is thus provided in a handy but unobtrusive manner.

Physical Manifestation

Each of the entities in this chapter has a boxed section called Typical Physical Manifestation that details movement, build, forms of attack, damage delivered, and armor (including immunities and so on). The details provided are a representative manifestation. It's rare for these Mythos gods to make an appearance and, when they do, they are not simply big monsters for the investigators to kill. In fact, should any of these entities be reduced to zero hit points, they depart and reform at a later time—they cannot die in the human sense of that word. The best that can be achieved through physical combat is fleeting and ultimately pointless on the cosmic scale. Indeed, investigators going head to head with these entities will find such encounters lethal.

Physical statistics are provided to give the Keeper some ideas and means to embody the deity's physicality in the game, should that need ever arise. Thus, use the physical information provided as an inspirational tool. Most times, you will never need this information, but, when you do, it simply provides some colorful dimensions to how quickly and creatively the entity can hurt the investigators and, more importantly, present some possible dramatic events—allowing the action to focus on a specific element, such as trying to free a person from the tentacle grasp of an Old One, rather than the totality of the encounter. The key to such encounters is to instill fear and a realization that, no matter what the investigators do, their victories are pyrrhic at best. They might win the day, but never the war.

ENTRY FORMAT

Each deity or unique being in this volume is described in the following format.

Quoted Description

A selection of quoted text describing the Mythos entity fully or partially. The Keeper may use this to fuel what the investigators see or experience. Note that none of the quotations are attributed to any particular person or text, allowing the Keeper to also use these as information drawn from a Mythos tome or journal. For example, the investigators have access to a copy of the *Necronomicon* and use it to find out about Gla'aki, and so the Keeper uses the quoted description from the Gla'aki entry as a player handout.

Other Names

Possible alternative names for the entity. The Keeper is encouraged to create more.

Main Entry

Provides information concerning the entity, which may address its origin, links to other beings, its current dwelling and situation, its goals, and other theories concerning its relevance in the wider Cthulhu Mythos. Differing opinions may be offered, some quite contradictory.

Cult

A brief summary of earthly and alien worship, and perhaps providing an idea of the scale of such devotion offered toward the entity. Certain specific cults may be mentioned with a few key details; however, details are left purposely vague to enable Keepers to devise deeper backgrounds and operations to suit their own games.

Possible Blessings

A handful of possible powers or abilities a cultist of this entity may possess. Use these to better individualize or style cults and people associated or affected by the deity, and as inspiration for scenarios. These powers have been bestowed by the entity upon the cultist or follower. While high-ranking cultists may have all of these abilities, most average followers may have but one or none at all. The Keeper is encouraged to use these as inspiration and devise their own cult blessings, helping to give the lowly human cultist a little more "spark."

Encounters

A series of suggestions, possible plot hooks, and means to introduce the entity into a game. Again, these should be considered as inspiration.

Aura

Perception of reality may be altered when in the presence of a Mythos god. This section highlights particular aspects (be they colors, smells, vision, sounds, and so on) that might be used to describe the atmosphere surrounding an entity. Take inspiration from these to assault the investigators' senses and perceptions.

Main Profile

Key information in game terms is gathered in this section.

Sanity Loss

The standard Sanity point loss when encountering the entity. Note the word "encounter" is used rather than "see," as the experience may not be visual at all, or sight is but one component in the overall effect. Sanity losses may be adjusted up or down by the Keeper to better reflect their story, but care and consideration should be used when doing so.

Magic/Spells

Details the entity's POW and typical magic point value, as well as listing the most appropriate spells the entity may employ. The Keeper is directed to refer to the *Grand Grimoire of Cthulhu Mythos Magic* for spell descriptions, or to otherwise use spells from the *Call of Cthulhu: Keeper Rulebook* as needed. As noted in nearly all of these spell lists, latitude is left to the Keeper to use whatever spells make sense. It is assumed that Mythos gods are unable, in the main, to employ the Gate spell, otherwise, they would be free to roam and the stars would already be right. Likewise, it is assumed that Mythos gods rarely (if ever) use Contact or Summon Deity spells for the same reason, plus things just get messy if Cthulhu can summon Hastur, who then summons Tsathoggua, and so on…

Spells listed are considered powers and are not "cast" like a spell. To speak of a Mythos deity as knowing specific spells is just a handy reference—aspects of their wills are expressible as spells, but these entities are 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.

Powers

Key abilities possessed by the entity. Some may be used at will, others (as noted) may require a cost of magic points or other "fuel." Details may also be given concerning specific events, such as summoning rituals, or other unusual information. Powers are separate and distinct from casting a spell (i.e. they are not considered to be spells even though the results may be spell-like).

Typical Physical Manifestation

Details STR, CON, SIZ, and DEX, as well as hit points, damage bonus, build, and movement rate. Covers attacks per round, the forms of such attacks, and combat skills values. Specific attack forms and maneuvers are detailed, including the skill rolls or actions required to escape with life and limb.

Note that the vast majority of Mythos gods do not Dodge, so no combat line is provided; if a Dodge value is ever required, use half DEX. Additionally, Mythos deities are never subject to the Outnumbered rule; thus, if six investigators outnumber Cthulhu (who possesses 2 attacks per round), none of the investigators receive a bonus die to their attacks. Of course, where a deity possesses multiple attacks per round, such entities do gain a bonus die where their attacks outnumber the investigators; for example, if Cthulhu were facing a single investigator, it would enjoy a bonus die to its second attack.

Hit Points

Though they are given indicative hit points, deities of the Mythos cannot be truly slain. When a deity is reduced to zero hit points or less, the thing is (usually) dispelled—forced back to whence it came. Mere physical damage will not destroy any Great Old One, Outer God, Elder God, 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 powerful gods and god-like beings of the Mythos can return, so their defeat is temporary at best.

Armor

Specifies whether the entity possesses armor and its value; other immunities or vulnerabilities may be stated. The typical response to the loss of all hit points is provided, as well as a suggested timescale for the entity to "reform" if necessary. Various entries list certain immunities or vulnerabilities; use the following for clarification and guidance as needed.

Immunities

- **Mundane weapons:** means any earthly weapon, fists, knives, bats, swords, arrows, bullets, and so on. These deal no damage whatsoever. Optionally, this can include bombs at the Keeper's discretion (otherwise, assume bombs deal usual or half damage at desired).
- **Elemental:** may be fire, water, chemical, biological, and so on. These deal no damage whatsoever.
- **Special/Other:** anything not already covered, if specifically stated, deals no damage whatsoever

Vulnerabilities

None of the entries provide an exhaustive list of vulnerabilities—in fact, vulnerabilities are usually not listed at all. Thus, unless an entry categorically states that the entity is "immune" to a particular thing, then (most likely, within reason) it is susceptible to harm from other sources; i.e., an entry may state that the entity is "immune to mundane weapons," which means that magical/enchanted weapons can cause damage. Magical/enchanted weapons here deal normal damage and usually bypass any armor value. Elemental damage (fire, water,

HIT POINT LOSSES BY DAMAGE TYPE

Damage Type	Small	Moderate	Large	Total Immersion
Fire, Water	1D3	1D6	1D8	1D10
Chemical	1D10	2D10	3D10	4D10
Biological	1D10	2D10	3D10	4D10+
Bomb	1D10	3D10	4D10	6D10+
Nuclear	—	—	—	Death*

- **Damage Type:** is a general catch-all and only appropriate as per the nature of the entity in question. Much depends on the Keeper's decision as to the susceptibility of certain entities to these damage types, and how these might figure in their plots and games; thus, the scope is somewhat flexible and designed to allow the Keeper to figure these things out according to their own need and design.
- **Damage:** provides a single instance or may be applied per round (assuming damage type is in constant contact/effect per round).
- **Small:** burning torch, splash of water, mild poison, dynamite stick.
- **Moderate:** incendiary bomb, bucket(s) of water, strong poison.
- **Large:** water hose, hand grenade, rocket-propelled grenade, lethal poison.
- **Total Immersion:** entire location aflame, submerged in water, filled with poison/chemical gas, total exposure to a biological agent, nuclear blast.

**Entity is probably destroyed, but reforms in 1D10 minutes and is now radioactive.*

etc.) may cause harm, but only where logic applies; i.e., a fire-based being (like Cthugha) may be susceptible to water but not fire, while Cthulhu and most entities will suffer no harm from being splashed with water (and probably shrug off fire as well). Use the following **Hit Point Losses by Damage Type** table to determine damage inflicted upon a Mythos entity; this table may be superseded by specific information within a scenario/campaign and is provided here as a general guide.

DEITIES BY TYPE

A question mark in parentheses signifies the entity may or may not be a member of this category.

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CHAPTER 2

DEITIES OF THE MYTHOS

- A -

ABHOTH

(Great Old One)

A pool of gray stinking foulness, quivering and swelling in disjointed rhythm, and at its edges was a tide of obscene offal. Bubbles formed, creating and releasing its abominable spawn, which were immediately consumed back into the mass, although some managed to escape the unquiet pool onto the surrounding ground of the grotto to join its siblings in their devotion to their awful parent.

Other names: the Great Source, the Great Mind Below, Mother of All, the Unclean One.

Abhoth appears to be imprisoned in the gray-litten cavern of Y'quaa, a black grotto, possibly within the subterranean realm of N'kai; said to be an underground world beneath North America but which may expand across the world. Some scholars believe Abhoth originally came from a place known as U'quol, although whether this is a planet or other dimension is pure speculation, while another strand of thought connects to Ubbo-Sathla, with that entity said to have spawned Abhoth. Many believe that Abhoth has some form of connection to Tsathoggua, but whether the relationship is familiar or antagonistic is uncertain.

Obscene monsters constantly form in the gray mass and crawl away from their parent. Abhoth creates pseudopods and limbs at will, using these to grasp countless numbers of its offspring so it may devour them, returning these twisted and unwholesome births back into its primal mass; of course, some manage to avoid being eaten and manage to escape. Many such surviving creatures (see **Abhoth, Spawn of**) remain close by to tend to their parent, while others escape into the labyrinth of caverns and tunnels to lurk and hunt. A few, eventually make their way to the surface world to worry humanity.

Cult

Abhoth has no organized human worshipers, although individuals who have learned of it or been touched by its psychic power may become obsessed with the entity. Some may recruit a few weak-willed people, while most obsessives are solitary in their devotions. Some are compelled to gorge themselves on food, rapidly gaining weight and becoming morbidly or super obese, and in some way trying to embody or invoke Abhoth. Distorted and fragmentary telepathic contact with Abhoth may cause a creative spurt in some humans, much like the dream contact of Great Cthulhu, causing them to fashion "art" from clay, paint, or even extreme body modification. A few may feel the compulsion to locate and then find Abhoth so they can "join" with their god. It is uncertain whether any who find Abhoth survive the encounter. Outside of humanity, certain underground horrors may worship it, alongside Abhoth's own spawn.

Possible Blessings

- **Artistic Obsession:** creation of art in single or varied forms, each attempting to realize the deity's form or message.
- **Manipulation of Life:** granted some small portion of Abhoth, a cultist may use it to give strange life to a creation of clay, wood, metal, and so on, creating a homunculus-like creature to serve.

Encounters

Those who come upon Abhoth (bubbling uncleanly in its pool of filth), may find the entity puts forth a probing hand or member to feel over the intruder(s)—the created limb then drops off and crawls away. Depending on their intentions,

TYPICAL PHYSICAL MANIFESTATION: ABHOTH

STR 200 **CON** 500 **SIZ** 400 **DEX** 05

- **Hit Points:** 90
- **Damage Bonus (DB):** +6D6 (only +1D6 per pseudopod)
- **Build:** 7
- **Move:** 0

Combat

Attacks per round: 1 (pseudopod whip, seize)

Those who would approach Abhoth are met and harried by its monstrous spawn that continually birth from its body. Those able to placate, navigate, or battle their way through its spawn may attempt to treat with Abhoth. May create pseudopods to whip and strike, or to seize opponents. It may also throw up its bulk and smash down to crush.

Seize (mnvr): seizes and then absorbs the target on following round (killing them instantly). Those seized have one chance to escape by breaking or wriggling free with an Extreme STR or a Hard DEX roll.

Crush: targets any group within 5 yards/meters, all of whom may attempt a Dodge roll to avoid being crushed for 6D6 damage.

Fighting	60% (30/12), damage 1D6
Crush	40% (20/8), damage 6D6
Seize (mnvr)	60% (30/12), victim absorbed, death on following round

Armor

- None.
- Regenerates at the rate of 20 hit points per round (death at zero hit points).
- If reduced to zero hit points, Abhoth withdraws and sinks far away down into the earth where it is inaccessible to further damage. In time, after healing from its injuries, it oozes back the surface in 6D10 days.

Abhoth may treat with them (perhaps granting information or a boon) or, more likely, eat them. Certain rituals, honoring Abhoth and including some form of gift, are said to appease the entity, and may temporarily hold it back from attacking and consuming those in its presence.

Some suggest that Abhoth can, if it chooses, see through the eyes of its spawn. Thus, those of its children who escape into the wider world may serve to inform Abhoth, inspiring it to action of some kind. While it feeds itself upon its own offspring, it may desire different sustenance from time to time, and seeing a "meal" of interest through one of its spawn could cause Abhoth to direct its spawn to acquire the meal. As to what might constitute a meal is anyone's guess—alien relics, artifacts, gems, particular learned humans, and so on. Presumably, consuming such things grants Abhoth some form of insight or power.

Aura

A sense of grime, filth, and foreboding comes to mind in the presence of Abhoth and its spawn. A feeling that "things" are crawling over one's skin, and a general nausea that threatens vomiting. One feels unclean and somehow tainted.

Abhoth, *the source of uncleanness*

Sanity Loss: 1D6/2D10 Sanity points.

Magic

- **POW:** 250
- **Magic Points:** 50
- **Spells:** none.

Powers

Duplication: may grant a small portion of its body mass to someone, which can then be grown into a spawn of Abhoth.

Telepathy: able to communicate with its own spawn over any distance, and also with humans. For those humans nearby, the messages are clear and unambiguous, though often primal in their intensity; while for the rest of humanity, who live far above Abhoth's grotto, such messages are vague, dreamlike, and more like an inaudible whisper. If nearby, humans may be coerced into performing Abhoth's will if they fail an Extreme POW roll; while those far away will only be affected if failing a Regular POW roll and, in this case, the coercion is unclear and those affected just feel a "pull" or "yearning" to go somewhere or do something (they will not go against their own interests though).

APHOOM ZHAH

(Great Old One)

Behold the white flame! Not heat shall you feel as it glows with a cold intensity. Look on this wall of white fire and feel the frost upon your flesh! Bathe in its glory and kneel before it! Now, move your hands toward it and allow the quivering flames to touch you, for only in your total devotion shall you come to know Aphoom Zhah!

Other names: Arcturus, the Frozen One, the Icy Gray Flame.

Aphoom Zhah is a living white-gray flickering mass of flame, which gives off a sickly, cold, and unhealthy glow. According to the *Pnakotic Manuscripts*, the entity was responsible for the destruction of the ancient lands of Hyperborea, Lomar, and Zobna, possibly an act of gross consumption through which Aphoom Zhah realized sustenance or the unwitting summoning of the entity that allowed it to run amok. The truth is unknown and the historical record is fragmentary at best.

What lore exists concerning Aphoom Zhah suggests that, at times, it has dwelt somewhere far beneath the ice of the North Pole, with some suggesting that this is a placement of imprisonment and that the god shall not be released until the stars are right, like so many of its brethren. Others conjecture that the deity's true prison is elsewhere in the stars, with the wizard Ooal-Phikir naming Arcturus, the brightest star in the Boötes constellation, as the most likely candidate.

Some sources link another Great Old One, Rlim Shaikorth, with Aphoom Zhah, claiming that the Icy Gray Flame sent Rlim Shaikorth forth to destroy the forgotten land of Mhu Thulan. Of course, the most divisive topic concerning Aphoom Zhah is whether the entity shares a connection with Cthugha, another being seemingly composed of living flame. Given that both appear to exemplify the extremes of hot and cold, some state they are twin deities or somehow two parts of a larger single being. Other's call into question such reasoning, citing that to view matters in such simplistic human-centered terms is reductive. Certainly, human scholars tend to use Earth-bound notions, which probably mask or obscure the cosmic truth as to the composition and dimensional realities of beings such as Great Old Ones. Until humanity is able to send a probe equipped with the right technology to investigate these "stars" the answers will remain unclear.

Cult

Aphoom Zhah has no organized human cult, although it was worshiped by the ancient voormis, and still today by the gnoph-keh. It is feasible, some humans might spy Arcturus through telescopes and in so doing catch a glimpse of the entity said to be within, providing them with strange insight that might compel or change them somehow. Perhaps a momentary visual connection is enough to allow Aphoom Zhah to "touch" that person's mind and sow seeds of corruption, possibly establishing a longer connection enabling the deity to whisper cosmic truths. Such individuals are likely to undergo sudden personality changes, become "cold" to the rest of humanity, and may seek to "educate" others in matters of cosmic truth. Alternatively, those affected by Aphoom Zhah may despair, seeing the continuation of life upon Earth as pointless, driving them to seek a means to end all life on the planet—as, better to all die now than be consumed by the hungering void that will destroy everything humanity has accomplished.

Possible Blessings

- **Strange Vision:** seeing the world differently and opening the mind to cosmic knowledge (increase in Cthulhu Mythos points).
- **Touch of Cold:** able to freeze matter by touch or radiating a general cold, possibly meaning a greater susceptibility to fire and heat.

Encounters

Given it is a living, freezing cold flame, those in close proximity to Aphoom Zhah's full majesty are liable to find the experience chilly, to say the least. With a temperature of absolute zero, those coming into physical contact will find their blood freezes while all of their bodily processes stop, resulting in instant death.

More likely, would be the summoning of a portion of the deity; thus, its physical being would be less harmful (to some degree). Perhaps a portion, something like a wall of cold flame or a sphere of cold, might be sent in respect of a summons, like a herald or a mouthpiece for the god. In this minor aspect, proximity may be tolerable. Apart from bodily concerns, the appearance of a portion of Aphoom Zhah will cause damage to building structures, rendering materials so cold as to weaken them permanently.

Aura

A coldness beyond mere chill that drives a stake through one's heart or feels as though an icy hand has reached into the chest and clutched the heart, choking it of air. An otherworldliness that is hard to define except as a sense of strange wonder, which is both enticing and dangerous.

TYPICAL PHYSICAL MANIFESTATION: APHOOM ZHAH

STR 350 **CON** 500 **SIZ** 400 **DEX** 100

- **Hit Points:** 90
- **Damage Bonus (DB):** n/a
- **Build:** n/a
- **Move:** 18

Combat

Attacks per round: 1D4 (cold strike) or 1 (ice touch)
May send forth flaming tendrils of cold to strike down those in its presence or touch them to cause flesh to freeze.

Ice Touch: results in the instant destruction of living flesh (see below) unless the target can make a successful Hard CON roll. Success staves off instant death or the loss of a limb but still results in 1D10 damage and the temporary loss of 3D10 points of CON due to frostbite. While CON can be regained at the rate of 1 point per 24 hours, the surviving investigator should attempt a Luck roll; if failed, half of the CON lost by Aphoom Zhah's touch and 2D10 points of APP are permanently lost. Survivors successfully treated with First Aid or Medicine may regain CON at a rate of five points per 24 hours; note that an Extreme success with the medical care also negates the effects of a failed Luck roll.

If the initial Hard CON roll is failed, roll 1D20 to determine which body part has been touched by referencing the **Hit Location Table**.

Fighting	60% (30/12), damage 3D6 (per strike)
Ice Touch	50% (25/10), instant death/loss of limb or damage 1D10 + 3D10 CON (see above)

Armor

- None.
- Mundane weapons (incl. bullets) are ineffective, freezing and shattering on contact.
- Enchanted weapons cause harm, although (at the Keeper's discretion) some may also shatter after their first successful strike. Enchantments against cold are particularly useful.
- Fire is harmful; an incendiary missile or bomb causes 1D10 damage, while larger fire-based attacks may deal 2D10 to 6D10 damage at the Keeper's discretion.
- If reduced to zero hit points, Aphoom Zhah vanishes back to its home. It reforms in 2D10 hours.

Aphoom Zhah, *the icy gray flame*

Sanity Loss: 1D4/1D10+2 Sanity points.

Magic

- **POW:** 240
- **Magic Points:** 48
- **Spells:** any as determined by the Keeper; suggest Alter Weather, Create Mist of R'lyeh (frosty variant), Dominate (extended range).

Powers

Shroud of Cold: emits a zone of bitter cold. Those within this alien coldness suffer one penalty die to all physical skills and actions based on DEX. In addition, call for a Hard CON: if failed, the person suffers 1D4+1 damage plus the temporary loss of 5 points of CON per round (CON lost is regained at 1 point per day thereafter); if successful, 1 damage per round is suffered. The radius of the Great Old One's zone of cold is 1 mile per magic point it expends, and the effect lasts for 1 hour per magic point expended; Aphoom Zhah is always at the center of the coldness.

Normal physical objects coming into contact with Aphoom Zhah are frozen solid and will shatter unless carefully handled; this also affects structures and buildings. Forms of environmental protection may offer degrees of protection against the unnatural cold: a warm winter coat or the interior of a heated vehicle may negate or grant a bonus die versus these cold effects, while the interior of a warm building grants two bonus dice.

Mind Touch: at a cost of 5 magic points, Aphoom Zhah may touch the mind of an individual seeing the entity (most likely through a telescope). If the individual concerned fails a Hard POW roll, their mind becomes open to the connection and is affected, receiving 1D10 points of Cthulhu Mythos while suffering the loss of 1D10+2 Sanity points (no Sanity roll). Repeated contact (after the first, the connection is automatic) delivers additional Cthulhu Mythos points with commensurate Sanity loss (e.g. for every 1D10 skill gain, 1D10+2 Sanity is lost).

ARWASSA

(Great Old One)

A gross heap of yellow-brown flesh, somewhat humanoid in shape, from which sprouts four thick and long tentacle-like limbs where hands and feet should be. The skin is oily and moist, coated in something like sweat. Betwixt the two upper limbs is a giant, rubbery maw instead of a head. This mouth reveals no teeth but is always agape, fixed in a perpetual scream. Sometimes, it walks by using two or all four of its tentacle-limbs and can be mistaken for a large person or animal, if seen from a distance. Other times, it rises above the ground, levitating and flying through the air to then descend and feast.

Other names: the Howler, Mind Eater, the Silent Shouter, the Wailer.

Little is known of Arwassa and most scholars agree to be being a Great Old One, although some believe it is a unique creature and perhaps the spawn of Tsathoggua or Shub-Niggurath. From time to time, Arwassa appears in tomes containing accounts of Medieval Europe, particularly those concerning France, Germany, and Hungary, although often named as a "demon" or "hell fiend." Such accounts tend to describe the entity as laying waste to castles or small communities, leaving no survivors; however, a small number more accurately recount the visitation as driving the people to crazed acts of violence due to "strange and unceasing sounds." Such events seem to always take place between the months of September and November. Due to this evidence, it appears that Arwassa is only able to venture forth during the latter portion of the year and suggests that during other months it is either imprisoned or traveling elsewhere.

If imprisoned, the entity's wards appear to be decaying, allowing it periods of limited freedom yet also pulling it back to confinement, perhaps due to celestial alignments or some other more arcane reasoning. Presumably, its earthly prison is situated in Central Europe. Perhaps if its prison wards are faltering, it may be able to briefly travel or appear elsewhere in the world, a feature that may become more apparent as the years go by.

One characteristic of Arwassa seems certain: it outpours a perpetual scream that can drive people to madness and violence. It would appear that the "scream" normally registers above the usual range of human hearing (31 to 19 kHz), although it is capable of being heard by many animals, such as dogs, bats, and cats. Despite being unable to hear Arwassa's never-ending scream, humans can still be affected by it, and one affected human can go onto to infect others, causing something akin to mass hysteria or "mob" psychosis. Humans and animals suffering from continued exposure to the entity's scream are liable to lose their hold of reason and descend into bestial violence. Such effects may account for the Medieval tales of whole communities being found dead. It seems likely

TABLE: HIT LOCATION

Roll 1D20	Location	Effect
1–3	Right leg	Leg lost; 1D6+2 damage; CON roll to remain conscious; penalty die to appropriate actions and DEX.
4–6	Left leg	Leg lost; 1D6+2 damage; CON roll to remain conscious; penalty die to appropriate actions and DEX.
7–10	Abdomen	Instant death.
11–15	Chest	Instant death.
16–17	Right arm	Arm lost; 1D6+2 damage; CON roll to remain conscious; penalty die to appropriate actions and DEX.
18–19	Left arm	Arm lost; 1D6+2 damage; CON roll to remain conscious; penalty die to appropriate actions and DEX.
20	Head	Instant death.

TYPICAL PHYSICAL MANIFESTATION: ARWASSA

STR 250 **CON** 250 **SIZ** 150 **DEX** 100

- **Hit Points:** 40
- **Damage Bonus (DB):** +4D6
- **Build:** 5
- **Move:** 9 / 12 flying

Combat

Attacks per round: 4 (tentacle bash, grab)
May attack with each of its four tentacles every round, either inflicting damage or grabbing targets to then eat them.

Grab (mnvr): seizes and holds a target, who may be crushed for 2D6 damage or eaten for 1D6+4 damage on the following round. Those seized may attempt to escape by breaking or wriggling free with an Extreme STR or a Hard DEX roll.

Fighting	80% (40/16), damage 4D6
Tentacle grab (mnvr)	60% (30/12), target held (see above)

Armor

- 3-point rubbery skin.
- Regenerates 1 hit point per 1 damage consumed by eating victims (death at zero hit points).
- If reduced to zero hit points, Arwassa melts into a pool of scum and its screaming stops. It reforms in its prison 24 hours later and may not go forth for a minimum of one year.

that the entity feeds both literally and psychically upon the death and destruction its scream inspires.

In more modern times, Arwassa's appearances have been less apparent, although cases of empty villages and missing communities, particularly those arising from the New World, may have been caused by this entity. Perhaps old beliefs from Europe and farther afield that took root in the fertile soil of America allowed Arwassa to travel beyond Europe. Perhaps it's prison walls are now so thin that its scream can reach across the Atlantic Ocean.

Cult

Arwassa is worshiped by individuals who then recruit a small following of adherents. Such cult leaders seem to be chosen by Arwassa. While the entity may be unable to cease its scream, it can modulate the frequency and tone, and in so doing is able to communicate and convey its desires to chosen human minds—after first reducing them to blank slates, which the Great Old One can then "overwrite" with its own agenda. In this sense, Arwassa's scream is an inaudible sound that affects the listener's brain directly, akin to psychic communication. Given the distribution of individuals and small groups in the thrall of Arwassa, it would seem its scream can carry over great distances and be directed at specific people who are either particularly receptive or who have previously encountered and been "conditioned" by the Great Old One.

Possible Blessings

- **Doom Scream:** able to produce a terrifying scream that harms others (1D4 damage per round) or causes objects to move (SIZ 20 and below).

Encounters

Arwassa appears to be perpetually hungry and has a gluttonous appetite. Its minions are tasked to locate isolated or overlooked communities where it can be summoned to unleash its scream, enabling it to feed until sated. Thus, first contact with Arwassa will be signified by the effects of "hearing" its inaudible scream, which may cause some to begin losing their minds and for outbreaks of random violence to occur. Such violence may at first be incited by Arwassa's followers, who strive to create the right conditions for their god's arrival, and later by the entity itself, which usually lurks below or near to the community in its sights.

Other times, a lone "gunman" who has somehow become attuned to Arwassa's scream (perhaps certain modern radio frequencies can pick up the god's wail?) may stride forth in a crazed manner to harm others without comprehending why. In Arwassa's presence, most animals will either flee or immediately grow savage and attack anything nearby.

Aura

An instant revulsion and comprehension of wrongness. A strange sensation in the ears, although there is no sound, and a dull headache that grows in intensity. A perception of disquiet that makes hair stand up and goosebumps to form.

Arwassa, *the silent shouter*

Sanity Loss: 1D6+2/3D6+2 Sanity points.

Magic

- **POW:** 150
- **Magic Points:** 30
- **Spells:** any; suggested Cloud Memory, Dampen Light (variant), Fist of Yog-Sothoth, Maws of Pandemonium (variant), Utterance of Bile.

Powers

Scream: its continual scream provokes a Sanity roll to all within 1 mile (1.6 km), with those failing losing 1D6 Sanity points immediately, and then 1D2 points per hour thereafter while Arwassa remains in the vicinity. The deity may modulate its scream to cause other or increased effects by spending magic points.

- **5 magic points:** mentally communicate directly with one person over any distance; if the target fails a Hard POW roll, they turn mindlessly violent for 1D10 rounds.
- **5 magic points:** animals (already turned violently savage by its normal scream) may be directed to attack targets of Arwassa's choosing.
- **10 magic points:** all within 200 yards/meters must make a Sanity roll and lose 1D10/3D6 Sanity points.

Note that those going insane due to Arwassa's will, in the main, be prone to violent behavior and paranoia (if necessary, call for Luck rolls from colleagues to determine which of them may be attacked). Certain forms of protection may help to withstand Arwassa's scream, such as loud music, which either prevents or diminishes the scream's effects, with such protection offering a decreased difficulty to POW rolls (or a bonus die).

ATLACH-NACHA

(Great Old One)

Somewhat larger than a human, a dark and hairy spider-like thing with eight legs and a toothsome mouth. Upon its front-facing abdomen appears a kind of face, human-seeming and beguiling. Below this, its head displays six small and crafty red eyes. Weaving and spinning its great web that holds the worlds together.

Other names: the Spider God, the Great Spinner, the Weaver.

Among humans and pre-human races, superstition supposes that Atlach-Nacha rules over all spiders. While such belief obviously stems from its spider-like appearance, the entity is not a giant spider but rather an inter-dimensional being, which when seen by human eyes resembles a spider. As to how Atlach-Nacha may appear to other races or in other dimensions is uncertain.

The Great Spinner devotes its time to fashioning an immense web, which is said to pull and hold multiple dimensions together. Some tomes report that sections of this web can be found in secret places deep in the earth, allowing one to venture onto the web, using it as a bridge to cross over a bottomless cavern, and from there travel to different places and even times. Some recall traversing the great web in their dreams or using it to physically find an entrance to the Dreamlands. Old testimonies tell of entrances to Atlach-Nacha's web far beneath what is now modern Greenland and also below South America.

Given the cross-dimensional nature of the web, it is not beyond reason that small portions of it could appear in the human world within dark corners, attics, basements, old sheds, and so on. Whether such small dimensional rifts would allow passage for a human is uncertain, but it seems reasonable that some could while also allowing Atlach-Nacha's children (see **Atlach-Nacha, Daughter of**) entrance and access to human communities and affairs.

Atlach-Nacha

Certain myths cite the belief that when the great web is completed, the end of the world will come. While the reasons for Atlach-Nacha's spinning are unknown to us, some conjecture that the act of pulling dimensions together and holding them in place is in some way a counter to the forces of the entity known as Yog-Sothoth. If true, it would suggest that Atlach-Nacha and Yog-Sothoth are at odds in some cosmic game in which the fate of the universe rests—doubtless, if either should win, it will not go well for humanity.

Cult

Atlach-Nacha has no known organized human cult, however individuals, including lore seekers and sorcerers, have been known to contact the deity as, from time to time, it is said the Great Spinner is willing to bestow magical knowledge (spells) and other gifts to those it finds worthy, although some form of sacrifice or gift is expected in return. Some wizards summon Atlach-Nacha via elder rites—a dangerous approach, as it appears to hate leaving its eternal work of spinning.

At times, the deity has sent its children forth into the world to undertake important tasks, which have included corralling humans to perform activities desirous to Atlach-Nacha. Whether such missions are part of a larger scheme remains unknown, although if this is the case, it might be assumed that the deity needs humanity for some purpose, and these missions may grow in number and their effect upon humanity increase with dire results.

TYPICAL PHYSICAL MANIFESTATION: ATLACH-NACHA

STR 150 **CON** 375 **SIZ** 125 **DEX** 125

- **Hit Points:** 50
- **Damage Bonus (DB):** +2D6
- **Build:** 3
- **Move:** 15

Combat

Attacks per round: 4 (leg strike, bite) or 1 (abdomen bash or cast web)

May kick out with its legs or bite up to four times a round, or can forgo those attacks and use its body to bash opponents or cast its web.

Cast Web (mnvr): a strong, sticky web is cast at a target, who becomes entangled (held firm) if they fail a Hard Dodge roll. Breaking out requires an opposed STR roll versus the web's STR 100; if a knife is currently being held, a successful Luck roll grants a bonus die to the opposed STR roll.

Bite: a successful bite penetrates any mundane armor, causing 1D6+2 damage and injects a paralyzing venom; the target must make an Extreme CON roll to resist the venom for 1D10 rounds, after which the roll must be made again. If the second roll is also successful, the poison has been resisted. If either roll is failed the target is paralyzed for 1D6+2 rounds (incapable of action or defense), and may then be drained.

Drain: a paralyzed victim has their bodily juices sucked out at a rate of 3D10 STR points per round, with death occurring at zero STR. Successful attacks on Atlach-Nacha while it feeds will cause it to break from feeding and attend to its pesky attackers. If a paralyzed victim is rescued, STR points return at a rate of 2D10 points per game month of bed-rest; during this time, the victim's hit points can never exceed one-fifth of their current STR.

Fighting	60% (30/12), damage 2D6
Bite	50% (25/10), damage 1D6+2 plus venom (see above)
Cast web (mnvr)	80% (40/16), Hard Dodge roll or entangled (see above)

Armor

- 12-point chitin and fur; 8-point underside armor, which may be targeted during an attack (imposing a penalty die).
- If reduced to zero hit points, Atlach-Nacha flees across its complex web to a secret lair to lick its wounds and heal for 1D10 days.

Possible Blessings

- **Spider-Like:** able to move like a spider up walls, spin web from fingers, or have enhanced visual or physical senses.
- **Spider Limbs:** body is transformed, possessing multiple limbs or spider-like limbs instead of human ones.
- **Spider Birth:** blessed with hosting a brood of spiders within, able to send forth numerous spiders to act as spies.

Encounters

Those exploring deep caves and tunnels may inadvertently come upon a doorway to Atlach-Nacha's web, or some may be directed by a tome or person to treat with the deity so as to be granted some information or one of the many artifacts caught up the great web—the web is filled with the husks of the dead, and most still have their weapons and equipment wrapped up with the corpse. Certainly, whoever stumbles into Atlach-Nacha's web is liable to become trapped and eaten, lest they can offer the entity something of value.

Those under the influence of Atlach-Nacha or its daughters may draw investigators into some form of contact with the deity. Most will be initially amazed and then horrified with the gigantic scale of the web, even more so when Atlach-Nacha and its children make an appearance.

One dreamer reported seeing Atlach-Nacha's minions catching and bringing humans to the great web, whereupon Atlach-Nacha birthed a small spider-like creature that crawled onto the human and attached itself to the person's back. The small spider-thing acted like a parasite and seemed to gain command of the human, and both spider and human were sent back into the world. While the dreamer could not fathom the purpose of Atlach-Nacha in doing this, they felt sure that this was no dream but rather a revelatory vision of things to come—an omen of evil import.

Aura

A person's skin crawls while in the presence of Atlach-Nacha, and one is likely filled with dread and a terrible foreboding as they comprehend they are no more than food for this great creature.

Atlach-Nacha, *the spider god*

Sanity Loss: 1/1D10 Sanity points

Magic

- **POW:** 150
- **Magic Points:** 30
- **Spells:** all Contact spells; others as the Keeper desires.

Powers

Spider Parasite: Atlach-Nacha can birth small spider-like creatures that attached themselves to other creatures (humans included). The spider parasites have POW 70, and if they overcome their "hosts" POW in an opposed roll, they gain full control of the host. For humans, this means their body and speech are directed by the parasite, a proxy

SPIDER PARASITES OF ATLACH-NACHA

STR 50 **CON** 50 **SIZ** 05 **DEX** 70 **POW** 70

- **Hit Points:** 5
- **Damage Bonus (DB):** –2
- **Build:** –2
- **Magic Points:** 14
- **Move:** 8

Powers

Control Human: once in physical contact with a human, it may attempt control with an opposed POW roll. If successful, the parasite fully controls the body and speech of the human until such a time as it moves to another host or is removed/killed.

Combat

Attacks per Round: 1 (bite, attach)

Attach (mnvr): most times, a parasite will automatically gain control of a human while they sleep or are compelled by Atlach-Nacha. Otherwise, the parasite must leap onto the human, giving it the chance to gain control.

Fighting	40% (20/8), damage 1D4–2 (minimum 1)
Attach (mnvr)	40% (20/8), attaches to target, may attempt control (see above)
Dodge	50% (25/10)

Skills

Climb 100%, Stealth 80%.

Armor: none.
Spells: none.
Sanity Loss: 1/1D4 Sanity points to encounter and realize a spider parasite is controlling an associate.

SPIDERS IN MYTH AND LEGEND

Spiders have featured in numerous human legends and beliefs throughout history. We might presume that some folklore and cultural significance may stem from human contact (physically or psychically) with Atlach-Nacha. As noted elsewhere, humanity has a way of distorting cosmic truth, wringing it through limited human perception and transforming it into more palatable notions. Of course, not every spider god or spirit stems somehow from Atlach-Nacha; spiders are, after all, scary things to many people and need no additional help to be cast as "wicked things" that make our blood run cold. Nevertheless, here are a few cultural spider associations—whether they carry any myth-connection to Atlach-Nacha is left to each Keeper to determine, but such cultural beliefs should not simply be seen as originating from the Mythos, but rather, where a few individuals with Mythos-corrupted beliefs have drawn links.

The well-known god of African mythology, Anansi, is a trickster who appears sometimes as a man and at others as a spider, and sometimes a conglomeration of both. In one story, Anansi gathers the world's wisdom in a pot but then breaks the receptacle while trying to hide it and a great wind blows the wisdom into the sea; thus, wisdom is spread throughout the world. Interestingly, the Lakota people of North America also have a trickster-spider in Unktomi, while a number of First Nation peoples (Hopi, Cherokee, and Navajo to name some) consider Spider Grandmother to have created the world by weaving her webs. The Sumerian goddess of weaving, Uttu, was pictured as a spider, and Neith, an Ancient Egyptian goddess said to be the creator of the universe, is a spinner of destiny, each day reweaving the world anew on her loom.

for Atlach-Nacha's will. Unable to resist, the human must comply with the parasite's commands. Only by removing/killing the parasite can the human regain control of their own body. The "possession" lasts as long as the parasite is connected, although the parasite can detach itself to move to another host if it wishes. For details concerning spider parasites see the box nearby.

AZATHOTH

(Outer God)

Foolish is he who speaks the name Aztot aloud, for the center of all things sleeps to the music of the spheres lest the hideous chaos should wake and consume everything. Beyond reason lies Aztot, a bubbling black sun of fearsome intensity, casting out tendrils of malice and destruction, whose hunger knows no bounds.

Other names: Azoth, Aztot, the Black Sun, the Blind Idiot God, Demon Sultan, the Well of Chaos.

Azathoth is the mindless center of the universe, and has existed since the beginning of the universe. It dwells beyond normal space-time at the center of all things, where its amorphous body, said to be larger than a star, writhes unceasingly to the monotonous piping of harsh flutes and the beating of vile drums played by a coterie of lesser gods and others who dance mindlessly around this entity. Such music is believed to ensure the constant sleep of this immense and destructive being, for it is foretold that when Azathoth eventually wakes the universe shall end. Of course, nothing is ever certain, and there do appear to be moments when the entity wakes briefly before returning to deeper slumber—such moments usually herald great catastrophe somewhere in the universe.

Despite "sleeping," Azathoth's dreaming mind acts to influence and infect the universe. Such psychic messages or forces are like waves of strange power that can travel to the outer reaches of space-time and affect planets and their inhabitants. These waves are not always monumental and can be smaller in scale, with some being like a narrow gust of wind that touches an individual. Hence, Azathoth's influence varies in size and scope.

For the most part, lore suggests Azathoth's primary will (or urge) is channeled and actioned by Nyarlathotep, who serves as a sort of regent, interpreting and somehow embodying this will. Some go so far as to claim that Nyarlathotep is simply a living manifestation of Azathoth's subconsciousness, although certain cults devoted to the Crawling Chaos may beg to differ.

As far as humanity is concerned, Azathoth is a force of nature, and something best left undisturbed. Should just a splinter of the entity be summoned to Earth great disaster is likely to follow, as this could be enough to devastate one or more cities. Should the full being and power of Azathoth be turned toward the Earth nothing would remain of the planet or its inhabitants (either totally destroyed or mutated beyond recognition). Thus, those wishing to commune with Azathoth use magical Gates or travel themselves to be close to the center of all things, although even these means

of connection are not without dire risk, as certain pieces of lore state that human eyes and minds cannot behold the totality that is Azathoth, and, to do so, would melt one's eyes and brain.

Cult

Azathoth is little-worshiped, for the god offers not even a grain of gratitude in return. Usually, humans call upon Azathoth by accident and thereby unwittingly bring disaster and horror. Only the criminally insane or those who would seek the destruction of the planet (perhaps the same thing) would knowingly attempt to turn Azathoth's dreaming mind toward Earth.

Of the cults that do exist, these are often what might be described as "death cults" whose entire outlook is fixated on the pointlessness of existence. For these, surrendering to the void is the ultimate act, a blessing of nothingness, and a joining with the one true concept accessible to humanity—death. Cult leaders tend to prey on the weak and disenfranchised, offering them salvation through sacrifice and a mask of hope and enlightenment. Such cult figureheads tend to be highly manipulative, intelligent, and the worst possible examples of humanity. Others may be misguided, misinterpreting the lore concerning Azathoth and believing it is something it is not.

The dreams of Azathoth may touch an individual or group and are possibly interpreted as a voice from beyond offering forbidden insights into the nature and meaning of the universe, power, and a realization that something greater than them exists. Such folk may be driven to learn and worship the mind that has touched them, not realizing what Azathoth is nor understanding the corruption that is spreading through their mind and body. Eventually, these unfortunate souls lose their Sanity and become murderous abominations.

Possible Blessings

- **Touch of Doom:** hands become a channel of the deity, when placed on a human they burn and corrupt flesh (1D6 damage per round); eyes instead of hands may deliver similar results.
- **Teleport:** spending magic points (perhaps 5 or more) allows limited movement between points (within 1-mile/1.6 km radius), with a charred and blackened outline/shadow scorched into the ground on exit and arrival.

Encounters

As a concept, Azathoth acts without reason, or at least a reason that humans can comprehend. Thus, encounters with Azathoth—usually through its dreams touching humanity in some way—may appear to be random, nonsensical, and dark. Close contact with this Mythos deity is surely instant madness and death, so the focus should be on events, people, and things somehow influenced by Azathoth. Confronting the entity at this lower level is a much more reasonable proposition.

Those accessing magical Gates, spells, or arcane artifacts may unwittingly find themselves close to Azathoth or its will. Such encounters are deadly unless quick thinking leads to escape.

Those touched by Azathoth will either be knowing cultists, able to partially grasp Azathoth's reality or those ignorant but able to perceive some fragment of the truth. The latter may eventually become murderous automatons but, before they get to that point, they may simply be innocents striving to reconcile the strange thoughts, visions, or dreams they have become receptive to. Some may glimpse more of the truth, and such individuals may be potential cultists or seek to utilize their knowledge for personal gain; thus, Nyarlathotep may make an entrance in human guise to tutor or mislead these individuals, perhaps emboldening them or diverting their attention to other matters more in line with Nyarlathotep's own agenda (usually sowing the seeds of chaos rather than outright destruction).

One cult, known simply in some tomes as the "Empty Ones," is described as existing hidden among humanity for centuries. If the texts are to be believed, one person (sometimes named as Francesca Creux) was touched by Azathoth, an event that granted her the ability to "empty" a person's mind and allow a sliver of Azathoth to fill the void. Over the years, this walking human embodiment of a portion of Azathoth's mind has sought to infect others, each being filled with a lesser portion of the deity. A calculated assumption suggests Creux has emptied nearly 1,000 individuals around the world, with each undergoing some form of personality change (greater or smaller) but apparently continuing their lives more or less the same as before. A few have come to attention or notoriety due to sudden descents into homicidal activity, although the connection they share is, as yet, unknown to authorities or the public in general. As to the plan or scheme being nurtured by Creux-Azathoth, this remains a mystery but, presumably, at some point, these Azathoth-filled vessels will act in unison. The end result is unlikely to be good.

Aura

The sheer scale of Azathoth is enough to cause insanity in most. Its touch is shaded in despair and colored with madness. Even a person or thing somehow influenced by the entity conveys a soul-wrenching cold emptiness, where hope, love, and sense of self seem to melt away to nothingness. To recognize Azathoth is to realize one's own insignificance.

Image over page: Azathoth

Azathoth, *the seething nuclear chaos*

Note: Azathoth is beyond all possible scales and, as an entity, it is meaningless to attempt combat with it. A smaller portion of the greater being may, theoretically, break off as a whim of the dreaming giant and be encountered, to all intent and purpose a separate but connected entity. The numbers given in parentheses are an example of such a smaller portion that might trouble investigators.

Sanity Loss: 1D10/1D100 Sanity points; 1D6/1D10+2 loss for encountering a portion of Azathoth.

Magic

- **POW:** 500 (100)
- **Magic Points:** 100 (20)
- **Spells:** all (all).

Powers

Coterie: accompanied by 1D10 servitors (see **Outer Gods, Servitor of**) and 1D6 lesser outer gods (**Outer Gods, Lesser**) who play nightmarish music designed to placate Azathoth. For a portion of Azathoth (see below), the Keeper should decide whether any (suggest 1D3) or no servitors are accompanying the lesser form of the entity.

Mindless: at any moment, the dreaming entity may send forth a tentacle of negativity, whose touch instantly disintegrates living matter on contact. For those in the vicinity, a group Luck roll per minute determines whether such a risk occurs. If so, ask for a Luck roll from all, with the worst (highest) signifying who should attempt a Dodge roll to avoid instant death. Note that this effect remains the same for a portion of Azathoth (see below), although the range and damage are reduced to 10 yards/meters and 1D10 respectively, and the group Luck roll should be made once

FROM THE JOURNALS OF SIR HANSEN POPLAN: THE END OF THE WORLD

The Necronomicon *states there shall come a time when the Great Old Ones, slumbering and imprisoned, shall awaken, heralding the end of the world as we know it. There will be omens presaging this foretold apocalypse. If we continue to be blind to the warnings and wallow in ignorance, we are doomed.*

"Man rules now where They ruled once; They shall soon rule where man rules now. After summer is winter, and after winter summer. They wait patient and potent, for here shall They reign again. Then, mankind will become as the Old Ones: free and wild and beyond good and evil, with laws and morals thrown aside and all mankind shouting and killing and reveling in joy. Then, the Old Ones would teach mankind new ways to shout and kill and revel and enjoy themselves, and all would be flame with a holocaust of ecstasy and freedom."

And, if Earth is doomed, then surely the universe too, for our own planet has no particular importance. Only if we can watch for the signs and strive to prevent what follows, might we perhaps have a chance of survival, although I fear it is but a slim chance.

TYPICAL PHYSICAL MANIFESTATION: AZATHOTH

STR n/a (200)	**CON** n/a (100)
SIZ n/a(100)	**DEX** n/a (60)

- **Hit Points:** n/a (20)
- **Damage Bonus (DB):** n/a (n/a)
- **Build:** n/a (4)
- **Move:** 0 (6)

Combat

Attacks per round: 1D6 (1D4)

May strike anything within its vicinity with a tendril of negative energy; a portion of Azathoth does the same but at a lesser scale.

Fighting	100% (50/20), damage 1D100 (1D10)

Armor

- None.
- An Elder Sign delivers 3D6 damage and is then destroyed.
- If reduced to zero hit points, Azathoth appears to implode and ceases to be. It reforms 1D6 hours later.

per 5 minutes. This mindless behavior may be placated and negated by those able to calm Azathoth with the music of the spheres (requiring a successful Hard Art/Craft (Musical Instrument or Singing) roll, or certain spells.

Devastation: the appearance of Azathoth's full form destroys everything around it for 10D10+10 miles. The range of destruction increases each hour Azathoth remains, this is only held somewhat in check by the entity's coterie of otherworldly musicians. This effectively reduces cities to ashes where only those deep underground have the possibility of survival. This power is scalable, with the manifestation of smaller portions of the deity causing a reduced field of destruction at the Keeper's option.

AZATHOTH: XADA-HGLA

(Avatar)

It was depicted as having numerous flexible legs that emerged from a bivalvular shell. From the slits between the shells came fleshy cylinders tipped with polypous appendages, while in the interior darkness was the suggestion of a horrific face.

Other names: Cradle of Chaos.

Unlike most of the Outer Gods, Azathoth appears to rarely make use of avatars and, consequently, little is written concerning them. The most well-known is Xada-Hgla ("Za-daa-gla"), an entity worshipped by the insects from Shaggai (see **Shan,** Shaggai, Insect From), whose vessels all contain shrines to this avatar of Azathoth. According to Shaggaian lore, Xada-Hgla was the form taken by Azathoth before the entity departed into perpetual slumber. Certainly, it would seem sensible to summon Azathoth in a less devastating form; indeed, the appearance of Xada-Hgla comes without Azathoth's usual attendant coterie of servitors.

Some scholars have reported seeing effigies of Xada-Hgla possessed by the fungi from Yuggoth (see **Mi-Go**), and some human agents have been overheard speaking the avatar's name. Such accounts give credence to the belief that this alien race also honors Xada-Hgla. The mi-go are a pragmatic species known to sometimes assimilate aspects of the cultures they study or harvest.

What is known about Xada-Hgla comes directly from the shan, as the avatar has never visited the Earth (according to agreed-upon lore). One might assume, Azathoth fashions avatars through its dream connections with other species, creating aspects most suitable to connect with worshippers. In theory, should a portion of Azathoth's dreaming mind be turned toward humanity, it may fashion an avatar more

Xada-Hgla

suitable to treat with humans; one more likely to achieve whatever end result the sleeping chaos desires, as opposed to simple and utter destruction.

TYPICAL PHYSICAL MANIFESTATION: XADA-HGLA

STR 600 **CON** 1,150 **SIZ** 600 **DEX** 50

- **Hit Points:** 175
- **Damage Bonus (DB):** +14D6
- **Build:** 15
- **Move:** 15

Combat

Attacks per round: 1 (crush, grab, stomp)

Attacks by throwing forth green-glowing cylindrical appendages from its body that can crush or grab targets. It may also stomp on opponents, inflicting 14D6 damage to those who are unable to dodge out of the way.

Grab (mnvr): those grasped are pulled toward its body and into its shell to be dissolved in the sticky and burning flesh within (2D10 damager per round). Victims may break free with a Hard DEX or Extreme STR roll.

Fighting	100% (50/20), damage 7D6 crushing
Grab (mnvr)	100% (50/20), held then pulled to body to be dissolved (see above)
Stomp	70% (35/14), damage 14D6

Armor

- 50-point shell.
- Fleshy body within the shell (partially exposed in the gap between the two shells) has no armor and may be targeted with penalty die.
- If reduced to zero hit points, Xada-Hgla phases out of existence; it reforms sometime later when Azathoth dreams it.

Cult

This avatar is worshiped only by the shan and the mi-go. No human cults are known to be operating, although it is possible that human brains collected by the mi-go and taken to see the wonders of the cosmos might come to learn of Xada-Hgla and report that knowledge back to colleagues on Earth. Likewise, a mind infected by one of the shan could potentially gather residual knowledge of the avatar by the simple process of having their mind possessed. Such contact and knowledge-infection could inspire some humans to worship Xada-Hgla without fully realizing what it is or its connection to Azathoth.

Encounters

Earthly encounters with Xada-Hgla are likely to come via seeing effigies, shrines, or artifacts depicting or praising the deity, with these being primarily manufactured by aliens (the shan or mi-go). Certainly, somehow finding and getting inside a shan vessel would bring one face to face with a shrine to the entity, which could, in turn, lead to some form of a psychic vision of Xada-Hgla.

Aura

Those encountering shrines, effigies, or coming into contact with Xada-Hgla will primarily be overcome with its "alienness." Depictions and objects clearly demonstrate its otherworldly nature and will feel "wrong" and unwholesome. A sense of crawling things and feeling overwhelmed may be palpable, as well as a weird metallic smell. Close proximity to Xada-Hgla makes the skin itch and causes adrenaline to flow, due to one's body sensing danger and gearing into "flight or fight" mode.

Xada-Hgla, *the cradle of chaos*

Sanity Loss: 1D10/5D10 Sanity points.

Magic

- **POW:** 500
- **Magic Points:** 100
- **Spells:** none.

Powers

Destruction: should Xada-Hgla ever fully open its bivalvular shell, it releases a blinding and devastating energy wave, causing all matter within 50 yards/meters to disintegrate (1D100 damage) as though a limited nuclear explosion had taken place. With this, the entity phases out of reality and reforms at a later time.

- B -

BAOHT Z'UQQA-MOGG

(Great Old One)

A castaway from another world, some say Baoht Z'uqqa-Mogg visited Earth not long ago, making its home in deep caverns. Strange art, said to have been created by those from below, shows an arachnid-scorpion like thing, covered in a dark-green segmented shell. What passes as a head seems to be a bulbous mass of stiff and segmented antennae or feelers, below which are pairs of pus-dripping mandibles and numerous yellow eyes. Two giant claws at the front are paired with a large scorpion-like tail at the rear, with numerous spider-like legs in between. From its carapace rise three pairs of sharply angled wings, while across its flesh are oozing sores and blisters.

Other names: Bringer of Pestilence, Decaying One, Father Stinger.

Originally an inhabitant of the planet Shaggai (or a captive of the shan), Baoht Z'uqqa-Mogg departed that world when it was destroyed by Ghroth. During the 17th century, the entity came to Earth and has returned numerous times thereafter. Presumably, this Great Old One's elder prison was destroyed by Ghroth or its lesser standing meant it had escaped the attention of the Elder Gods in millennia past but was later captured by the shan. What seems certain is its current freedom, but what drew it and keeps it returning to the Earth remains a mystery.

Human encounters appear to have been quite rare. At the times when it has come to Earth, accounts tell of murky locales, like swamps and city sewers, and graveyards; for some reason, Baoht Z'uqqa-Mogg is drawn to damp, dark, and filthy places. In part, such areas are often the haunt of ghouls and this fact may be worth noting, as some ghoul communities seem to have taken the deity as their own, turning away from Mordiggian in favor of this living god that crawls among them. Those who have associations with certain ghouls have learned of a schism forming between ghouls who worship Baoht Z'uqqa-Mogg and those who do not.

Given its ghoulish connections, it may be supposed that Baoht Z'uqqa-Mogg enjoys consuming dead flesh, which the ghouls have in vast supply. Alternatively, perhaps the Great Old One is using the ghouls for some other purpose, as yet unclear; possibly, as a means to access the Earth's Dreamlands or establish some army of ghouls in a bid to expand its domain. In consideration of its arrival on the planet, perhaps the ghouls can enable Baoht Z'uqqa-Mogg to obtain something only available here on Earth.

The connection with the shan is of interest, as these beings hold Baoht Z'uqqa-Mogg in some regard; perhaps seeing it as a lesser but equally valuable deity to Azathoth/Xada-Hgla. Those shan on Earth are just as likely to call upon and venerate Baoht Z'uqqa-Mogg in their devotions. Of note is the naming of the deity in the libretto of the banned opera *Massa di Requiem per Shuggay,* which features a single aria calling out this "wondrous" god. Perhaps the deity shall play some role in the shan's greater schemes for the planet and its inhabitants?

Cult

As yet, Baoht Z'uqqa-Mogg has no organized human cult, although small groups of worshippers are likely, especially those who have had some form of contact with the deity or those who have an association with ghouls. Certainly, as this Great Old One appears to be able to move freely, it is a veritable living "god" in human terms, so those seeking a tangible belief would find something gruesomely appealing in Baoht Z'uqqa-Mogg.

Ghoul cults to the deity do exist, although these are small when compared to the religion of Mordiggian. In addition, certain shan individuals or groups may hold Baoht Z'uqqa-Mogg in high regard and seek to summon the god for various purposes.

Possible Blessings

- **Carrion Call:** able to summon a gathering of vermin and insects to obscure or obstruct others (costing 5 or more magic points).
- **Embody Plague:** body is covered in weeping sores and boils; able to shoot acid-like pus from hands, sores, or mouth (inflicting 1D4 damage).

Encounters

Most likely, Baoht Z'uqqa-Mogg would become known via contact with ghouls or those caught up with the shan. The entity may be summoned or visit the planet of its own accord. Humans learning of Baoht Z'uqqa-Mogg may wish to access its elder knowledge and power, hoping to placate the entity in various ways.

Given that Baoht Z'uqqa-Mogg body is attractive to earthly vermin and insects (see below), infestations of such creatures in a locality may signify the god's imminent arrival or presence. In addition, the entity has been known to appear in dreams, although whether this is due to the deity's own mental projection or another's magical visions is unknown.

Lastly, earthly encounters will primarily take place in damp and dark surroundings, which the entity seems to prefer. If summoned, it is liable to burst upward from the ground, showering all present with filth, dirt, and virulent ichor.

Aura

A sense of unwholesomeness accompanies Baoht Z'uqqa-Mogg and it works. A feeling of dirt, grime, and filth makes one feel weighed down and unclean. The preponderance of vermin, insects, and other crawling things that seem unhealthily drawn to the deity further amplifies this feeling of uncleanliness.

TYPICAL PHYSICAL MANIFESTATION: BAOHT Z'UQQA-MOGG

STR 175 **CON** 380 **SIZ** 200 **DEX** 80

- **Hit Points:** 58
- **Damage Bonus (DB):** +4D6
- **Build:** 5
- **Move:** 8 / 6 burrowing / 16 flying

Combat

Attacks per round: 2 (claws, mandibles) or 1 (tail sting)
May attack with its two claws and mandibles or sting with its tail.

Tail Sting: a successful hit delivers 1D6+4 damage and venom. Victims who fail an Extreme CON roll suffer an agonizing death 1D100 minutes later, unless a speedily administered First Aid or Medicine roll at Hard difficulty is made, which negates death but leaves the victim with the permanent loss of 2D10 points of CON (Extreme success negates all such damage).

Fighting	90% (45/18), damage 4D6
Tail sting	60% (30,12), (see above)

Armor

- 15-point chitinous shell.
- Immune to mundane non-impaling weapons (bullets and other impaling weapons can cause harm).
- If reduced to zero hit points, Baoht Z'uqqa-Mogg dissolves suddenly into a viscous black liquid containing wriggling carrion worms and other nasties, which then sinks into the ground. It reforms 1D4 years later, somewhere other than Earth.

Baoht Z'uqqa-Mogg, *bringer of pestilence*

Sanity Loss: 1D8/2D10 Sanity points.

Magic

- **POW:** 140
- **Magic Points:** 28
- **Spells:** most Summon, Bind, Contact, and Call spells; others as desired by the Keeper.

Powers

Carrion Swarm: attracts numerous insects, worms, and other vermin, which crawl around and into its body to feast on the special juices therein. Baoht Z'uqqa-Mogg may psychically direct swarms of such creatures to hinder and attack locations or groups of people. When swarming targets, such creatures' stings and bites are worse than normal (due to having fed on its special juices), causing 1D6 damage per round a person is exposed. Swarms may be driven off by totally submerging oneself in water or other liquid, or by spraying with a fire extinguisher, pesticide, or other chemical (be aware that some sprays may have adverse effects upon the victim's health). Likewise, suitably thick or heavy clothing may provide some defense (negating or reducing damage to 1D3 per round).

Pus Spray: the pus from this Great Old One contains virulent toxins. It is able to shoot out a spray of pus from its multitude of open sores and blisters that cover its body. (range 10 yards/meters). Those showered should attempt a CON roll: if failed, the victim is infected and loses 1D10 points of CON per day thereafter for 1D6 days (hit points are reduced by a commensurate amount due to the reduced constitution); if successful, the infection does not take hold and the victim loses 1D6 hit points, suffering an illness that runs its course over the following 24 hours. Those infected may be treated with First Aid and Medicine, which if successful reduces all effects by half (Extreme success stops the infection entirely at whatever point administered). Survivors regain CON at the rate of 5 points per day to their normal maximum.

BAST

(Elder God)

The statute was a remarkable likeness of the cat goddess, possessing the form of a slender human female with a cat's head; svelte and nimble, and elegantly dressed and attired with ornate jewelry. Around her feet were gathered an assortment of cat companions. The second statue, encountered as we made our way into the inner sanctum, showed a more frightening aspect. Here, she was coiled and ready to pounce, her teeth bared, her eyes narrow, and her

long nails thrust forth. Clearly, a warning for us to go no further lest we bring Bast's anger and retribution on our heads.

Other names: B'al-sot, B'sst, Bastet, Mother of Cats, Ubaste.

One of the few Elder Gods who seems to have taken an interest in or has some dominion over the Earth. Many of the names we have for Bast derive from humanity, and it appears some humans in ancient times mistook or characterized this entity as Bast, who was a member of the Ancient Egyptian pantheon. The exception is the rarely used "B'al-sot," a word that is probably closer to the true name of the entity from which our earthbound notions arise. What seems evident is that B'al-sot's appearances became connected in human minds to lions and then cats. Whether this is accidental or a means for the Elder deity to appear before or communicate with humans without driving them insane is unknown. Certainly, other Elder entities, such as Nodens, appear to take a sometimes apparently benign stance to humanity, rather than displaying the total indifference of beings we associate as Old Ones and Outer Gods, which do not "filter" their appearance for humanity's sake. Given their alien makeup, one would assume the true appearances of such Elder beings to be as equally distressing as those of the likes of Tsathoggua, Great Cthulhu, and Azathoth, yet unlike those entities the Elder Gods find some value in being able to communicate with humanity without at the same time destroying it.

Whatever the real reason or motivation, Bast is considered to have dominion over the feline species of Earth and Earth's Dreamlands. The horrific cats from Saturn and Uranus appear to fall outside this remit and seem to be allied with other beings or independent actors in the cosmic scheme. Bast appears to be no fool, as having a vast "army" of cats through which it can interact, spy, and influence the human world is a useful tool.

One theory supposes that Bast's form and dominion are a human creation. Bast is a formless thing, who only takes physicality through human perception. Something in the human brain detects Bast's presence and manufactures an image, that of a cat- or lion-headed woman. Think of this as the human mind trying to make sense of an alien thoughtform. For some reason, our mass consciousness interprets Bast as a conglomeration of human and cat. Or, is that the wrong way to think about it? Are the cats themselves fashioning Bast in their image, and humanity is simply a bystander? Such matters entertain Mythos scholars during sleepless nights.

What is known, according to various texts, is Bast's alignment to earthly cats, a being that will seek retribution for those who consistently act cruelly or harm cats. Often such "revenge" is enacted through other cats, with Bast sending hordes of furry felines to worry and endanger such humans.

Given the evidence, it seems that Bast has earmarked the cat and human races for something. Otherwise, why would an Elder God devote such attention to Earth? Maybe, Bast foresees a time, perhaps when the stars are right, when humans and cats will play some role and become useful tools for the Elder Ones in their dealing with other cosmic beings. Until then, Bast is content to monitor and sometimes take a hand in the affairs of our planet.

Cult

In Ancient Egypt, Bast was worshiped in the city of Bubastis, with her cult eventually flowing out to major Roman cities, including Pompeii. During such times of active human worship, Bast was both a deity of the home and a lioness war goddess and was regarded affectionately. The original cult seems not to have survived among humans in general terms, although small sects—more aligned to the concept of Bast the Elder God than Bast the earthly goddess—are said to have existed down the years into modern times, with these seeming to be particularly concerned with guarding and protecting ancient artifacts and lore concerning Bast; perhaps, such lore reveals far more than the common wisdom normally associated with the goddess.

Some dreamers recount seeing temples to Bast in the Dreamlands where the cult of the goddess appears to remain active and strong. Whether these are echoes of humanity's collective unconsciousness or more tangible manifestations of Bast's will is uncertain.

Possible Blessings

- **Cat Whispers:** able to communicate with cats, using feline helpers as spies, or may call upon a gathering of cats to cause confusion/obstruction to others.
- **Cat Form:** able to transform into a cat (costing 5 or more magic points); some may change into a hybrid human-cat like beast (with increased hit points, claw attacks, and so on).

TYPICAL PHYSICAL MANIFESTATION: BAST

STR 240 **CON** 125 **SIZ** 70 **DEX** 200
In full human form: add INT 150 APP 99

- **Hit Points:** 19
- **Damage Bonus (DB):** +3D6
- **Build:** 4
- **Move:** 20

Combat

Attacks per round: 3 (claws, bite)
Bast transforms human-seeming hands into cat-like claws while growing long and sharp teeth. Bite and claws ignore mundane armor and cause deep wounds that take twice as long to heal (hit points regained at a rate of 1 point per two days); a successful First Aid or Medicine roll negates the slower healing rate. As well as bite and claw, Bast has the usual range of attacks open to humanoids.

Fighting 100% (50/20), damage 3D6

Armor

- None.
- Immune to bullets and impaling weapons.
- May spend magic points to heal damage at will (one for one basis).
- If reduced to zero hit points, Bast disappears in a cloud of black smoke. It reforms 10 hours later.

Encounters

Rarely does Bast make personal appearances, although when the deity does it is a fearsome and often fatal encounter. Retribution is usually the apparent motive, although Bast is not beyond using humans to progress schemes, so may at times appear or communicate via other omens to influence humans to do her bidding, which usually stems from some action to limit or curtail the efforts of her enemies (read as Great Old Ones and their cults). Some reports speak of Bast appearing in bestial feline forms, such as a large panther or human-lion creature, that appear to embody a terrifying and unbridled rage. At times, Bast has been known to appear as a human female, usually either young and elegant or old and cantankerous, as a means to enter into a dialogue with those who may be of use to her. An all cases, the god's appearance is always accompanied by numerous cats of all shapes and sizes, who arrive ahead of their goddess to herald her arrival.

Aura

A sharp tension and expectation, as if anything could happen, pervades the atmosphere around Bast and within her secret temples. One feels as if they are constantly being watched (with numerous cats around, this isn't a surprise to those who know of Bast) and there's a sense of danger and electricity in the air. Humans will feel the hairs on the backs of their necks stand up and a mounting sense of anxiety.

Bast, *cat elder*

Sanity Loss: 0/1D6 Sanity points.

Magic

- **POW:** 150
- **Magic Points:** 30
- **Spells:** Blessing of Bast, Cloud Memory, Deflect Harm, Elder Sign, Evil Eye; others as the Keeper chooses.

Powers

Call Cats: can instantaneously summon dozens of cats to her side to perform her will. If in combat, the cats literally leap into the fray and act to shield Bast, who can then disappear.

Change Form: may appear in any human guise and/or instantaneously transform into a panther, lion, tiger, or other big cat, as well as a human-big cat hybrid creature or an average house cat. In big cat form, Bast's profile remains the same, but attacks deal 4D6 damage.

Cat Messenger: may use any cat to relay a message; usually, the cat cannot speak but can act to point out something or even claw a word into a wall or some surface (on rare occasions, Bast may speak through the cat, with her voice being heard).

BUGG-SHASH

(Great Old One)

The painting depicted a black wall of slime, oozing and quivering and glistening in an unwholesome light cast by a crescent moon. Within this twisting black curtain of jelly were many evil-looking eyes and crooked mouths that seemed to look beyond the image and into mine own eyes. From the mouths dribbled yet more black ooze, and, in my mind, I could hear crazed words and chilling song coming from the mouths.

Other names: Bu-al-Sugg-ashh, the Dark One, the Drowner, He Who Comes in Darkness, the Night-Thing.

Bugg-Shash does not appear to be a native of our universe and allegedly derives from a dark dimension. According to accounts, it is a mindless thing that hungers to consume life. Certain texts tell of elaborate rituals to summon the entity to our world and of how special precautions must be made to bind it, lest it breaks loose and consumes all in a bloody and terrifying spectacle of carnage. Despite such warnings and dangers, these same tomes hint that if the correct preparation and ritual are accomplished then Bugg-Shash will grant secret knowledge. Whether the texts are to be believed is another matter entirely, and most fear that such rituals are no more than traps for the unwary. Certainly, calling upon an extradimensional "god" to bestow magical wisdom is not without its dangers or consequences.

Some scholars believe a connection exists between Bugg-Shash and the horror that is Yibb-Tstll, as both are referred to as, "…parasites attached to the Old Ones…" in the *Cthaat Aquadingen*. In these terms, one may conjecture that both these entities are the progeny of another, perhaps greater, being, as yet unknown.

Bugg-Shash remains an enigma to wizards and humanity in general. It appears trapped in its "home" dimension, only able to venture to Earth and our universe by being called through magic, and, when this happens, it seems unable to remain for any great length of time, as is pulled back to its home as if on an elastic thread. Given these facts, one may suppose that its home is more like a prison from which it cannot fully escape…*yet*.

The primary method of earthly intervention for the entity appears to come from its ability to speak to receptive humans through dimensional walls. These "whispers" may be heard at certain times that could, some say, align to astronomical alignments—particularly the alignment of Regulus (within the constellation of Leo) and the planet Mercury. The entity's communication appears to be psychic, with those receptive "hearing" a voice that promises great things if they can open a way to let the voice in. In time, the whispers drive most insane and they become vessels for Bugg-Shash to interact with our world. These flesh-puppets perform its bidding, allowing it to manipulate others and effect earthly affairs.

Through either its puppets or whispers, Bugg-Shash can impart the knowledge and means for otherwise hapless humans to summon it, allowing the entity a brief sojourn to our reality and to feed (usually upon the witless summoner). While there appears to be little more motive than the desire to engorge itself on human flesh and minds, some suggest that there is more going on, with the entity itself performing some kind of elaborate ritual, played over the decades. What the final outcome could be remains uncertain, but it may be reasonable to assume Bugg-Shash seeks a way to permanently break free from its home dimension, allowing it to feed without restraint.

Cult

Bugg-Shash has no known organized human cult, although its puppets are a sort of cult to some degree and they may recruit humans for certain tasks or ceremonies. In the main, lone sorcerers and those craving power (magical or to perform some grim vengeance) are most likely candidates for the type of people who would seek to gain favor with Bugg Shash.

Possible Blessings

- **Animate Corpse:** zombie creation; able to give unlife to the dead (costing 5 or more magic points).
- **Kill Light:** diminishes or dampens light in the vicinity (costing 2 or more magic points).
- **Willing Puppet:** grants the deity temporary possession of the body (see **Create Puppet** page 45).

Encounters

The entity abhors light and only manifests during nighttime hours or in areas of total darkness. Thus, encounters will be tense and uncertain, with those involved feeling the added dimension of the creeping dark that limits sight and enhances terror when strange sounds, smells, and noises are heard nearby. The aftermath of one of the deity's appearances is likely to the horrific and bloody, with mangled and half-eaten corpses strewn about.

Those with the correct but hard to find lore may be able to create an enchanted pentagram in which to hold Bugg-Shash—this being the only known way to deal with the entity safely and the method most likely to succeed in obtaining secret knowledge or magical power (see Call Bugg-Shash and Enjoin Pnakotic Pentagram in the *Grand Grimoire of Cthulhu Mythos Magic*).

When coming into contact with its flesh puppets most people will note their dead eyes the minimal expressions on

their faces that just give them enough "personality" to pass as human. Such once-human creatures give little away and are virtually impossible to read with Psychology rolls. These empty vessels filled with a portion of Bugg-Shash prefer to remain out of sight in dark places, recruiting others to do their bidding out and about in the world.

TYPICAL PHYSICAL MANIFESTATION: BUGG-SHASH

STR 250 **CON** 225 **SIZ** 300 **DEX** 60

- **Hit Points:** 52
- **Damage Bonus (DB):** +6D6
- **Build:** 7
- **Move:** 6

Combat

Attacks per round: 3 (crush, bash, swipe, kiss)
Uses its body mass to swipe, bash, and crush opponents, or can utilize its kiss attack against up to three people per round (or a combination of kiss and other attack forms).

Kiss of Bugg-Shash (mnvr): envelopes a target and bestows a "kiss," enveloping and suffocating the victim until dead—a CON roll should be made each round; once this roll is failed, 1D6 damage is sustained each round thereafter until death (ignore the Major Wound rule) or until the victim is able to breathe. The victim may escape with an Extreme STR roll (if more than one victim is enveloped at a time, Bugg-Shash must divide its STR among them; thus, if many are enveloped, the roll difficulty may be reduced to Hard or Regular) or, if carrying an enchanted weapon, cut their way out.

Fighting	90% (45/18), damage 6D6
Kiss (mnvr)	90% (45/18), held then suffocated (see above)

Armor

- None.
- Immune to mundane weapons (incl. bullets).
- Abhors light; bright light deals 1D10 damage per round while normal light sources inflict 1 damage per round (see **Control Light**, above).
- If reduced to zero hit points, Bugg-Shash reduces quickly into a festering pool of slime. It reforms six months later.

Aura

The darkness brings fear, fear of the unknown and what may be lurking just a breath away. Any light sources suddenly go out in the presence of Bugg-Shash and its puppets, turning the known into the unknown. In encountering the deity, one's stomach begins to churn, and the mounting atmosphere of tension causes excessive sweating and heightens senses.

Bugg-Shash, *he who comes in darkness*

Sanity Loss: 1D6/1D20 Sanity points.

Magic

- **POW:** 125
- **Magic Points:** 25
- **Spells:** Contact Yibb-Tstll, plus any others the Keeper desires, although does not possess any Gate or related spells.

Powers

Animate Corpse: may animate corpses by immersing them in its slimy excretions; simply moving over dead bodies allows Bugg-Shash to cover them in slime and bring them to undead life. Such zombies remain under the control of the deity until it is dispelled or it tires of them and allows them to crumble and die. An undead slave of Bugg-Shash appears as an animated corpse covered in viscous slime; use the profile for a zombie.

Control Light: any light sources go out on the arrival of Bugg-Shash. Strong light can dispel the deity (causing 10 damage per round), while normal light (flashlights, fire, and the like) cause harm (1 damage per light source), although these will have to be constantly relit as the entity can cause all light within 100 yards/meters to go out by expending 1 magic point. If able, the deity will retreat to darkness rather than exit to its home dimension, staying as long as possible to feed until it is pulled home by it prison reality—the timescale is set by the Keeper, but should be no longer than 24 hours.

Dismissal: the only known spell capable of dismissing Bugg-Shash is said to be found in the Cthaat Aquadingen and the Necronomicon, both being hard to find tomes. Translation and later editions may be incorrect and cause the dismissal to either not work at all or carry some allied and worrisome effects. Otherwise, Bugg-Shash will remain on Earth until pulled back to its home dimension (normally within 24 hours of arriving) or if somehow reduced to zero hit points.

Whisper: those hearing Bugg-Shash's whispering mouths should attempt a POW roll, with failure indicating the loss of 1D6+2 points of Sanity. The deity may use this power across dimensions by expending 10 magic points and may repeatedly target an individual who has once failed the roll. The Keeper determines who might hear and be affected, although investigators should only hear the whispers if they fumble a Luck roll.

Create Puppet: once Bugg-Shash has reduced a person's Sanity to zero through its whispers they become a puppet for the deity. They retain their characteristics, although increase STR by 20+1D10 points, CON by 20+1D10 points, and reduce POW to 05. The puppet acts under the psychic guidance of Bugg-Shash, and is able to interact with the human world (the deity utilizes the puppet's memories; if they were able to cast spells previously then they may continue to do so). Puppets are living once-humans and may be killed, knocked unconscious, and so on, although once severely damaged they are likely cast aside.

BYATIS

(Great Old One?)

The vison spoke of a one-eyed being whose beard was a nest of impossibly long trunk-like serpents, each the width of a man, and all mounted on a conical and tapering body possessing spindly legs. Upon two great wings it flew and with two large crab-like claws did it grab and crush those who ran screaming before it.

Other names: the Berkeley Toad, the Dark Shambler, the Serpent-Bearded One.

It is said that touching an image or carving representing the true form of Byatis awakens the mind of the deity and, in some cases, may cause the entity to be summoned. Ancient lore retold in the *De Vermiis Mysteriis* tells of the deep ones who possessed an idol of Byatis and whose devotion to the idol caused the deity to become aware of Earth, allowing it to be brought to the planet, where it appears to have been imprisoned through Elder magics.

According to historical accounts, a vexillation (detachment) of Roman soldiers discovered an ancient stone door while undertaking maneuvers in Britain. When the door was opened, the soldiers found Byatis waiting below. Most were eaten, with but one or two survivors living to give their account. In time, a Norman castle was built on the site allegedly found by the Romans, near to what would later become Berkeley within the Severn Valley. Accounts of the "Berkeley Toad" are rife in the area, and many will tell a tale concerning Sir Gilbert Morley, the castle's owner in the 18th century, who was also rumored to be a warlock. The legend says Sir Gilbert gained some form of hold over the creature below his home, granting him power in return for feeding people to the monster. Over time, the monster grew larger and larger, trapping it so tightly that it could not escape. The tale ends with Sir Gilbert becoming the Toad's last meal, and how a star was engraved into the stone door behind which the creature dwelled, trapping it with magic should it ever escape its confines. In modern times, the Berkeley Toad is bedtime story told to keep children in check, "lest the Toad come and gobbled you up!"

Whether Byatis is actually a Great Old One is debatable, given that is appears to have lesser power than others of its kin. Perhaps it is the spawn of an Outer God or some lesser cousin of the nightmare known as Tsathoggua. It certainly appears not to possess any powers of transportation, or at least such powers have been negated by the Elder wards holding it in check. The historical and folkloric accounts speak of the creature flying about the Severn Valley, so presumably this

Byatis

TYPICAL PHYSICAL MANIFESTATION: BYATIS

Note: characteristics are base level and may rise (along with hit points, build, and so on) with the entity's consumption of humans (see **Bigger**, above).

STR 175 **CON** 300 **SIZ** 150 **DEX** 75

- **Hit Points:** 45
- **Damage Bonus (DB):** +3D6
- **Build:** 4
- **Move:** 8 / 10 flying

Combat

Attacks per round: 2 (claws, bite) or 1 (serpent tentacle strike, grab, bite)

May attack with either its claws or mouth to bite, or can send forth one of its viper-like face tentacles to either strike, grab, or bite (each tentacle possesses its own mouth). its nose-tentacle, or a bite on any given round. Remember to adjust damage bonus according to current STR and SIZ values if it has eaten.

Serpent Tentacle (mnvr): each looks like a huge snake, with eyes and mouth, and is capable of grabbing an opponent to then hold, crush (3D6 damage), or bring them to its main mouth to be eaten (2D6 damage).

A victim caught may break or squirm free with a either an Extreme STR or Hard DEX roll once per round.

Fighting	85% (42/17), damage 3D6
Bite	60% (30/12), damage 1D8
Serpent tentacle (mnvr)	85% (42/17), held and crushed or bitten (see above)

Armor

- 10-point hide.
- If reduced to zero hit points, Byatis explodes into a dust cloud (vaguely toad-shaped). It reforms one year later within its prison (with its baseline characteristics).

form of locomotion was commonplace until it was forced to remain underground. Somewhat like the thing named as Bugg-Shash, it appears to desire human sacrifice as food and has an insatiable appetite. One might assume that given a period of enforced fasting, Byatis may decrease in size, allowing it some relative freedom within its dungeon home. One might guess that access to the stone door of its dungeon is disguised or somehow hidden, diverting would be seekers of the Berkeley Toad from actually finding its resting place.

Cult

Though no known human cult is associated with Byatis, it is named in several books of occult lore concerned with the British Isles. Apparently, some isolated deep one communities still worship Byatis alongside Great Cthulhu, while some artifacts believed to have been created by serpent people show images of a creature that bears a remarkable likeness to Byatis, suggesting its worship may have at one time spread to the serpent race.

Possible Blessings

- **Grow Bigger:** able to increase SIZ by +10 or more points (costing 5 or more magic points), with associated increases in hit points, damage bonus, and so on.
- **Toad Like:** physical characteristics take on a permanent toad-like or monstrous quality (may adversely affect APP).

Encounters

Given its earthly imprisonment, encounters will mainly concern those who venture into the quaint countryside and villages of the Severn Valley, particularly for students of folklore wishing to delve into the tales of the Berkeley Toad, leading them into an underground tunnel and cave system. Perhaps, by now, Byatis has diminished in size enough to break free of the prison, perhaps through a new (unwarded) exit dug through the earth. The Elder wards may be failing or limited, allowing it brief periods of freedom in the countryside to again bring to life tales of the Berkeley Toad.

Aura

With its beard of snake-like arms, each able to extend some distance from its body, one may come to face to face with such extremities, believing them to be great serpents, and only come to comprehend their attachment to the greater entity when later seeing it fully. In this sense, darkness and the cold of the earth are features to draw upon, as well as the tension arising from seeing a multitude of great serpents squirming around in the darkness. An initial approach to the old castle above and its dungeon below might inspire a sense of haunting disquiet, with the ghosts of the past playing on one's mind.

Byatis, *the Berkeley toad*

Sanity Loss: 1D6/1D20 Sanity points.

Magic

- **POW:** 160
- **Magic Points:** 32
- **Spells:** all Summon and Contact spells (except concerning Elder Gods and their minions), plus any others as the Keeper desires.

Powers

Bigger: Byatis' STR, CON, and SIZ each increase by 3D6 points whenever it feeds upon one human (the upper limit for these characteristics, due to its confines, is STR 500, its CON 400, and SIZ 400).

Hypnotic Gaze: a human looking into the eyes of Byatis is compelled to approach the alien deity should they fail an Extreme POW roll. Depending on the distance, the ensorcelled victim may attempt the roll each round until they are within being eaten range of the entity.

Summons: may be summoned by touching a relatively accurate image or idol of Byatis. The deity responds 60 percent of the time, with this summons overriding its prison wards, although these same wards limit its freedom and it will be pulled back to its dungeon after 4D10 minutes or sooner (once it as eaten its summoner).

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CHAUGNAR FAUGN

(Great Old One)

Folds of flesh, piled on top of one another, from which arms and legs extended, all possessing vaguely humanoid appendages that one might call hands and feet. A hulking thing, grotesque and bulbous, it seemed weighed down by its mass, as though it had not moved for an eternity. Rising out of the corpulent flesh, a head with perhaps three or more small eyes, from which a trunk-like tentacle extended, flaring at its end into a large circular disk. Tusks grew from either side of the tentacle, while two webbed and tentacled ears flapped, giving the thing a curious semi-elephantine aspect, although clearly, it was no relation to those noble beasts.

Other names: Chat-u F'naun'a, the Feeding One, the Horror from the Hills, the Sitting God.

Said to have arrived on Earth in pre-history, Chaugnar Faugn is often spoken of as the "Sitting God" as it is believed the entity rests in a seated position, almost statue-like, within a secret cave in the mountains of Asia. Sometimes misattributed as the "Elephant God" due to idol makers (drawing from their earthly experience) to fashion the deity as having the head of an elephant, which is incorrect—should such crafters ever see the real thing, they would quickly realize their mistake.

Legend speaks of the deity creating servants (see **Miri Nigri** and **Chaugnar Faun, Brother of**) who attend to its needs and are sent forth at differing times to capture humans for their master to feed upon. One such legend describes the miri nigri as breeding with early humans to create the tcho-tcho people, cursing humanity with the taint of the Old Ones. Another tells of a mysterious "Pale Acolyte" who will one day come to bear Chaugnar Faugn to a "new land." Some scholars suggest the Pale Acolyte is none other than Nyarlathotep, although this line of thinking has been dismissed by others, who believe the figure is another Old One, who is destined to combine with and thereby become one with Chaugnar Faugn. As to the "new land," this may be a reference to the End Times, when the Earth shall be transformed and its peoples become like the Old Ones, as mentioned in the *Necronomicon*.

Idols of Chaugnar Faugn, both small and large, have been created over time, and it would seem that the deity has the power to possess these images, bringing them to nightmarish life as avatars. Indeed, at least one museum has experienced some quite unpleasant outcomes from taking delivery of such an idol. Otherwise, the entity appears content to remain in its hidden lair unless somehow magically summoned. Allegedly, it can view the world through its idols, using these to observe affairs.

All stories concerning Chaugnar Faugn frame the deity in vampiric terms, as one who desires to sup on the lifeforce of others, and, in this case, humanity. This may be the reason it sends forth its servants to gather and kidnap people, bringing them as sacrifices for their lord to feed upon. Where cults to this entity exist, a common rite is a ceremonial bloodletting in which adherents cut their arms to let their blood drip onto idols of their god.

Cult

Chaugnar Faugn is worshiped by numerous human cults, many of which are led by those for whom the tainted blood of the tcho-tcho runs strong. Indeed, those unaware of their tcho-tcho heritage are said to be unconsciously drawn to idols of the deity and may come to realize their bloodline through proximity with such carvings (the psychic resonance or actual mental link with Chaugnar Faugn through its idols acting to bring "consciousness" to the unconscious). One

TYPICAL PHYSICAL MANIFESTATION: CHAUGNAR FAUGN

STR 325 **CON** 700 **SIZ** 200 **DEX** 150

- **Hit Points:** 90
- **Damage Bonus (DB):** +6D6
- **Build:** 7
- **Move:** 20

Combat

Attacks per round: 2 (melee) or 1 (hold and drain)
May use its hand and feet to crush, kick, punch, and so on, or its lamprey-like face tentacle to bite. Chaugnar Faugn is always accompanied by 1D6 of its spawn (see **Chaugnar Faugn, Brother of**), who will deal with most nuisances before the deity needs to become involved. Alternatively, the deity may use its Heart Attack or Mesmerize powers once per round (see above).

Hold and Drain (mnvr): with success, the target is bitten by the circular mouth at the end of the god's face tentacle, which latches on and does not let go. Each round thereafter the victim is drained of blood, suffering 1D6 damage and 5 points of CON. The sucking mouth can be pulled off with a successful Extreme STR roll; likewise, inflicting 20 points of damage to the tentacle causes it to detach (targeting the member imposes a penalty die). The wound caused by this attack does not heal in the normal sense; instead, the wound closes up but remains an angry red and black scar that continues to be painful to the touch. Only half of the hit points and CON points lost ever heal (the character suffers a permanent reduction to both hit points and CON).

Fighting	80% (40/18), damage 6D6
Hold and drain (mnvr)	80% (40/18), damage 1D6 plus 5 CON (see above)

Armor

- 10-point blubbery hide.
- Immune to mundane weapons (incl. bullets).
- If reduced to zero hit points, Chaugnar Faugn becomes lifeless and inert, seemingly a statue. It may reform/become conscious again after a variable length of time, subject to astral alignments, which could be counted in months or centuries at the Keeper's discretion.

cult, known simply as "The Blood," is believed to have existed in Montreal, Canada in the 18th century; whether the cult remains active is presently unknown.

Possible Blessings

- **Mesmerize:** able to hypnotize others (winning an opposed POW roll) to question them or to perform tasks (not harmful to themselves).
- **Pluck Heart:** causing a heart attack in a touched target (costing 10 magic points or more, takes 1 full round); target suffers 1D10+1 damage (halved with a successful CON roll).

Encounters

Acquisition of an idol of Chaugnar Faugn may lead to people becoming influenced by the deity or may bring about that idol transforming into an avatar, with equally messy results. Cases of kidnapping may lead to human trafficking conspiracies and the flow of captured people to Asia and the heart of a dark network designed to bring "food" to a god.

Aura

A loathsome feeling comes upon those who touch an idol of Chaugnar Faugn, although those possessing tcho-tcho blood may instead feel a strange electricity and an uncanny sense of familiarity that they cannot, at first, place. In the presence of the entity or one of its avatars, the sense of loathsomeness is amplified, and one's blood runs cold.

Chaugnar Faugn, *horror from the hills*

Sanity Loss: 0/1D6 Sanity points to encounter Chaugnar Faugn when inert and statue-like; 1D4/2D6+2 Sanity points when encountering the living god.

Magic

- **POW:** 175
- **Magic Points:** 35
- **Spells:** Curse of Chaugnar Faugn, Summon/Bind Brother of Chaugnar Faugn, others as the Keeper desires.

Powers

Mesmerize: causes a single target to be compelled to walk toward Chaugnar Faugn and their destruction if an Extreme POW roll is failed.

Heart Attack: the deity's gaze may cause a chosen individual to suffer a massive heart attack if they fail a CON roll, causing 2D6+1 damage and immediate unconsciousness (those still alive may wake with a successful First Aid roll or after 1D10 rounds). If the CON roll is successful, the victim suffers 1D6 damage and automatic unconsciousness; an Extreme success negates all damage and effects.

Chosen of Chaugnar Faugn: from time to time, the deity will select a human from those brought before it to become its favored pet. Once selected, the human becomes the entity's "companion," mesmerized to spend all their time near to Chaugnar Faugn. The close proximity and psychic waves directed to the chosen one causes the person to suffer the loss of 1D10 Sanity points per day until all Sanity has gone. At this point, the chosen one is psychically linked to the deity, which in effect means Chaugnar Faugn controls their thoughts and actions. The process partially transforms the unlucky person, causing their features to reflect those of Chaugnar Faugn to a lesser or greater degree. Some chosen ones remain with the entity, which feeds off them, draining 5 points of CON daily until they die and are cast aside. Others are sent forth into the world, usually alongside the god's other minions, to act as a leader of sorts. Use standard human characteristics but increase STR, CON, and DEX by 40 points each, and POW by 20 points. In addition, each chosen one knows 1D6 spells. Coming into contact with a chosen one provokes a loss of 0/1D6 Sanity points.

Psychic Sending: the thoughts of Chaugnar Faugn may bleed out into human subconsciousness, causing dreams wherein the might and splendor of the deity are paramount. Those most susceptible (a failed POW roll), may find their waking and nighttime thoughts are plagued with visions of the god (1/1D6 Sanity loss per day), causing them to eventually go insane and become mindless slaves to the entity. Those suffering from this malediction have been known to mimic their new master by feeding on the blood of others, perhaps giving rise to superstition and tales of vampires.

CTHUGHA

(Great Old One)

A vast sphere of flame, sending forth burning fingers and spitting scorching torrents of fire. A terrible orb of pain and suffering, glowing red to orange to black. Within its outer burning skin, its form is myriad of disks or globes, each moving and twisting in confusing patterns. The stars are its domain and the void its soul. Heed my words, do not call upon Cthugha lest you covet a fiery death.

Other names: Fthaggua, the Living Flame, Lord of Fire, the Scorching One.

Cthugha is said to dwell near to the star Fomalhaut shackled and bound by Elder wards. It remains one of the most obscure and remote of all the Great Old Ones. Ancient texts cite the deity as master of all fire vampires and sometimes known as Fthaggua, although other sources suggest Fthaggua is the spawn of Cthugha. Fire vampires do appear to be the entity's progeny and sometimes appear instead when the deity is summoned.

Aphoom Zhah is believed to have a form of connection to Cthugha, with some speaking of the former as being the spawn of the latter while others say they are twin manifestations, each in some cosmic opposition. One tale predicts that when the two entities come together they will combine to form a new god that will bring unspeakable horror to the stars.

Certain accounts suggest there is enmity or some form of abhorrence between Cthugha and the Outer Gods, as, on Earth, worshippers of Cthugha have acted against the interests of a cult of Nyarlathotep cultists. How such divisions arose or play out on the cosmic scale is a matter beyond human comprehension, which we can only rationalize in terms that fail to dig deeper into such alien minds. Whatever the reasons, worshippers appear to play out this cosmic feuding on a human level, with differing cults at each other's throats and using deity-gifted magic to settle scores and thrown a wrench into each other's dealings. Usually, the primary victims of such antagonism are innocent bystanders.

Cult

Fire cults have existed throughout human history, and while many of these simply worship the flames, a few have been blessed with the knowledge of Cthugha. In modern times, such cults are rare, and often hide their true intentions and beliefs behind a mask of holy fire and retribution, using the Church as a shield. Smaller sects, centering on a charismatic leader, speak of fire and brimstone, converting by degrees those who find solace or who fear eternal damnation in such sermons. All such cults appear to hold the central belief that one day Cthugha shall come to cleanse the unworthy from the planet and that the blessed ones shall be reborn in flame to claim this world as their own.

According to cult accounts, despite numerous attempts, Cthugha has not yet deigned to come to Earth, preferring to send its fire vampires as emissaries and speak through them. Such conversations are not verbal and rely on the cultists divining the movement and actions of the summoned flame creatures; thus, the meaning is a human interpretation and may at times be more aligned to the high priests' or priestesses' agenda.

Possible Blessings

- **Touch of Fire:** those touched suffer burns (1D6 damage per round; costing 5 magic points).
- **Fire Starter:** able to start a fire by willpower (costing 5 magic points).
- **Fire Walk:** able to enter a fire and be transported to another fire elsewhere (target destination must have a fire specially prepared; costing 5 magic points).

TYPICAL PHYSICAL MANIFESTATION: CTHUGHA

STR 400 **CON** 600 **SIZ** 700 **DEX** 100

- **Hit Points:** 130
- **Damage Bonus (DB):** +13D6
- **Build:** 14
- **Move:** 4 flying

Combat

Attacks per round: 3 (flaming pseudopods) or 1 (flame burst) May send forth up to three flaming pseudopods to strike, flail, or squeeze opponents, or may forego those attacks and create a flame burst once every other round. Note that anything touched by Cthugha may catch on fire; if an investigator, call for a Luck roll to determine if clothing and/or hair catch alight (causing 1D6 damage per round until put out).

Flame Burst: may belch forth fire instead of using pseudopods. A flame bust has a range of 150 yards/meters and blankets an area of 20 yards/meters with fire, incinerating most things within. Humans within the area should attempt a Luck roll: if failed, they have been incinerated. If the Luck roll is successful, 1D10 damage is sustained. Note that body armor provides no protection from this attack, but an intervening wall or embankment would safeguard against harm.

Fighting	40% (20/8), damage 6D6 plus burning

Armor

- 14-point flaming tough skin.
- Mundane weapons may cause harm but are destroyed after the first successful hit (some enchanted weapons may negate this effect).
- If reduced to zero hit points, Cthugha implodes, drawing all attending fire vampires into itself. Those within 100 yards/meters may be drawn in as well should they fail a DEX roll (those behind structures may be safe). It reforms in 1D10+10 years.

Encounters

Unless some terrible calamity has befallen, encounters will be with Cthugha's minions, be they human cultists or its fire vampires. Obviously, heat and flame are the primary tools of all of Cthugha's servants. If human, horrendous scars from ritual burning may be evident, which can often be seen on arms, hands, and faces. High ranking cultists may undergo a literal baptism of fire, immolating themselves for a brief period to prove their devotion—while the outcome is death for many, some survive, hairless and disfigured, and more deeply devoted than before. For these, they know no fear and will go to any length in their zealotry.

Aura

Anything touched by or influenced by Cthugha contains an inner heat, and the longer such an object is held, the stronger the burning sensation, with some objects causing serious burns to those who unwittingly pick them up. The production of fire plays an important sympathetic component in the worship of this deity.

Cthugha, *the living flame*

Sanity Loss: 1D3/1D20 Sanity points.

Magic

- **POW:** 200
- **Magic Points:** 40
- **Spells:** any spell concerning or featuring fire; the Keeper should revise any spell they feel necessary to be a fire-based variant.

Powers

Flaming Entrance: appearing, Cthugha brings 1D100 x10 fire vampires with it, which immediately begin to set alight to everything in the vicinity—approximately an area of a football field), although this will expand the longer Cthugha and its minions stay. Any humans in the immediate area suffer 1 damage from the heat, but may also be subject to fire vampire attacks and random strikes from Cthugha. Each round, call for a CON roll, once this has been failed, the character begins to take 2 damage per round until they depart the area; once at half hit points, the character falls unconscious due to heat exhaustion and smoke inhalation if a Hard CON roll is failed.

Bright as the Sun: Cthugha's flaming glow is not immediately harmful to the human eye. At the cost of 10 magic points, Cthugha may glow more brightly, each round increasing its luminescence such that it becomes harmful. After 2 rounds, if not wearing sunglasses, a character suffers temporary blindness for 1D10 rounds (impose one penalty

die as necessary to skill rolls) if they fail a CON roll. After 4 rounds, unless wearing welding goggles or an equivalent, a character automatically suffers temporary blindness for 1D10+6 rounds (impose one penalty die as necessary to skill rolls). After 8 rounds, Cthugha's brightness is equivalent to a small sun, and those without eye protection who take no action to avoid looking are automatically blinded. Anyone exposed after 4 rounds worth of exposure and who survives the encounter, should then make a Luck roll: if failed, they suffer blind spots and/or intermittent blindness for the following 1D10+2 days and excruciating pain (impose one penalty die to skill rolls as necessary); if this roll is fumbled, the character becomes permanently blind and will have to readjust to living without sight.

CTHULHU

(Great Old One)

I have found numerous representations of Cthulhu, each fashioned by hands whose minds were touched by some aspect of the Sleeper and, consequently, each differs by degrees. Some depict a monstrous amorphous bulk while others suggest a vaguely anthropoid outline, although all share a grand corpulence. All seem to feature an octopean head, with a "face" nothing more than a mass of feelers or tentacles surmounted by six or eight eyes. The body mass usually is crafted to appear rubbery or rugose, with some idols detailing curious growth or warts, and possessing prodigious claws or hands on hind and fore feet. Again, common to all is a pair of long and narrow wings rising from the back. I dread to think of the influence that could bear down on one who possessed just one of these idols, for my mere temporary contact during my research has led to fitful sleep and the most awful of nightmares.

Other names: He Who Waits Dreaming, Ku-Thu-loo, Oo-loo, the Sleeper, Thu-Thu, Tulu.

Great Cthulhu came down to Earth from Xoth with its star-spawn some 350 million years ago, establishing the hideous city of R'lyeh and other less well-known sites. Elder thing records, seen in Antarctica, show the race warring with Cthulhu's star-spawn and winning some form of victory, although the records being written by elder things may be somewhat biased. 50 million years later, cataclysmic events—said to have been instigated by Elder Gods—led to the sinking of R'lyeh and the imprisonment of Cthulhu and many of the star-spawn. Prophecy foretells that Great Cthulhu shall break free of its Elder bonds when R'lyeh rises again, heralding the time "when the stars are right" and humanity shall become like the Old Ones. For now, Cthulhu lies dead but dreaming in the corpse city of R'lyeh, a nightmare place of alien construction that is best left undiscovered by humanity.

Despite being "dead" in conventional terms, Cthulhu dreams. From time to time, such dreams are powerful enough to transmit ideas and concepts to receptive human individuals. Indeed, throughout human history, there appears to have been times when Cthulhu's "deep sleep" has become fitful or akin to "near wakefulness," with its psychic emanations seemingly growing temporarily more powerful and affecting larger cross-sections of human society around the world. While there is no definitive record of such periods, Mythos scholars studying Earth's history have suggested certain events as being caused fully or in part by Cthulhu's will, including the "great dying" of 251,000,000 BCE (the extinction of 96 percent of earthly life) and the year 536 CE, when a great cold swept across the world, a mysterious fog covered the Middle East and Asia, and thousands of humans died. It should be noted that, in 1919, the influential mystic known only as Madame May wrote a cryptic prophecy concerning the year 1925 and describing a "madness from the sea" that would "cause strange thoughts and turn the mild toward blind violence." The sudden disappearance of Madame May after writing this, the last entry in her journal, means that no further information as to what she was driving at can be given.

Being touched by Cthulhu's dreams causes humans to act in diverse ways. For some, vague images of R'lyeh and Cthulhu plague their dreams and waking hours, driving them to create art as a way to interpret or divine meaning. Others suffering from a temporary madness, are provoked into performing indiscriminate violent acts. Some may hear Cthulhu's dream-thoughts more clearly and, in their comprehension, fall utterly insane and descend into babbling incoherencies, while others find a truth in their insanity and, able to function within society, go on to seek out others like themselves or form their own cults devoted to Cthulhu.

Certain tomes, perhaps the foremost of which is the *Necronomicon*, describe Great Cthulhu as a "high priest" who will somehow play a major role in the breaking of the Elder wards that appear to bind and imprison numerous Old Ones and their like. Such writing suggests that Cthulhu's waking will cause such ripples on the tides of the cosmos as to destroy any remaining wards; a great magical wave crashing through both physical and metaphorical walls, not only freeing Cthulhu and its spawn-kin but also the other trapped Old Ones. Thus, whether by the act itself or through the enactment of some grand rite never before seen, Cthulhu shall change the world and the cosmos as we know it. Credence should be given to these writings, as even the short periods of temporary wakefulness on Cthulhu's part have given immediate rise to strange occurrences and effects

Image over page: Great Cthulhu with avatars and star-spawn

on a global scale. Who knows the power and scale of such effects when Cthulhu is fully awake, amplifying a global influence into a cosmic one?

TYPICAL PHYSICAL MANIFESTATION: CTHULHU

STR 700 **CON** 600 **SIZ** 1,000 **DEX** 100

- **Hit Points:** 160
- **Damage Bonus (DB):** +20D6
- **Build:** 21
- **Move:** 16 / 12 flying

Combat

Attacks per round: 2 (crush, swipe) or 1 (scoop, stomp)
Being somewhat large, Cthulhu may stomp and crush with its feet once per round, or scoop with its hands or face tentacles (to then crush or devour) once per round. Otherwise, it may use hands, feet, or face tentacles to kick, swipe, or strike twice a round against specified targets.

Scoop (mnvr): each round 1D3 investigators or other humans are scooped up by Cthulhu's flabby claws or face tentacles to die hideously. Face tentacles may extend and vary their thickness, causing them to be able to access small holes and other places people might try to hide. May scoop once per round; targets may attempt to Dodge.

Stomp (mnvr): those within 100 yards/meters of Cthulhu must succeed with a Dodge roll or be squashed flat (20D6 damage). May stomp once in a round.

Fighting	100% (50/20), damage 10D6
Scoop (mnvr)	100% (50/20), damage 1D3 people killed
Stomp (mnvr)	100% (50/20), damage 20D6

Armor

- 21-point trans-dimensional hide.
- Regenerates 6 hit points per round (death at zero hit points).
- If reduced to zero hit points, Cthulhu bursts and dissolves into a disgusting and cloying greenish cloud of dust. It reforms in 1D10 hours.

Cult

The human Cthulhu Cult appears to be the most widespread and insidious cult devoted to the worship of the Old Ones. The cult believes they will play a hand in the reawakening of Great Cthulhu, an action that shall bless them and remake them in Cthulhu's image; thus, the cult works to prepare and bring about the "Great Waking."

The cult is directed by a secretive cabal of elders sometimes known as the "Deathless Masters," although the term "Undying Masters" is also connected to this group. These leaders are, in the main, disconnected from the active cult members, and only deign to make an appearance or (more likely) send word to a cult leader when absolutely necessary. As such, they remain an enigma and, other than their apparent immortality, little is known about them. Indeed, some suggest the title is an honorific, passed down the generations, rather than a group of actual immortals. What we know comes from low-ranking cult members, which is often guesswork or just plain false. For example, some Cthulhu devotees have called the Deathless Masters the "Deathless Chinamen," a term that is probably intended as obfuscation, as Cthulhu's influence spans the world, and evidence suggests that this cabal is comprised of both men and women who hold domains in the Americas and Europe, as well as Asia. Thus, the conspiracy is built upon lies and misinformation intended to misdirect those who would seek to learn about the cult. Nothing a cultist says should be taken at face value.

Putting the Masters aside, the cult appears to operate in a cell-like structure, with each group effectively working on their own cognizance, without ties to others. In practice, the heads of such groups often referred to as High Priests or Priestesses by the rank and file members, often have connections to one another and are able to pass information as needed, although there does seem to be an unwritten rule that each cult head operates and creates their own remit in terms of day to day activity. Sometimes, such heads will war with one another in an ongoing battle for supremacy, perhaps arising from the notion that privilege and rank only come to those that seize it. Throughout history, different Cthulhu cults have risen and fallen, sometimes supplanted and absorbed by stronger groups. Evidence for these groups has been found in the USA, Greenland, Canada, England, and Greece, but these are just the ones that have come to notoriety—there are many more. In remote areas, whole communities or tribes may be Cthulhu worshippers, unaware they are a cog in the grand mechanism of Cthulhu's dreams.

Of course, most members of the Cthulhu Cult are not aware they are part of an organization spanning the world. Many "members" only see the group they are a part of, believing that "they" alone will be the ones to inherit

Cthulhu's blessing. Others don't even realize there is a cult, as they are individuals who have been touched by Cthulhu's dreams. Such individuals may receive "knowledge" of Cthulhu via the entity's dreams or are possibly influenced magically or otherwise by a nearby cult leader. Those actually touched by Cthulhu may act in a solo fashion to further Cthulhu's agenda or could recruit others by sharing the "good news" and forming their own sect, cabal, or cult. Nothing is simple with this cult: it has many arms, hands, and heads, sometimes working in unison but mostly in ignorance of one another.

Some cult groups have close connections to the deep ones, who can be viewed as the largest non-human cult devoted to Cthulhu. These often include deep one hybrids within their members, who act as go-betweens with the deep ones. For obvious reasons, these groups tend to be located in coastal areas. Whether the deep ones have links to the Deathless Masters is unknown, although the possibility seems quite likely.

Finally, anyone (cultist or otherwise) receiving Cthulhu's dream messages will interpret them according to their beliefs and outlook. Some may receive vague impressions they associate with folklore or other human-centered beliefs, while others see deeper and access a clearer "Cthulhu-shaped" message. In terms of cultists, they must interpret their messages like any other human, often foisting their own predilections when garnering a meaning. Only the Undying Masters seem able to fully comprehend Cthulhu's thoughts.

Possible Blessings

- **Sprout Tentacles:** from face or body (costing 5 magic points), granting extra attacks (1D4+DB damage) and a Sanity roll (0/1D6 loss).
- **Hear Dreams:** able to read the dreams of others (2 magic points per target) and discern their meaning (possibly granting insights into what the target is thinking or will do next).

Encounters

Most will encounter Cthulhu through its cult and the many groups therein. The wide diversity, differing agendas, and modes of operation mean the activities of each group varies significantly, with only the holding of ceremonial rites in honor of their god common to them all, although even in this the many groups vary, with the orgiastic gatherings performed by some distinct from the sedate and civilized approach taken by others.

Some may come across solitary believers who have been influenced by Cthulhu; whether such influence finds form in artist pursuits or wanton acts of violence depends on the person concerned. A piece of art, a strange idol, or some curious act may provide the gateway into the depths of the Cthulhu Cult and its jigsaw operation.

Aura

In touching idols of Cthulhu, one feels a greasy sense of falling and an uncanny coldness. Often handling such artifacts causes visions of R'lyeh and, sometimes, allows some connection to the mind of Cthulhu, inviting the entity's dreams to haunt one's own dreams.

Coming face to face with Cthulhu while venturing through R'lyeh would be a life-changing (or ending) experience. A truly alien being, Cthulhu radiates an otherworldliness that twists human perception and destroys minds: the smell of rotting seas and other indescribable things causes a person to vomit, sounds become distorted, colors are unfamiliar, and one's mind finds it hard to relate to a thing so large, bizarre, and otherworldly. The sum total of this assault on the senses causes the human mind to sink into insignificance and seek oblivion.

THE CALL OF CTHULHU

In the sunken abysmal city of R'lyeh, Cthulhu dreams, and such dreams may affect our dreams. Whether there is an intelligence behind such dream-sending or if they are just the emanations of psychic residue infecting the minds of the sensitive is unknown. One tends to imagine Cthulhu's dreams as "sendings" to susceptible minds, though are such thoughts broadcast so that any sensitive sleeper may hear them or are they specific, reaching out to particular individuals? Reactions to Cthulhu's dreams seem to be as varied as the people receiving them. Artists are inspired to create nightmare canvases and sculptures and unable to find rest until their corrupted works of art have been completed, others are driven to write pages of incomprehensible gobbledygook, and some seem to react with crazed pathologies, driving them to murder and other horrible acts. A number of recipients presume they are the recipients of visions sent by divine beings, while some seem able to perceive the truth, leading them to start cults or join with others who share their new-found beliefs. Thus, manifold versions of this dream-reception exist, and all have virtually the same effect upon sensitive minds: an awareness of awesome and terrifying vistas of experience, meaning, and implacable intent from the dead and dreaming Cthulhu.

Great Cthulhu, *the sleeper in R'lyeh*

Sanity Loss: 1D10/1D100 Sanity points.

Magic

- **POW:** 250
- **Magic Points:** 50
- **Spells:** all, except for those concerning Elder beings.

Powers

Body Modification: Cthulhu's body form is not fixed, it is able to warp and reshape its mass at will: extending or retracting limbs, growing to the size of a mountain, appearing humanoid or as like a volatile churning mountain of flesh, and so on.

Call of Cthulhu: Cthulhu's dreams may affect and touch human minds while sleeping. Usually, such connections happen over a distinct period when Cthulhu's dream state is brought close to consciousness (which often corresponds to the movement of R'lyeh, where the sunken landmass temporarily rises above the sea). Such events are rare, seeming to happen once every 100 to 500 years. Minds may be affected at the discretion of the Keeper, with those touched suffering from dreams of Cthulhu, R'lyeh, and/or the deep ones, causing a Sanity roll with variable loss (see below). Those driven insane will act on their impulses, be they artistic, violent, or other. Some will be granted insights, gaining 1D10 to 2D20 points of Cthulhu Mythos and a corresponding amount of Sanity loss, others may also be granted spells (normally 1 to 1D4 spells associated with Cthulhu or the deep ones).

The first time a person receives the Call of Cthulhu they must attempt a POW roll: if failed, they become susceptible to Cthulhu's dreams and must make an immediate Sanity roll (1/1D4 loss), followed by a Sanity roll each night thereafter. The Keeper should determine the length of time over which such dream-sending occurs (usually 1D20 days) and how this may manifest in the person's life.

Warp Senses: humans coming into contact with Cthulhu or objects allied to the deity may find their senses distorted and warped. Colors, sounds, smells, and general perception seem to shift and cannot be relied upon. While the effect is minor when handling an artifact, in the presence of Cthulhu, humans suffer a penalty die to all actions other than self-preservation (combat is unaffected), although this effect may be mitigated by a successful Extreme POW roll.

CTHULHU: B'MOTH

(Avatar)

From the ship's bow we spied the blue mist that, at first, we took as lying upon the ocean. Soon, it became clear that the mist was no feature of the weather but was pouring upward, out of the ocean itself. It carried a strange luminosity that seemed at times to change from blue to green and back again. Carson was the first to exhibit the madness that soon swept through the crew as the blue mist filled the air around us.

Other names: Behemoth, Bhemaut, the Devourer.

Believed to be an avatar or some form of emanation from Great Cthulhu, the appearance of B'Moth appears rare, with but a few accounts set down in text. *Monsters and Their Kynde* calls this bizarre mist the "Devourer," while other tomes have both B'Moth and Beh'-Moth. Indeed, some believe the Behemoth found in the Bible (Job: 40:15–24) is a reference to this entity (here, said to be a sea monster), although others discount the placement.

Agreement rests on the entity's form, that of a luminescent fog or mist of blue, green, and/or yellow coloration, and that it only appears in the sea and never on land. If an avatar, perhaps it is a physical manifestation of Cthulhu's dreaming mind: a living embodiment of will. While being insubstantial, B'Moth's presence affects humans adversely, causing otherwise rational people to quickly descend into primal and savage states, driving them to commit bestial acts of violence. One might conjecture on the discovery of phantom or ghost ships, where no sign of the crew can be found, such as the *Mary Celeste* (1872) or the SV *Carroll A. Deering* (1921) found unmanned and derelict off the coast of North Carolina. Perhaps these vessels, like other derelicts found throughout history, were visited by B'Moth, whose appearance brought calamity and death.

Adding fuel to the fire, sailor's journals speak of strange dreams and nightmares affecting whole crews, as well as curious weather patterns that seem to appear from nowhere, heralding the appearance of unwholesome colored mists drifting toward their boats. Such reports may illustrate B'Moth's power to affect or control the weather, such as causing winds to pick up and fall and thereby direct boats toward its foggy clutches. Other accounts include mention of sea life acting in weird or abnormal ways, with one young sailor reporting seeing dolphins driving forth to repeatedly strike the ship he was on, while another, details a ship infested with starfish that rose in their thousands to attach themselves to the hull and then crept their way upward till nearly every surface was festooned with the star-shaped creatures.

Cult

In the historical record, B'Moth's worship seems relegated to primitive cultures, although in more modern times there are hints that this avatar may be favored by some curious coastal communities in North America, Western Canada, Asia, and Polynesia. Historically, ceremonial rites dedicated to B'Moth have encompassed wild and frantic dancing, depraved orgies, and savage acts of violence. One doubts that such rites have changed much in the modern era.

Cult leaders may employ marine life with their rituals, with crocodiles and sharks sometimes captured and used in rites of passage, and as a nasty means of delivering sacrificial death to chosen devotees and outsiders in the wrong place at the right time. As such, cultists often bear scars of injuries and bite marks.

The general belief of such cults is that B'Moth shall rise from the ocean and turn humanity away from modernity and back to a primitive way of life. Thus, modern-day examples of the cult are likely to be communities that have withdrawn from civilization, shun technology, and who live a baser lifestyle. Through B'Moth's messages heard in dreams, cult leaders may organize acts of terrorism against modernity, secreting cultists into cities to cause acts of violence, sabotage transport systems, and destroy examples of "civilization."

Encounters

While sea-based encounters are rare, the appearance of a derelict ship may lead the unwary into a meeting with B'Moth. Indeed, any ocean-going voyage has the potential to fall foul of the avatar's powers. On land, the avatar's cults provide a tangible and real threat to anyone who happens to come upon their strange communities, be they in uncharted territories or hidden away in dark corners of otherwise civilized nations. Extreme proponents of B'Moth seek to hurry the destruction of human civilization, and these may be encountered almost anywhere.

Aura

B'Moth's effect upon humans is insidious and profound, amplifying primal instincts while nullifying any sense of propriety and decency. Base emotions flare and cruel rage is the likely result. Soon, human notions of civility are lost to a more animalistic way of life, with alpha personalities leading packs of bestial humans, much like a community of wolves.

B'Moth, *the devourer*

Sanity Loss: 1/1D8 Sanity points.

Magic

- **POW:** 250
- **Magic Points:** 50
- **Spells:** B'Moth does not usually utilize spells.

Powers

Mind Control: may read and control the minds of animals and humans. Animals easily fall under its mental faculties, effectively functioning as physical extensions of the entity to carry out its whims. The number of animals controlled may be equal to B'Moth's current magic points. By expending 2 magic points, B'Moth may control a human; thus, at maximum, 20 humans may be directly controlled at the same time. Humans may resist such control with a successful Extreme POW roll. Those failing fall completely under B'Moth's influence until they successfully resist with an Extreme POW roll (once per day, although the Keeper

TYPICAL PHYSICAL MANIFESTATION: B'MOTH

STR n/a **CON** 300 **SIZ** 400* **DEX** n/a

**SIZ varies; B'Moth's mist form can reach the size of a small village.*

- **Hit Points:** 70
- **Damage Bonus (DB):** n/a
- **Build:** n/a
- **Move:** 2

Combat

Attacks per round:

Engulfs victims in its glowing fog. Anyone within the luminescent, swirling mist is overcome by an icy, eerie feeling. Such individuals are automatically susceptible to B'Moth's **Mind Influence** and are unable to make a roll to resist (see above).

Fighting n/a

Armor

- None.
- Immune to mundane weapons (incl. bullets).
- Some enchanted weapons may affect B'Moth, although these are likely rare and unique things.
- Particularly susceptible to sustained fire, which eats away at its foggy "body" at the rate of 1D6 damage per round.
- If reduced to zero hit points, B'Moth disappears. It reforms 5D10 years later.

may allow a roll if the control causes the subject to act in a manner significantly against their wellbeing), they are successfully Psychoanalyzed by a third party, or B'Moth relinquishes its control. Those under B'Moth's influence usually do not realize it, experiencing blackouts during times when the entity is in control or remembering such times as vague dreams.

Mind Influence: while not as strong as its mind control power, B'Moth's presence causes animals and humans to become savage and bestial, attacking anyone or thing nearby with violent fury. This power costs the avatar 10 magic points and extends to a range of 500 yards/meters (with the avatar at its center), and may be increased by another 500 yards/meters by spending another 10 magic points. Humans may resist with a successful POW roll. The effect lasts for 1D10+4 hours. Naturally, those unaffected may find themselves acting savagely anyway to defend themselves against other affected parties.

Infect Dreams: those within 1 mile of B'Moth are subject to loathsome nightmares, although the avatar may spend 5 magic points to infect the dreams of anyone who sleeps by a body of water, and 10 magic points to affect anyone, anywhere in the world (this latter group may unconsciously resist this effect with a successful POW roll).

Weather Control: may spend 5+ magic points to affect the weather within 5 miles of the avatar. For each 5 magic points invested, the weather may be altered by one step; for example, causing a slight breeze on a windless day, turning a breeze into a strong wind, a strong wind into a storm, and so on.

CTHULHU: CHORAZIN

(Avatar)

Watson described it like a vision that appeared on the screen but somehow overlaid on top of the regular image. A distorted and dream-like image of a great hulking mass with squid-like tentacles emerging from an elongated head. Every now and then, sparks of bright green light would shine through the image, which moved and lumbered in a loathsome manner.

Other names: Choron, Choronzon, Korzin, the Voice.

Akin in many ways to B'Moth, Chorazin seems to be another avatar of the will of dreaming Cthulhu, a psychic manifestation resembling Cthulhu's physical form seen or heard through technology (the image is distorted and dreamy, shot through with flickering lines, static snow, and sparks of bright green light).

TYPICAL PHYSICAL MANIFESTATION: CHORAZIN

STR n/a **CON** n/a **SIZ** n/a **DEX** n/a

- **Hit Points:** n/a
- **Damage Bonus (DB):** n/a
- **Build:** n/a
- **Move:** n/a

Combat

Attacks per round: n/a

Chorazin has no physical attacks.

Fighting n/a

Armor

- None.
- Being an incorporeal entity, it is immune to all weapons.
- Electrical forms of attack can cause harm; high voltage electricity deals 1D10 damage per round.
- Some spells may cause harm or affect the avatar at the Keeper's discretion.

Previous manifestations of Chorazin are hard to identify historically, with little mention of the avatar. It appears that modernity provides the medium for its appearance, as it seems able to "infect" radio and television waves, creating its image through sound and/or vision. Indeed, in the age of the internet, Chorazin may manifest on any device, be it a smart TV, cell phone, computer, smartwatch, or tablet device. Perhaps such technology gave new birth to the avatar, whereas previously it had only manifested in dreams. Able to use radios, televisions, and other receivers, the avatar spreads the words of sleeping Cthulhu, corrupting innocent minds and turning them into believers who would work the Great Old One's will.

Cult

Chorazin does not appear to be worshipped in its own right, although having a name, it appears as a manifestation of Cthulhu's will. Initially, when contacting a human, it speaks as "Chorazin" but soon modifies its language to be a representative of a greater power, namely Great Cthulhu. Thus, while its first contact may inspire humans to be adherents of Chorazin, they soon come to understand the truth and thereby come to worship Cthulhu. In some cases, early contact might cause some to believe they are hearing or seeing communications from "the man in the TV," or "the voice on the radio," or "aliens."

Encounters

Consumers of media (whether radio, television, or the internet) may find themselves targeted by Chorazin. Acquaintances, friends, and family members may be affected, drawing in others to delve into the mystery of their sudden behavior changes or disappearances. For those affected, the commands of Chorazin vary greatly, from performing the murder of someone opposed to (or knowing too much) about Cthulhu and its cult to delivering a message to someone or some group.

Aura

A distinct otherworldliness seems to be a feature of contact with Chorazin, making many believe they are being targeted by aliens or even spirits. The voice of the avatar is often distorted and frightening, while its image is ghostly and unnerving, especially given its medium of appearance. There may be a creepy chill in the air within places where Chorazin has been seen or heard, with the atmosphere feeling electric and tense.

Chorazin, *Cthulhu's voice*

Sanity Loss: 1D4/1D6+2 Sanity points for initial encounter.

Magic

- **POW:** 100 (increased by POW absorbed from victims)
- **Magic Points:** 20 (increased by POW absorbed from victims)
- **Spells:** Dampen Light (variant), Dominate, Drown Mind, Implant Fear, others at the Keeper's discretion.

Powers

Contact: when manifesting, Chorazin preys on the minds of everyone within a 10-mile (16 km) radius, instigating an initial Sanity roll (1D4/1D6+2 loss) when folks realize their radio, tv, or another device is directly talking to them. If they then fail a POW roll, they become obsessed with the device speaking to them, waiting for hours to hear or see the "voice" again. Those affected may suffer from migraine headaches, fly into senseless fits of rage, strike out at those who try to talk sense into them or otherwise try to remove the device. In addition, each night, they suffer horrible nightmares (provoking an automatic 1D6 Sanity loss on waking), and the loss of 5 points of POW every night as Chorazin as it eats away at their will power. POW loss may be regained (1 point per day) should the victim find a way to block or prevent all of Chorazin's communications (dream or otherwise); however, most succumb, losing their willpower and Sanity completely, leaving them as empty vessels that Chorazin can command to do its bidding.

Dream Contact: anyone who has experienced contact with Cthulhu in some form (dreams, artifacts, and so on) may be contacted by Chorazin.

Physical Manifestation: if Chorazin's POW reaches 5,000, it may temporarily manifest as a physical avatar of Cthulhu. In doing so, it exudes its stolen POW in the form of a hissing cloud of white-hot plasma, and everything in the path of this churning of energy is engulfed and scorched to a charred mass unless they can somehow make an Extreme Dodge roll or otherwise escape. Over the span of 12 hours, the churning plasma forms into a replica body of Cthulhu. When the body is complete, Chorazin merges with the prepared vessel, which has the same statistics as Great Cthulhu. The replica may exist for up to five days before it crumbles into nothingness.

CTHULHU: LEVIATHAN

(Avatar)

In all my years on the sea, I had never seen it's like. Bigger than any fish and more like a whale, it must have been over 50 feet from nose to tail. It rose up from the deep, its whiteness filling the water and turning my blood cold. Just for a moment, I saw its head: a pointed snout with two deep-set beady eyes and a great maw of huge teeth that could swallow a man whole. Like no shark I'd seen before for since, it had horrible growth about its mouth, tentacle-like, some curling, some rigid. All was ghostly white. It was death come.

Other names: the Serpent, White Death.

Most scholars agree that Leviathan is in some way connected to Great Cthulhu, with many categorizing the entity as an avatar. Some, however, liken this immense shark-like creature to be part of an unholy trinity alongside Dagon and Hydra, and no more than an ancient and huge deep one or star-spawn. According to the *Ponape Scripture*, Leviathan is the physical manifestation of Cthulhu, able to roam the oceans at certain times and devouring all in its path.

Many human religious texts feature similar creatures, such as the monster Lotan (who is defeated by Baal Hadad), Tiamat (defeated by Marduk), and Jörmungandr (defeated by Thor). Apart from the classification of the "monster" within human-centered mythologies, not least of which is the Leviathan of the Bible (Psalms 74:14), such representations are interesting as they feature the monster's defeat by a higher power. That many of these references feature a multi-headed creature most likely compares to Cthulhu's numerous face tentacles, each of great size, and which could be mistaken for heads. Within these stories, perhaps we see an analog to the defeat of the Great Old Ones by the Elder Gods, and specifically, the casting down of Great Cthulhu. Such a cataclysmic event seems to resonate through human history, emerging in varied forms in numerous religious texts.

From the supporting evidence, Leviathan rests for great periods of time and rises in brief bursts of savage ferocity. Like an elemental force of destruction and death, this avatar is uncontrollable and untamed, able to lay waste to great areas of the seas and also to coastal communities. Perhaps this avatar might be seen as Cthulhu's rage, if such human emotion might be used. A pure thought-form of anger that builds and festers until it must be released to destroy. Once sated, this wave of pain and wrath dissipates only to build once more as the centuries pass by.

Cult

This entity is said to be revered by some isolated communities in Polynesia, Hawaii, and along the coastal regions of the Arctic, who refer to the deity with a variety of names, usually transformed into local dialect though associated myths. Other than these, few humans have ever directly worshiped this avatar, although tributes and sacrifices offered to the waves (as witnessed by anthropologists) suggest that fear of this great "sea monster" remains a concern for some.

The deep ones worship Leviathan, holding rituals that are designed to calm its destructive qualities, or at least keep them in relative check. Of course, the converse is also true, for it is believed the deep ones know how to summon this avatar, unleashing Cthulhu's wrath to support their own designs. What is certain is the deep one's inability to stop or control Leviathan once it has been released; only when the avatar is sated and the sea runs red does its killing end.

Encounters

Should humanity harm deep one communities or in some way threated the death-sleep of Great Cthulhu, the threat of Leviathan's appearance becomes real. While a rare occurrence, this avatar's unleashing always brings disaster. Often, its appearance may go unnoted if materializing in the deep oceans, with only missing ships, destroyed oil platforms, and the crazed talk of sailors providing evidence of its passing.

Aura

Primal terror, akin to coming face to face with a great white shark or bear (yet greatly amplified), overcomes most who see this "killing machine" rise from the watery depths. Something like a living embodiment of death, raising the hackles and causing most to despair

Leviathan, *the white death*

Sanity Loss: 1D6/2D10 Sanity points.

Magic

- **POW:** 250
- **Magic Points:** 50
- **Spells:** none.

Powers

Shark Coterie: prior to the appearance of this avatar, marine life acts erratically and uncharacteristically; fish, jellyfish, and others attempt to leave the area in a frantic panic akin to land animals fleeing an oncoming fire. Only sharks seem unaffected by this desire to flee and instead appear drawn to the area where Leviathan will appear. Thus, at the avatar's arrival, the local waters are teeming with sharks of all stripes.

TYPICAL PHYSICAL MANIFESTATION: LEVIATHAN

STR 600 **CON** 400 **SIZ** 700 **DEX** 100

- **Hit Points:** 110
- **Damage Bonus (DB):** +15D6
- **Build:** 16
- **Move:** 15 swimming / 5 walking

Combat

Attacks per round: 2 (bite, swallow, thrash) or 1 (smash)
Using its immense bulk, the avatar may smash into a target or use its mouth to bite and swallow.

Bite: inflicts 6D6 damage, easily biting through boats, whales, and people.

Swallow: its great jaws can swallow anything SIZ 210 or smaller in one bite; for any living creature death is instantaneous.

Thrash (mnvr): bites and holds a target; instead of swallowing, trashes the victim, causing hideous injuries if not death. Initial bite delivers 6D6 damage and on the following round deals 10D6 damage, ripping the victim or object into pieces.

Smash: may ram into a target or leap out of the ocean and crash down onto a ship, pier, or other targets, with either form delivering 15D6 damage.

Fighting	80% (40/16), damage 7D6 or bite 6D6
Swallow	60% (30/12), damage death
Thrash (mnvr)	80% (40/16), damage 6D6 plus held (see above)
Smash	60% (30/12), damage 15D6

Armor

- 15-point hide.
- If reduced to zero hit points, Leviathan hide begins to rupture and eventually bursts, covering the area in a cloud of gore (usually then quickly eaten by the army of sharks nearby). It cannot reform for 100 years, and then only when summoned or Cthulhu's rage becomes manifest.

Tidal Wave: the movement of its massive body combined with its will (2 magic points), creates monstrous tidal waves able to capsize boats and devastate coastal communities. The force and power of such waves are so great that even the largest oil tankers are not immune.

Land Walk: if warranted, the avatar may leap from the water onto land and "walk" on its many tentacular growths that sprout from its body. While effective, this land-based assault is rarely employed or needed.

CTHYLLA

(Great Old One)

In mine mind's eye I beheld a thing composed of glistening red-black flesh within an oval outline. The shape was vague and ever-moving, caused by appendages or growths that seemed to constantly grow and be reabsorbed. Many of these tentacle-limbs ended in hooked claws, although two were wing-like in nature. Its globular head extended and retracted on a thick neck. About the head grew six eyestalks, each moving independently and able to also retract fully. While its beaked maw was like a set of serrated blades.

Other names: Chosen of Cthulhu, the Hidden One, Mother of Limbs, Scylla.

Said to have arrived on Earth with Great Cthulhu, Cthylla may be a particularly significant star-spawn or, according to some, one of Cthulhu's progeny. Indeed, according to the *Instollar Daemonical* of the enigmatic Casper Volks, Cthylla is "daughter" to Cthulhu and predestined to rebirth "her" father at some future date; presumably, this event follows some form of death beyond the current "death" of Cthulhu. Volks, and it should be noted some other scholars, holds that Cthylla is one of four "children" (the others being Zoth-Ommog, Ghatanothoa, and Ythogtha). Whether "children" is an accurate term is in doubt, as they could equally be splinters or fragments of Cthulhu allowed to develop into "adulthood." Volks states that Cthylla is kept imprisoned in R'lyeh, not by Elder wards but rather by Cthulhu's will, due to "her" value in ensuring that deity's immortality. Certainly, outside of Volk and less than a handful of scattered references, Cthylla's name is rarely mentioned and, instead, the title of "Hidden One" is sometimes used, suggesting a degree of secrecy surrounding this entity. Thus, this deity remains relatively unknown and mysterious. No idols have, as yet, come to light, and rumors circulate (within certain quarters) of those who seek to delve into the lore concerning this entity all coming to a sticky end or simply disappearing without a trace.

Cult

No human cult exists for Cthylla, and those who mention the entity's name seem never to be heard from again. Such skullduggery stems from the deep ones, who appear to go out of their way to control information regarding Cthylla, using human (and semi-human) agents to quiet, warn off, or dispose of those who would dig too deep. Indeed, copies of *Instollar Daemonical* are exceedingly rare due to the majority of the books being destroyed (the book's only print run, along with the original manuscript, were nearly all burned in a mysterious fire). Consequently, when a copy becomes known, there is great interest among collectors of such tomes, as well as a great fear, as previous buyers have all (apparently) suffered "bad ends."

Within deep one society, a sect whose name translates as, "Cthylla's Keepers," are charged with maintaining a blanket of darkness over this deity. Those who seek out Cthylla will surely come to the attention of this sect, who jealously guard against exposure.

Encounters

While direct encounters with Cthylla are most unlikely (unless somehow finding oneself wandering around R'lyeh), those seeking to keep this deity a secret may come sharply into focus for anyone using the god's name in public or otherwise attempting to undertake research in this area. Drawing upon the numerous resources of the Cthulhu Cult, the dedicated agents of Cthylla's Keepers are likely to prove a dangerous threat.

Aura

Secrets, hidden agendas, lies, and general obfuscation abound, with Cthylla hidden at the center of an age-old conspiracy of silence. What the real truth of Cthylla is remains unknown, and it is not beyond the bounds of possibility that everything humanity "thinks" it knows is, in fact, a lie for a larger and more hideous truth.

Cthylla, *the hidden one*

Sanity Loss: 1D6/2D10 Sanity points.

Magic

- **POW:** 180
- **Magic Points:** 36
- **Spells:** any dealing with Cthulhu, Ghatanothoa, Zoth-Ommog, Ythogtha, Dagon, Hydra, the deep ones, star-spawn; others at the Keeper's discretion.

Powers

Note: Cthylla's powers have been purposefully kept blank. The truth about this deity remains a secret and something for each Keeper to determine themselves. From this truth, the entity's powers will flow from the Keeper's own mind.

TYPICAL PHYSICAL MANIFESTATION: CTHYLLA

STR 190 **CON** 800 **SIZ** 200 **DEX** 100

- **Hit Points:** 100
- **Damage Bonus (DB):** +4D6
- **Build:** 5
- **Move:** 9 / 12 flying / 30 swimming

Combat

Attacks per round: 2D6 (strike, tear, rend, grasp) or 1 (smash)

May attack with 2D6 tentacles per round; each is equipped with retractable razor-like hooks to tear and rend flesh, that are capable of also cutting through metal. Alternatively, may smash into opponents with its bulk.

Grasp (mnvr): tentacles grab and hold a target, allowing Cthylla to either crush (2D6 damage) or draw victims into its beaked maw (1D8+2 damage) on the following round. Victims may attempt to escape with STR or DEX roll at Extreme difficulty.

Fighting	80% (40/16), damage 2D6
Grasp (mnvr)	80% (40/16), held (see above)
Smash	70% (35/14), damage 4D6

Armor

- 16-point hide.
- Regenerates 1D6 damage per round (death at zero hit points).
- If reduced to zero hit points, Cthylla erupts into a cloud of blinding and burning fluid (causing 1D6+1 damage to those unable to Dodge or find cover). It reforms in R'lyeh in 1D100 years.

CXAXUKLUTH

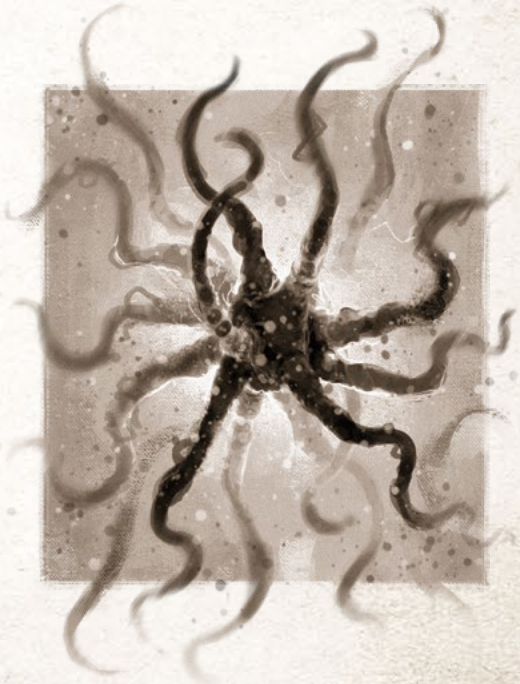
(Outer God)

He described an amorphous, writhing protoplasmic jelly mass that constantly bubbled, releasing foul smells and unnatural sounds. From this oil-sheened blackness, it sent forth boneless pseudopods, each as thick as man, but no head did it possess.

Other names: Dark Hungerer, the Shunned One, K'saksu-K'luth, Seed of Azathoth, Zazlu-C'oluth.

Cxaxukluth is believed to be the spawn of Azathoth, long ago grown to adult proportions. Certain scholars connect this entity to Tsathoggua, Ghizguth, and Hziulquoigmnzhah as their progenitor, although such familial relationships are ultimately guesswork.

Most texts state the deity dwells alone within a "deep curtain of night," which is likely a reference to some void or pocket of space existing apart from or distant to the known cosmos. In addition, it appears to be commonly accepted that Cxaxukluth is "apart" from other Mythos deities and is shunned, with other significant beings and races maintaining a wide berth. Cryptic insights indicate the reason for such avoidance may be down to Cxaxukluth's propensity to consume and/or kill other Mythos beings who venture too close. Whether motivated by all-encompassing desire to kill all life, or this being a method of sustaining its own life, is unknown, although the term "cannibalism" has been used more than once in connection with this deity. Certainly, the *Illuminatos Cosmica* (by Fedele Sepulcri) purports that



Cxaxukluth

Cxaxukluth makes regular visits to Yuggoth, much to the chagrin of the mi-go, who apparently take steps to vacate that planet during such times.

TYPICAL PHYSICAL MANIFESTATION: CXAXUKLUTH

STR 1,000 **CON** 700 **SIZ** 1,500 **DEX** 80

- **Hit Points:** 200
- **Damage Bonus (DB):** 30D6
- **Build:** 31
- **Move:** 25

Combat

Attacks per round: 10 (strike, crush, grasp)
Attacks by blindly putting forth plastic-like pseudopods from its bulk, grasping and scooping up anything and everything within its reach. Each pseudopod may reach up to 300 yards/meters from the deity's central mass.

Touch of Pain: anything touched by Cxaxukluth instantly burns and melts (inflicting 10D6 damage).

Grasp (mnvr): grabbed by a pseudopod, the target suffers 10D6 damage and, on the following round, is pulled into the Outer God's bubbling mass and absorbed. Those surviving the initial touch of pain may attempt to break free with an Extreme STR or a Hard DEX roll, if able to act in that same round, otherwise, they will die on the following round.

Fighting	90% (45/18), damage 10D6+15D6
Grasp (mnvr)	90% (45/18), damage 10D6; absorbed on following round (see above)

Armor

- None.
- Anything physically striking the deity suffers 10D6 damage before any weapon damage is dealt; a few enchanted weapons may be resistant.
- If reduced to zero hit points, Cxaxukluth rapidly dries up, its body becoming a hollow husk that then disintegrates. It reforms, out between the stars, in 1,000 years' time.

Cult

A few human worshipers or followers, who tend to be solo operators inflicted with some shard of cosmic insight into the reality and being of Cxaxukluth. Perhaps a form of sympathetic magical practice, most appear to mirror the deity's behavior in regard to other living things, killing without remorse and eating their kills, which usually extends to cannibalism and other unspeakable practices. Otherwise, such cultists' rites and prayers appear to go unheard, as Cxaxukluth is not known for deigning to answers summons nor for bestowing gifts on those who would seek its blessing. Some worshippers are able to corral a few followers, forming themselves into "death cults," although these are rare and usually quickly stamped out by worried authorities.

Possible Blessings

- **Grant Pain:** touch causes flesh to melt (costing 4 magic points per round), dealing 1D4+1 damage per round (halved with successful CON roll).
- **Absorb Others:** envelopes a person and absorbs them (costing 10 magic points); the procedure taking 6 rounds and may be halted before completion; once absorbed, hit points, STR, and CON are doubled for 1D6 hours.

Encounters

It is unlikely that any humans would come upon Cxaxukluth, unless venturing out into the farthest darkness of space. Contact with demented human worshippers is far more probable, especially for those whose job it is to seek out the darkness in society and whose remit might extend to the apprehension of (or dialogue with) serial murderers and their ilk.

Aura

Death and darkness pervade anything influenced by this deity, be they people, objects, or places. Around such things, one may be aware of an oppressive tension, a bleak empty feeling, and a lingering hatred. Dark is the mind of those who would prostrate themselves before Cxaxukluth.

Cxaxukluth, *the shunned one*

Sanity Loss: 1D10/1D100 Sanity points.

Magic

- **POW:** 500
- **Magic Points:** 100
- **Spells:** none.

Powers

Null Magic: any spells cast within 100 yards/meters of Cxaxukluth have a 60% chance of failing; this also applies to enchanted items.

CYÄEGHA

(Great Old One)

The green eye in darkness sees all. Look not upon its eye lest you spy the darkness behind and within. Be not caught by its writhing and boneless limbs lest you become wrapped in the darkest night and choked of life. Behold the one-eyed demon, this dark sun with tentacled mane, and know your life is at its end.

Other names: the One in Darkness.

According to the *Necronomicon*, Cyäegha might best be described as utter nihilism—a being devoid of anything except contempt for all life. It is said to fester in an "empty" prison whose whereabouts are unknown, although it appears to be able to travel to certain locations on Earth, manifesting at regular intervals yet held in check by ancient magical wards. Some speculate that this deity does not travel at all, but that it has multiple "shards," each functioning independently but constantly connected; a distributed whole, with each piece trapped and unable to rejoin with one another. Thus, Elder wisdom and magic divide Cyäegha in its current state. Little is said of the outcome should such pieces of the Great Old One be allowed to congregate and form a new totality, but one can assume a most dire result.

One earthly location appears to be near to the village of Freihausgarten, Germany, where a strange magical ward affects the local population, causing them to unconsciously perform certain annual rituals, which seem designed to ensure the portion of Cyäegha trapped nearby remains imprisoned (see **Cult** below).

Each of Cyäegha's prisons is said to be guarded by the Vaeyen, lesser entities somehow connected to the deity. On Earth, five Vaeyen, trapped in stone statues of vulturine aspect, are believed to stand in a ring around the hill under which Cyäegha lies entombed. Elsewhere, the Vaeyen may be incorporeal or take different forms. Death or removal of the Vaeyen from any of Cyäegha's scattered prisons is said to weaken the wards holding the deity in place. Often, such Vaeyen are named; near Freihausgarten they are generally known as demons but each of the five has been given a specific name by the locals: Green Moon, White Fire, Winged One, Red Fire, and Black Light. Whether these names have any significance is, to date, unknown.

Apart from the Vaeyen, the Old One is served by minions known as nagäae (sometimes nagae or nugga), horrible things of transparent flesh wrought in the visage of a horrific human-frog hybrid. Cyäegha appears able to create or summon these creatures, manifesting them from shadow and darkness to perform tasks, which may include murdering wayward followers, gathering new followers, obtaining artifacts or other special items. In some way, the nagäae (see **Nagäae**) seems to be material embodiment of Cyäegha's will (conscious or unconscious), able to go where the deity may not yet, being limited in power and ability.

Cult

It would appear that nearly all cults devoted to Cyäegha herald from Freihausgarten, Germany, although some cults with no ties whatsoever to that community have been known to sprout and grow in dark corners of the world. The Freihausgarten cult is a strange beast, with its members performing sacrifices (sometimes human) to their god and venerating the darkness it sends forth; however, these same cultists are under an ancient Elder spell that forces them, once per year, to also shore up their god's prison through an unconsciously performed ritual. Indeed, no one in the village actually knows they undertake this ritual binding, for they are drawn from their beds while asleep and wake with no memory of the event. The Elder magic appears to be "engraved" into the land, affecting anyone who joins the community and lives there for 12 months.

As noted, other cults to Cyäegha exist, usually rurally based, although in modern times such groups have crept into the cellars, tunnels, and dark places found in the underbelly of towns and cities, working their rites and sacrifices in secret. Occasionally, individuals may be touched by Cyäegha, often from discovering a reference in a tome or the like and find their path diverted onto a route that ends with the One in Darkness. Such folk tend toward nihilism or at least apathy toward the world around them. Once contact with Cyäegha is established, it does not take long for these loners to find themselves becoming vessels for the Old One's will.

For the most devoted, a special ceremony requires them to pluck out their own eyes, so they may better "see in darkness", with Cyäegha bestowing a form of psychic sight to those it considers most worthy. Other than that unpleasant ceremony, common to all Cyäegha cults is a ritual performed in total darkness that grants each attendant a measure of "vitality" from the deity. Through this, cult members are healed of illness, wounds, and other afflictions, even to the reknitting of bones and other benefits. Given these boons of rapid healing and health, some cults essentially feed off the deity while also working to keep the god trapped, believing they can control and restrain their god while siphoning off its power. Of course, such tactics cannot end well for those involved should Cyäegha temporarily break free of its wards and seek retribution.

Possible Blessings

- **Regenerate:** blessed with automatic healing of 2 hit points per round (death at zero hit points); as a consequence, body becomes permanently disfigured and corrupted (may affect APP); immune to disease.
- **Light Aversion:** cannot stand to be in bright light as it causes 1D4 damage per round.
- **Dark Eyes:** removal of eyes allows perfect night vision (light causes blindness).

Encounters

Who knows how many portions of Cyäegha exist on Earth?

TYPICAL PHYSICAL MANIFESTATION: CYÄEGHA

STR 400 **CON** 600 **SIZ** 1,000* **DEX** 70

**SIZ may be less (200 to 600) for some "portions" of Cyäegha.*

- **Hit Points:** 160
- **Damage Bonus (DB):** +16D6
- **Build:** 17
- **Move:** 20 flying

Combat

Attacks per round: 5 (strike, crush)

Cyäegha tends to float or drift over an area, randomly picking targets to crush with its tentacles.

Grasp (mnvr): grabbed by a tentacle, the target suffers 8D6 damage per round thereafter. The victim may attempt to break free with an Extreme STR or a Hard DEX roll. A tentacle may be severed if suffering 16+ damage.

Fighting	100% (50/20), damage 4D6
Grasp	100% (50/20), damage 8D6

Armor

- None.
- Minimum damage from impaling weapons (incl. bullets).
- Light of any nature inflicts 1 damage per round.
- If reduced to zero hit points, Cyäegha appears to fade from existence, its mass distorting into inky swirls and then nothingness. It reforms in 4D10+10 years.

While the village of Freihausgarten is known to a number of Mythos scholars, other locations remain unknown or subject to only rumor. Encounters with the Old One's cults is a probability for those who work or venture beneath towns and cities, or who are charged with looking into the reasons behind sudden power cuts that bring extended darkness to otherwise bright city streets. While those who have angered or hindered Cyäegha or its cults may come face to face with the nagäae.

Aura

Total darkness, the blackest black, and the absence of light are all hallmarks of Cyäegha . A terrible freezing cold descends on areas wherein rituals to the deity are performed, not just a lack of warmth but a chilling of the soul can be found in such places. Despair and/or contempt may stir within those who are touched by the entity or who witness its cult ceremonies.

Cyäegha, *the one in darkness*

Sanity Loss: 1D10/1D100 Sanity points.

Magic

- **POW:** 175
- **Magic Points:** 35
- **Spells:** Accursed Eye, Barrier of Pain, Clutch of Nyogtha, Drown Mind; others at the Keeper's discretion.

Powers

Create/Summon Nagäae: at the cost of 5 magic points, 1D6 nagäae appear where Cyäegha desires.

Dark Mesmerism: Cyäegha may enthrall and entrance with its mind, a sort of hypnotic call, that pulls humans to wherever it resides, at the cost of 10 magic points. The target falls under this spell if they fail an Extreme POW roll, whereupon they act zombie-like and without will, forced to move toward Cyäegha or perform a task. If the task is self-harming or would harm a person close to the enthralled mind, the victim may attempt a Hard POW roll to resist that action, although they remain under the deity's control. This possession lasts for 2D6 hours but may be continued by Cyäegha if 5 further magic points are invested, although the target is always allowed to attempt a new Extreme POW roll to break free whenever the possession is renewed.

Drain Light: by expending 2 magic points, Cyäegha causes all light sources to go out within a 1-mile (1.6 km) area (the range may be doubled by an additional 2 magic points). The effect causes a zone of darkness to descend on the area, through which moon, star, sun, or other light cannot pass. For those within this zone, a penalty die may apply to certain actions at the Keeper's discretion.

Bestow Vitality: those within 1,000 yards/meters of Cyäegha may, at the Old One's desire, be healed of any wound, illness, or disease (bringing hit points to normal maximum). Those healed are unknowingly marked by Cyäegha, and should they later work in any fashion against the deity's will or seek to harm it, their flesh begins to corrupt (starting wherever their original wound or illness occurred), necrotizing (3 damage per day) until death. While particularly powerful magic may stop this effect, no known magic can heal the damage it causes, potentially leaving rare survivors with horrific black marks and scars that may reduce APP (suggest 3D10 point loss or more) and other characteristics at the Keeper's discretion.

CYMAEGHI

(Great Old One)

When the summons was completed a silence fell upon the devotees. Some began to moan in both ecstasy and fear as the shape began to take form. A grotesque un-light swelled, like a smoky darkness that reached throughout the room and into our hearts. The darkness took form: a mass of twisting gray-black flesh in which a milky-white orb, an eye of enormous size, was surrounded by clusters of reaching tentacles. The unblinking eye surveyed us and knew us, weeping yellow-white tears that flowed constantly and dripped into pools on the floor.

Other names: Eye of Intoxicating Tears, the Weeper.

Rumors circulate about this entity being connected to Cyäegha, with some believing it to be that deity's offspring. The whispers appear to arise from tales of German settlers to Australia in the early 19th century, who are said to have brought with them a "seed" of a Great Old One that was nurtured and grew into what they call the Eye of Intoxicating Tears. The secretive cult is said to have dug deep into the earth to create a lair of darkness for their new-born god and, in the years since, it has continued to grow while fed on sacrifices brought to it by the cult. Presumably, it will take many years for Cymaeghi to reach maturity and its full powers.

Another rumor speaks of the entity's tears, which constantly flow from its huge white eye. The tears are collected by the cult, who believe the fluid holds wondrous properties of healing and made into a wine of rare virtue that is jealously kept for cult ceremonies. Certain wine collectors have come to hear of this unusual wine, although despite efforts so far, have been unable to obtain a bottle for their collections. Should a collector come into possession of such a bottle, the choice as to whether to open and taste the wine or save their investment may prove a tough dilemma, as it is said the wine can cure all ills and grant immortality.

Cult

In sacrificing humans to Cymaeghi, its cultists are allowed to collect it tears, from which they receive vitality, extending their lives in a twisted caricature of health. While wounds and illness are apparently healed and cured, their flesh becomes withered and bleached, marked with numerous milk-white-yellow spots or growths that continue to grow in a cancerous fashion. For some, these growths seem to mature and open, revealing horrific eyes within, but through which the cultists cannot see. Such individuals are considered blessed, and their newly grown eyes are thought to be connected to their god, who can see through them.

The cult is insular and secretive and remains small. Recently, Cymaeghi appears to have instructed its followers to send acolytes forth into the world, to take the god's tears and use them to expand the cult's reach and, in so doing, prepare the way for its ascension.

Possible Blessings

- **Create Darkness:** causes a zone of total darkness 20 yards/meters in diameter (costing 2 magic points).
- **Great Weeping:** both eyes constantly weep.

Cymaeghi

Encounters

Unless traveling to Australia, most will remain ignorant of this deity and its cult, although encounters with cultists sent out to other countries remains a possibility, as these may come to attention in their efforts to begin splinter groups devoted to Cymaeghi. Wine connoisseurs and collectors, as well as those seeking the secrets of eternal life, may hear rumors of the cult's miraculous bottles and seek to obtain them, using any means available to them.

Aura

Despair and darkness. Those who behold Cymaeghi become enthralled by its weeping eye, with many of its cultists staring intently at the eye for hours at a time. Older cultists spend longer and longer in front of the eye, with most eventually remaining in place to hold a permanent vigil through which they constantly commune with their god. Such ancient ones are held by the cult to speak the words of their god.

Cymaeghi, *the weeping eye*

Sanity Loss: 1D10/1D100 Sanity points.

Magic

- **POW:** 130
- **Magic Points:** 26
- **Spells:** Knot Flesh, Liquid Death, Swelling Torment; others as desired by Keeper.

TYPICAL PHYSICAL MANIFESTATION: CYMAEGHI

STR 250 **CON** 350 **SIZ** 400 **DEX** 70

- **Hit Points:** 75
- **Damage Bonus (DB):** +7D6
- **Build:** 8
- **Move:** 12 floating

Combat

Attacks per round: 2D4 (tentacle crush, grab, or swipe)
May strike out with its tentacles or use them to grab and crush opponents.

Grab (mnvr): grabbed by a tentacle, the target suffers 3D6 crushing damage per round thereafter. The victim may attempt to break free with an Extreme STR or a Hard DEX roll. A tentacle may be severed if suffering 10+ damage.

Fighting	90% (45/18), damage 7D6
Grab (mnvr)	90% (45/18), held, damage 3D6 (see above)

Armor

- None.
- Minimum damage from impaling weapons (incl. bullets).
- If reduced to zero hit points, Cymaeghi disintegrates into nothingness. It reforms 1D100+200 days later.

FROM THE JOURNALS OF SIR HANSEN POPLAN: OLD ONE PACTS

According to the lore, the ancient gods, the "Old Ones," are imprisoned and unable to affect the world except through their thoughts and dreams; however, some believe there are rites, which when correctly performed, can summon or allow communication between a human and these undying beings.

My research suggests that those who would call up the Old Ones should provide some form of offering, which if accepted, grants them access to immortality, magic, and deep secrets. These dark gods seem prepared to offer pacts to their worshippers, but as to why remains a mystery, for who can fathom the mind of beings said to have lived before the Earth was formed? In many tales, the arrival of a summoned Old One is heralded or accompanied by other lesser beings, perhaps servants or courtiers? These other beings may act or speak on behalf of the Old One, and make strike their own bargains with the humans who summoned them. Surely, I need not write that those who do not fulfill their part of such pacts are inevitably doomed.

Powers

Tears of Cymaeghi: the viscous fluid weeping from its eye produces diverse effects when consumed by humans. Initially, those succeeding in a combined CON and POW roll receive a boost to their vitality, regenerating lost hit points, mending wounds, and curing illness and disease. In addition, the effect grants a bonus die to all physical skills for 1D6 rounds (this time may vary at the Keeper's discretion); however, at the end of this time, the imbiber suffers the permanent loss of 5 points of CON. When repeated use triggers the loss of all CON points, the drinker dies and rises again as an undead servant of Cymaeghi or becomes a motionless devotee, forced to sit before the god for eternity.

Each time Cymaeghi's tears are consumed, call for a Luck roll: if failed, strange growths appear on the individual's body, which in time open as eyes. Only the deity can see through these eyes. Should the Luck roll be fumbled, the individual's whole body becomes infested with cancerous growths, which combine over time into one massive tumor that then becomes a huge eye growing out of a pile of corrupted flesh.

Anyone who consumes the tears may be contacted by the deity, who may send visions or messages (Sanity loss may apply), and can also compel that individual to enact its wishes if they fail a Hard POW roll.

Wine of Tears: the entity's tears are distilled into wine by cultists. When this wine is drunk it causes a sudden rush of vitality, healing 1D6+3 hit points and curing disease. In addition, while it does not remove signs of aging, it does promote longevity, granting 1D10+10 years of life to the consumer. The downside of consumption is an erosion of Sanity, with 1D10+10 Sanity points lost. A Luck should be made, with failure causing the consumer to grow weeping eyes across their body, which results in the loss of 1D6 Sanity points per day until permanently insane.

Anyone who drinks the wine may be contacted by the deity, who may send visions or messages (Sanity loss may apply), and can also compel that individual to enact its wishes if they fail a POW roll.

Drain Light: by expending 5 magic points, Cymaeghi causes all light sources to go out within a 500 yard/meter area (the range may be doubled by an additional 5 magic points). The effect causes a zone of darkness to descend on the area, through which moon, star, sun, or other light cannot pass. For those within this zone, a penalty die may apply to certain actions at the Keeper's discretion.

CYTHULOS

(Great Old One)

Those who enter the fog that surrounds, will find at its heart a formless mass of twisted limbs, pulsating organs, and other strange components. From this mass shall extend a crooked hand and arm, unlike a human arm, and be of strange bearing. Take this hand and be released from your mortal flesh. Take this hand and find oblivion.

Other names: Hand of Fate, the One Who Brings Death, the Reaching Hand.

An unusual deity that causes consternation and argument among scholars. For believers, Cythulos is the embodiment of fate or death, a thing to be called when one is ready to depart this life. A deity whose outstretched hand grants an end to the misery and the slings and arrows of life. For others, they see the deity as a doorway, whose touch grants transcendence from this life to another. While some see Cythulos as a semi-manifestation of Azathoth: the cosmic principle of death made manifest.

Whatever the case, this deity appears to be anathema to life. It does not roam, casting death with its passing, but rather lingers in a single location, surrounded by a dense mist or fog, and waits for those who would seek death to come. When materializing in a location, the entity's psychic presence calls out to all life in the vicinity, causing sentient beings to feel the weight of life crushing down and calling them to the oblivion of death. Drawn closer, such folk enter the mist surrounding the god, which further seeks to compel them to accept death by causing visions of numerous potential deaths to be seen in the mind's eye. Brought to the pit of despair, such individuals are coerced into seeking their death by finding Cythulos within the mist and taking its single outstretched hand.

According to texts of alien origin, this deity may also bring oblivion to other Mythos gods, who seek it out to either end their existence or, more likely, to transcend in some form—their death at its hand causing them to be "reborn" or "changed" in some manner beyond human understanding. If taken literally, Cythulos is a catalyst of change or transformation on a cosmic scale, which would (perhaps) lend weight to it being an avatar or some portion of Azathoth.

Luckily, appearances of Cythulos are rare. One mysterious scholar, Diatab, who writes in the complexing and hard to find *Arricurals of Passing*, states that this deity does not exist the majority of the time and only comes into being according to some unknown cosmic timetable measurable only in deep time. Diatab goes on to say that Cythulos is "apart" from Azathoth and is actually an "orb" of Yog-Sothoth, whose touch brings change to all things.

Whatever one's beliefs concerning this entity, most seem to agree that shaking hands with it is a bad idea if one wishes to continue to exist. A few wizards disagree and have actively sought out or tried to summon Cythulos as means to "crossover" or "challenge" the door of death. As none of these wizards have been seen or heard from again, no one can exactly determine the truth of their sentiments.

Cult

Human cults to Cythulos are rare and tend to be short-lived affairs, due to them being primarily death cults. Members meditate on the end of existence and, in time, seek out their own deaths—either by the hand of another cult member or by attempting to summon their god. Nihilistic in the extreme, such cults wish to make others believe that life is meaningless and that only through death can meaning be found. Some variation on this theme may be encountered, with some cults proposing death is not an end but rather a gateway to another and better life. Thus, using such deceptive wisdom, cults recruit new members who willingly offer themselves for death, with each death considered to be a tribute to Cythulos. A few cult leaders are possibly playing a dangerous game, offering up their members as sacrificial lambs to their god, while remaining alive themselves; believing that by supply their deity with a steady flow of deaths, they rise higher in its favor. Of course, we would imagine such individuals are deluded and insane to apportion such motivations on an unknowable alien mind.

Possible Blessings

- **Befuddle:** causes another person to fall into a confused state (winning an opposed POW roll) for 1D6 rounds; the confused should make Luck rolls to randomly determines their choices.
- **Create Fog:** mist pours from eyes and mouth, creating a dense fog 50 yards/meters in diameter (costing 5 magic points).

Encounters

Those seeking to explore death and the doorways beyond life might cause the appearance of Cythulos, or at least draw the unsuspecting into some form of contact with a cult dedicated to the deity. Such things may especially be true for ancient wizards who believe this entity can provide the answers and the means to accomplish some form of transcendence.

A few statuettes of this deity exist, often locked away or secreted in shrines to death. Some may be unearthed during archaeological digs. It is said that each statuette carries an aura of despair and hopelessness. Indeed, animals tend to display unusual behaviors when near to these statuettes, often running off to hunt and then bringing back kills to lay in front of the statuette.

The deity may appear in an area, in an apparently random act (although random only to human concepts), causing the widespread deaths of animals and people, while drawing the eager attention of nearby devotees. Such deaths may, in reality, be side effects, with its appearance actually designed for one individual (human or otherwise) who's time to meet with Cythulos has come. Each Keeper should determine whether the god's outstretched hand actually means death or transformation; and, if transformation, what shape and form this might take.

Aura

Death and fate figure largely in modeling the atmosphere of this entity. Among devoted cultists, death is not considered a "bad thing," but rather something to embrace, a journey through which they will ultimately change. All things surrounding Cythulos should be laced with a sense of the cosmic, whether that be cosmic indifference or cosmic wonder.

Note: some deliberation should be given by the Keeper when considering featuring Cythulos in a scenario, as such adventures are liable to be dark and mature in tone and not necessarily something every player would enjoy to explore.

Cythulos, *bringer of death*

Sanity Loss: 1D10/1D100 Sanity points.

Magic

- **POW:** 150
- **Magic Points:** 30
- **Spells:** any as desired by the Keeper.

Powers

Obscure Mist: those who enter the fog surrounding Cythulos (roughly an area of 1 mile (1.6 km) squared) find their vision is impaired, with one penalty die imposed on any sight-based skills (e.g. Spot Hidden, Navigate, and so on). The mist is dense and a Luck roll may help determine how quickly a group of people becomes detached from one another, each becoming effectively lost in the mist.

Shroud of Bliss: those who enter the mist emanating around and from this deity may fall into a dream-like hypnotic state if a Hard POW is failed. Those affected receive visions of their death (their mind experiencing numerous possible deaths) and may despair if they then fail a Regular POW roll—if in a state of despair, the affected person is drawn through the mist toward Cythulos' outstretched hand, unless somehow prevented from taking the entity's hand, once it is grasped the individual dies.

Note that those affected by the entity's despair do not make a Sanity roll upon coming to face to face with the god. Instead, if they survive the encounter (pulled away from touching its hand), they remain in a semi-hypnotic state, seemingly oblivious to the world around them. Should they undergo successful Psychoanalysis, Cythulos' hold on

them is broken, but they should then make a Sanity roll (1D10/1D100 loss) as their mind relives and comprehends the full experience.

Statuettes: those who handle a statuette of Cythulos may fall under its spell if failing a POW roll. Those affected begin to experience visions of their own death in a variety of ways, provoking a Sanity roll (0/1D4 loss) per day for 1D4 days. At the end of this period, a Hard POW should be attempted: if successful, the statuette no longer affects the person concerned; if failed, the person falls into a catatonic state and is uncommunicative (their mind calls out in summons to bring Cythulos to them). The deity may appear in 1D4 days if the affected person succeeds in a POW roll (if they have any Cthulhu Mythos skill points, add these to POW, and roll against the combined value). If Cythulos does appear, the affected person moves toward the deity in a zombie-like fashion, intent on taking the entity's hand.

TYPICAL PHYSICAL MANIFESTATION: CYTHULOS

STR 400 **CON** 400 **SIZ** 800 **DEX** 60

- **Hit Points:** 120
- **Damage Bonus (DB):** n/a
- **Build:** 15
- **Move:** 9

Combat

Attacks per round: 1 (touch)

Stretches out its single hand, waiting for it to be grasped, or attempts to grasp those nearby.

Touch	100% (50/20), damage instant death

Armor

- None.
- Immune to mundane weapons (incl. bullets).
- If reduced to zero hit points, Cythulos turns into a thick blue liquid that then burns through the ground. It reforms 100 years later.

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DAGON & HYDRA

(Unique Entities)

The twin idols represented Father Dagon and Mother Hydra, carved as they were in a greenish soapstone. Despite their small size, the idols managed to convey a sense of scale, demonstrating that these gods should be considered to be huge in stature. Dagon appeared somewhat humanoid, possessed of a bulbous body from which arms and legs emerged as well as numerous tentacular growths. Its head was a caricature of human and fish, with two saucer-shaped eyes and an exceedingly wide mouth. Hydra's body, on the other hand, was represented as a long and twisting fish-like thing, more like some gigantic eel. Her head was similar to Dagon's, although thinner and more angular.

Other names: Sea Father, Deep Mother.

According to fragmentary notes in certain tomes concerning aquatic matters, Father Dagon and Mother Hydra are considered the god-like leaders of the deep ones, which may mean they are essentially the grand high priest and priestess in terms of the deep one's connection to Great Cthulhu. It is uncertain whether the pair rules deep one society on a day to day basis or whether they exist within but apart from that society, as figureheads or elders of great wisdom who are, mostly, left to their own contemplation.

Accepted wisdom states these two entities were once "normal" deep ones but, over time, have grown to tremendous proportions; some accounts speak to beings over 20 feet (6 m) tall, while others suggest their size to be more like 100 feet (30 m) tall. Common to all accounts is the great age of Dagon and Hydra, said to be measured in millions of years. One tale, told by an inhabitant of Innsmouth, MA, likened the pair to Cthulhu's star-spawn, which remains a possibility in terms of their origin. Some conjecture that their names are honorific titles passed down a lineage, so represent a status in deep one society rather than being the names of two long-lived individuals. Another reasoned argument proposes that Dagon and Hydra are facets or avatars of Great Cthulhu, as portions of the whole that did not become trapped or imprisoned in sunken R'lyeh.

Throughout human history, these beings' names have been titles given to gods. Both ancient Mesopotamia and Canaan venerated a deity named Dagon, as did people in Assyria, Ugarit, and Elba, where the notion of fertility was attributed to the entity. Indeed, the Bible's Old Testament calls Dagon the god of the Philistines (Judges 16:23). Culturally, the

Dogon people of Mali have revered fish-like ancestor spirits who came to Earth from the stars, and who shall return again one day to herald a new age. Certainly, while such human historical and cultural correspondences suggest a direct link to the Dagon and Hydra of the deep ones, the evidence is patchy and fragmented at best, and could conceivably simply be a matter of coincidence, although grains of truth are often to be found in the human record emerging from the hidden seeds of the Mythos.

Various oceanic folklore and historical sightings of "sea monsters" bear some resemblance to these strange beings, and suggests that they sometimes roam free within the watery depths. Whether tales of the Kraken, sea serpents and other ocean-borne weirdness are the result of sightings of Hydra and Dagon will, undoubtedly, remain a curious mystery.

Cult

The worship of Dagon and Hydra by humanity appears to be ancient, with many cults flourishing and dying out throughout history. It is probable that many such human cults were interwoven, inspired by, or instigated by deep one contact. In the modern world, the pair's worship can most readily be seen in the Esoteric Order of Dagon, an insular religious movement believed to have originated in Innsmouth, MA. Elsewhere, human communities influenced by the deep ones have used other names for such religious organizations, such as the Hearts of the Sea Mission, located in Skegness on the mid-eastern coast of the United Kingdom, or the Gilbourne Order of the Seas originating in Australia. Such organizations present a benign façade, allowing these cults to operate in public while hiding their true nature and purpose.

Possible Blessings

- **Watery Breath:** granted gills to breathe underwater.
- **Call Deep Ones:** able to summon deep ones in coastal areas.

Encounters

The growth of the Esoteric Order of Dagon along the New England coast, as well as other similarly fronted religious and fraternal orders elsewhere, means that the names of Dagon and Hydra are becoming relatively more well-known in certain quarters. Membership, infiltration, or examination of such sects is likely to uncover associations with this pair of aquatic deities, and may uncover the hidden extremes of human sacrifice and the possibility of a personal appearance from either Dagon or Hydra.

Otherwise, a chance sighting on the sea may warrant exploration. Those involved in sea-based archaeology, wreck salvage, and other oceanic activities may find sunken clues to the worship of Dagon and Hydra or, at worst, direct contact with these beings.

Aura

The qualities of timelessness and hidden depths would be evident in encounters with these beings or things associated with them. Touching a representational idol likely conveys a sense of the sea, with both auditory and visual hallucinations possible, as well as something malign and apart from humans.

Dagon and Hydra, *beloved of the deep ones*

Sanity Loss: 1/1D10 Sanity points.

Magic

- **POW:** 150
- **Magic Points:** 30
- **Spells:** Breath of the Deep, Call Cthulhu, Contact Deep One, Contact Star-Spawn of Cthulhu, Create Mist of R'lyeh, Drown Mind, Grasp of Cthulhu, Quicken the Voice of the Deep, Wave of Oblivion; others at the Keeper's discretion.

TYPICAL PHYSICAL MANIFESTATION: DAGON & HYDRA

Use this profile for both Hydra and Dagon.

STR 260 **CON** 250 **SIZ** 300 **DEX** 100

- **Hit Points:** 55
- **Damage Bonus (DB):** +6D6
- **Build:** 7
- **Move:** 10 / 15 swimming

Combat

Attacks per round: 2 (strike, claw, bite, stomp, crush)
May strike out with kicking, clawing, punching, stamping, and so on, in addition to using their tentacles and body mass to bash and crush.

Fighting	80% (40/18), damage 6D6
Bite	60% (30/12), damage 1D6+6D6
Dodge	70% (35/14)

Armor

- 6-point tough skin.

Powers

Summon Minions: may summon 2D6 deep ones at the cost of 2 magic points; deep ones arrive by standard means. Alternatively, with a cost of 10 magic points, may summon a star-spawn of Cthulhu, who is magically summoned and appears in 1D4 rounds.

DAOLOTH

(Outer God)

To look upon the Render of the Veils is to know madness, for eyes were not fashioned to behold its magnificence. I have seen that which should not be seen. An awesome complexity of globes, rods, and cylinders of crystal, metal, and fleshy rubber. No single form could describe it, as it moved and undulated, thrusting back and forth while in the very air and growing in size to fill the space and my head. These gray shapes converged and blended at its center, denouncing physical laws and casting mockery to my senses. Machine-like yet living, it saw me and knew me. It lived within the physical angles and between them.

Other names: Eye of Divination, Render of Darkness, Render of the Veil.

Daoloth

A bizarre, geometric entity, seemingly composed of an ever-shifting conglomeration of geometric shapes formed of a variety of materials or substances. Seeing Daoloth can be disastrous, as the human eye is unable to follow the god's constantly moving form, causing madness in the beholder. The entity is said to exist outside our universe, in a dimension so alien as to be incomprehensible; thus, apportioning intent, be it malign or benevolent, is pointless. Only grand indifference would seem to best fit this deity's agenda.

The lore does not record the entity as being desirous of an earthly domain, unlike certain Great Old Ones, and it does not seem to manifest on Earth of its own accord, but rather its visits here derive from summons. Certain texts describe procedures for its conjuration and binding, allowing the summoner to petition for divinatory knowledge of things to come and things that have passed. Such glimpses of secret history, as well as the future, provide such individuals with significant power, but the endeavor is not without great risk.

Accounts describe the need to create a magical blinding circle to contain the deity, lest its manifestation be allowed to build unchecked. This point lends credence to the notion that within our universe Daoloth's form is unending and that, if no walls hold it in place, it will continue to expand and grow, causing untold schism to the fabric of reality and the possibility of permanent damage to Earth's space-time. How long the entity would remain in our reality and what damage this would cause is uncertain, but some scholars predict an event not dissimilar to a localized black hole, which could continue to expand and consume earthly matter. On a small scale, such an outcome would be disastrous, but, if on a grand scale, the outcome could mean the consumption of the entire planet. One is led to consider those places where the atmosphere is wrong, where the veils between worlds are thin or broken—are these locations once touched by Daoloth?

Despite such cataclysmic concerns, some hold that the laws of our universe are like rubber, able to reshape and withstand the appearance of this Outer God, and that Azathoth's presence acts to regulate such cosmic occurrences. If using human concepts for understanding, Azathoth might be considered the "positive" to Daoloth's "negative," each canceling one another out and maintaining some form of cosmic balance. Of course, such scholarly thinking may yet prove inadequate to fully comprehend the relationship between such beings within the cosmic order.

An opposing line of thought suggests Daoloth is somehow linked to Tindalos and may be an alternative manifestation of Mh'ithrha, the Arch-Lord of Tindalos. If true, this may throw doubt upon the theories surrounding Tindalos and its terrifying inhabitants.

From what can be pieced together, Daoloth's touch causes flesh to disappear, with those unfortunates who

have summoned the god, but not successfully bound it, being dissolved only to be reformed, atom by atom, in some other place, world, or dimension. We know this due to the experience of Yadrem, a sorcerer said to be a follower of the great wizard Eibon, who summoned Daoloth and in doing so was cast beyond our world to another, from where he managed to escape and return to Earth some 50 years later. Yadrem's account, if it is to be believed, can be found in the repressed *Voids of Darkness*, his journal, later discovered and printed by the controversial publisher Waast Cronenberg of Lower Saxony. The account tells of the wizard being sent to a "dismal plain" where "cities of bone rise" and "ghastly inhabitants work and fashion strange Tulu metals." One may suppose that this place is but one of millions where such unhappy travelers could find themselves if they venture too close to Daoloth.

Cult

Human cults appear to be quite rare and, where they do exist, they tend to be focused on breaking through the veils of perception to gain wisdom and understanding. Indeed, such revelatory cults may (at first) see Daoloth as a conduit or process rather than an actual being, and only later (when they have actually experienced the truth of the deity) come to realize the extent of its power. In the main, individuals wanting to alter the course of their life or obtain some historic truth are the primary followers of Daoloth. Such astrologer-priests may be granted the ability to partially see into the past or the future, and some may be able to comprehend other dimensions. Whether individuals or cults, some may possess the means to travel mentally or physically though time or dimensions.

Daoloth is acknowledged and/or worshiped by the mi-go, and there are suggestions that the Great Race of Yith demonstrated some regard for the entity. Like human worshippers, these alien races are careful to summon the deity in absolute blackness to avoid the dangerous effects of seeing its physical being.

Possible Blessings

- **Use Angles:** able to move through angles between locations or other bodies within 2 miles/3 km (costing 4 magic points); if a body, may prepare other people to be potential vessels (the original owner's will is suppressed while their body is inhabited).
- **Prediction:** able to predict likely future events in the next 24 hours or more (costing 10 magic points) and act accordingly.
- **Confuse Mind:** mentally imparts complex mathematical patterns, causing confusion in another person, who becomes distracted (penalty die to skill rolls) for 1D4+1 rounds.

Encounters

Contact with Daoloth will usually come via association with individuals or cults wishing to access the deity's powers, some of whom may use this knowledge to effect masterful and seemingly impossible deeds. Certain texts on divinatory practices may unwittingly allude to the entity or its power, causing some to be able to access a portion of Daoloth and thereby gain insight into future events in a prescient-like experience. Those who access Daoloth in this manner may ignorantly repeat the process numerous times, with each experience strengthening the link between them and the entity, which may have severe repercussions, such as allowing a portion of the deity to pour into their minds and completely possess them—a **Splinter of Daoloth** embodied in human flesh (see page 76).

Summoning the deity should be done in darkness (cultists wear ceremonial blindfolds) to prevent seeing the maddening contorting shape of the god. Any light causing the entity to be seen partially or fully results in potential insanity.

Aura

A certain mystique and atmosphere of otherworldliness surrounds this entity and its followers. Cultist ceremonies tend to have the trappings of "high magic" and be well-organized and planned affairs, as the risk to life and mind are so great. Any contact with Daoloth would be unnerving and ultimately bizarre, outlandish, and alien.

Daoloth, *render of the veils*

Sanity Loss: 1D10/1D100 Sanity points in the first round the god is visible to the eye; every round thereafter automatically lose 1D10 Sanity points while nearby.

Magic

- **POW:** 350
- **Magic Points:** 70
- **Spells:** none.

Powers

Containment: if Daoloth is not summoned within a magical containment (one form of which is a "Pentagram of Planes") its form expands and engulfs anyone nearby. Its form grows, expanding by approximately 20 feet (6 m) per round, and can continue to expand at will until the entity chooses to stop or the constraints of this reality force it to return to its home dimension (such things being determined by the Keeper). Those engulfed are immediately sent to another place, world, or dimension, from which they rarely return. Those faced with Daoloth uncontained, if they have not already moved to depart the area, may be granted a single DEX roll to avoid the god's touch in their frantic bid to escape.

Lift Veils: Daoloth may allow the veils of reality to be lifted, allowing petitioners to see beyond their reality. Usually, those requesting such sight do so willingly, but others can attempt to bar their minds from this cosmic assault with a successful Hard POW roll. Experiencing the lifting of veils provokes a Sanity roll (1D10/1D100 loss), and the loss of 1D6 Sanity points per day thereafter. Such daily loss continues until zero Sanity is reached but may be negated by the person gouging their eyes out or calling on Daoloth to release them from the visions (how this may be accomplished is left to the Keeper).

Know Past/Future: Daoloth may grant petitioners a vision of things past or future. This may be a single scene or outcome, or may be a series of scenes. The experience is related to each individual, although this may not always be the case. Sometimes, the visions are rapid and hard to remember, requiring hypnosis or other procedures to fully comprehend what was experienced. Sanity loss may result, depending on the scenes witnessed and/or their meaning. In addition, each person undergoing this experience loses 1D10+2 magic points.

TYPICAL PHYSICAL MANIFESTATION: DAOLOTH

STR n/a **CON** 500 **SIZ** 200* **DEX** 150

**SIZ increases every round unless bound within a magical ward.*

- **Hit Points:** 100
- **Damage Bonus (DB):** n/a
- **Build:** 9 (varies)
- **Move:** 6

Combat

Attacks per round: n/a

Daoloth does not use attack forms other than engulfing those around it (see **Containment**, above).

Armor

- None.
- Anything touching Daoloth is transported to another place, world, or dimension (e.g. a sword would vanish from a person's hand, a person would vanish if they came close enough to punch).
- If reduced to zero hit points, Daoloth implodes. It reforms in 1D100+500 days.

DAOLOTH: SACRED LIGHT, THE

(Avatar)

As a brilliance will you know the Sacred Light. A single shaft of beaming liquid light descending from above in which colorful splendors of this universe and others shall be visible. Whereupon the light shall broaden and be cone-like and shall remain grounded. Enter within this blessed light and you shall know such secrets.

Other names: none known.

Most scholars find agreement in that an event or entity known as the Sacred Light may be an avatar of Daoloth, with devotees believing this form of the god is used to better interface with beings (read humans) from this universe. The Sacred Light and similar titles may be found mentioned in numerous magical and occult texts, and most are assumed to relate in some fashion to this entity or event.

Accounts relate that witnessing the appearance of the Sacred Light brings "clear sight" and a means to see beyond the constraints of our reality. In this respect, the appearances are short-lived and more akin to a supernatural event rather than a meeting with a deity. In many ways this form of Daoloth is better suited to human contact, delivering less risk while allowing the Outer God to influence and connect with the affairs of other beings. Certainly, rituals to summon this avatar are jealously kept, and it is likely that inter-personal or cult rivalry might breakout if one group possessed this summing ritual, with the other groups keen to obtain it at all costs.

Those who enter the Sacred Light become aware that it is a living (alien) presence. At first, euphoria swells within, as the subject's mind fills with knowledge, but terror may follow as this knowledge mounts and mounts, becoming too much for the human mind to bear. Unless finding some way to stop or prevent this process, the acquisition of cosmic truths may turn a person into a **Splinter of Daoloth** (see page 76).

Cult

One sect, calling themselves the Cult of the Sacred Light, worship this avatar; it is uncertain whether any others even know of its existence. The cult is highly secretive and believed to have a few splinter cells across the United States, with each cell comprising no more than a handful of members. Rumors point to the cult trying to influence the direction of human politics and achievement so as to position themselves in seats of power. Whether the members aspire to anything beyond their own personal fulfillment is unknown.

Encounters

Daoloth does not use this avatar willingly, and its being seems a construct of magic manipulated and devised by human minds. Thus, only through the casting of the spell known as Light of Sacred Truth (see *Grand Grimoire of Cthulhu Mythos Magic*) can this avatar be experienced; other spells or cosmic events may cause this avatar to appear, although such happenings appear to be rare indeed.

Aura

Great secrecy surrounds this avatar, with those aware of its existence being determined (and demented) enough to kill to keep it a secret. A profound sense of enlightenment pervades everything about the Sacred Light.

The Sacred Light, *giver of wondrous wisdom*

Sanity Loss: 1D6/1Dl0 Sanity points.

Magic

- **POW:** 350
- **Magic Points:** 70
- **Spells:** none.

Powers

Gift of Truth: those who enter or are otherwise touched by the Sacred Light have the veils of earthly illusion and reality ripped apart, allowing cosmic knowledge to fill their minds. The illumination reveals the ghastly depths between the stars and galaxies, the terrors that lurk within and without, and

SPLINTER OF DAOLOTH

A human body possessed by a shard of Daoloth that seeks to impart cosmic knowledge to others. As such, these splinters of the deity do not speak and move relativity slowly, often remaining still for long periods of time. When roused to move, they purposefully make their way to a target and attempt to place their hands on the person's forehead. The act channels the **Gift of Truth** (see **Daoloth: Sacred Light**), provoking a Sanity roll (1D10/1D100 loss) and the acquisition of 1D10 points of Cthulhu Mythos per round until either the splinter is cast off or the victim is reduced to zero Sanity (either by direct loss or their Cthulhu Mythos skill causes their maximum Sanity to fall to zero).

Some members of the Cult of the Sacred Light willingly become splinters of Daoloth, who are then kept under lock and chain by the cult to prevent their wandering. Some are brought out at special rituals to impart the Gift of Truth, while others never see the outside of their cell until their bodies eventually die and rot. Where splinters of Daoloth remain free of constraint, how they determine their targets is uncertain (i.e. the Keeper decides).

Typical Splinter of Daoloth

Note that is an average profile; as each splinter is housed in a human vessel, they will vary in terms of SIZ and HPs, and so on.

char.	*roll*	*average*
STR	(4D6+6)×5	100
CON	3D6×5	50–55
SIZ	(2D6+6)×5	65
DEX	3D6×5	50–55
INT*	(4D6+6)×5	100
POW	(4D6+6)×5	100

Average Hit Points: 11–12
Average Damage Bonus (DB): +1D6
Average Build: 2
Move: 5

Attacks per Round: 1 (touch)
The main drive will be to press its hands against a human forehead but may use one hand to batter away anyone trying to stop the process.

Fighting	70% (35/14), damage 1D3+1D6
Touch	60% (30/12), damage special (Gift of Truth)
Dodge	n/a

Armor: none.
Spells: none.
Sanity Loss: none; 0/1D6 when looking into a splinter's eyes and seeing cosmic infinity within.

true cosmic order of things. Those undergoing the Gift of Truth should make a Sanity roll (1D10/1D100 loss), and every day thereafter, another 1D6 Sanity points are lost. The cultists of the Sacred Light understand the dire risks of accessing this avatar and perform lengthy mental exercises to harden their minds and have woven certain mental constraints into their summoning ritual to prevent complete possession by Daoloth. Without such mental training and the correct version of the summoning spell, those who are reduced to zero Sanity by the experience have a 60 percent chance of becoming a **Splinter of Daoloth** (see box nearby). The only alternative for a person undergoing the gift of truth is to tear out their eyes, a procedure that halts the Sanity loss and stops their mind from metaphorically melting.

TYPICAL PHYSICAL MANIFESTATION: THE SACRED LIGHT

STR n/a **CON** 350 **SIZ** 200 **DEX** n/a

- **Hit Points:** 50
- **Damage Bonus (DB):** n/a
- **Build:** n/a
- **Move:** n/a

Combat

Attacks per round: n/a

The Sacred Light does not use attack forms, people must willing (or otherwise) enter its light.

Armor

- None.
- Immune to mundane weapons (incl. bullets).
- Enchanted weapons can cause harm; passing through the light, they deal their regular damage (no attack rolls are necessary as the Sacred Light does not move).
- If reduced to zero hit points, the avatar ceases to exist. It reforms when Daoloth wills it.

- E -

EIHORT

(Great Old One)

As like an infernal demon plucked from the charnel houses of the lower planes of hell it appears, its vast bulk supported by numerous thin and spindly legs, more bone than flesh, that protrudes outward and down. Atop, a spherical mass of sickly ever-reforming eyes and gelatinous wet pulsating skin, more sack than body, that quivers and ripples with unwholesomeness.

Other names: Beast of the Labyrinth, the Lurker Below, Great Pale One.

A truly monstrous being that folklore tells to be imprisoned in a labyrinth below England's Severn Valley. It is uncertain how Eihort came to Earth, although some speak of its labyrinth being not of this world and, in fact, contains tunnels to different places in this and other dimensions. Indeed, one tale recalls a wandering dreamer who came upon a secret door in the ground that opened into Eihort's tunnels, lending some credence to the entity's ability to appear in other places and times. What seems definite is the deity's inability to depart from its lair, seeming trapped and bound within by Elder magic—although whether such Elder wards continue to function or, as some suppose, the entity prefers to remain below, is as yet unresolved. One might conjecture that the being remains in situ, biding its time in darkness until the wheel of the cosmos turns once more and the Great Old Ones are released from bondage.

Regarding its labyrinthine lair, Eihort's tunnels are mentioned in at least one modern text as being accessed via a certain cellar within the grounds of the Miskatonic University in Arkham, MA. As noted, these tunnels do appear to exist outside of normal space-time, able to phase in and overlay existing cave systems, manufactured tunnels, and the earth in general. As such, doorways in and out may shift and appear randomly or may, according to some, be controlled solely by the deity's whim.

For some scholars, who doubt the reasoned arguments, Eihort is actually the "Berkeley Toad" (see **Byatis**), although such views are in a considerable minority. Given the possibility of a major conflagration of Mythos entities in the Severn Valley region, with the lore suggesting manifestations of Eihort, Byatis, and Gla'aki all local to one another, one is driven to the belief that the area possesses (or once possessed) some key attraction to such entities, or that when cast down, the region was a most suitable prison in the view of the

Elder Gods. Prison or paradise one might conjecture, but the truth remains beyond the grasp of humanity. Whatever the reasons, the effect of such localized Mythos force is not lost to knowledgeable observers, who see beneath the façade of day to day life and to the effect such influences have upon the local populace. Let us not forget the wise words attributed to Police Inspector Cecil McRoode (whereabouts currently unknown): "There's a reason why more people go missing in the Severn Valley than most places."

Despite its inability or unwillingness to depart its labyrinth, Eihort is apparently able to extend its agenda beyond its dismal and grimy confines by the use of both psychic and physical means. Mentally, the entity can reach into human minds to cause illusion, pain, and desire to bloom, while physically, the Old One may send forth is brood to infect humankind. While differing outcomes are possible, at the root of such contact appears to be a desire to bring people into its labyrinth and thereby initiate some form of bargain in which an unfortunate human is made host to Eihort's brood. In this manner, does the hand of the god extend into human affairs, supporting its agendas and presumably preparing the way for when the deity shall stride forth into the world and a new beginning.

Eihort

Cult

Known human cults operate in the Severn Valley area, specifically in the cities of Brichester and Camside. Typically, such cults appear to be founded and led by one who is, in reality, a host for Eihort's brood. Sometimes, these cult leaders are humans infected with the brood, but can also be a mass conglomeration of brood that have formed themselves into a simulacrum of humanity, able to pass as human until the day when they break free of this form and split into their horrific consistent parts.

Most often seen within the Severn Valley, although possible elsewhere, is Eihort's seemingly greater control and influence of the immature, with gangs of children or youths coming under the Old One's sway. While not necessarily fulling understanding their part or role in the machinations of cosmic entities, such children appear consumed with devilry and malice and may act as eyes for Eihort and a means to influence affairs in a rather base fashion. It should be assumed that some of these children who are unable to escape the god's influence eventually grow into adulthood and full membership of a cult. Of course, some may take up Eihort's Bargain and, in so doing, realize a new oneness with their god.

While activities in the Severn Valley are most noticeable, given the deity's ability to touch upon other places and times, cults to this Old One may exist at any point in human history and in any place.

Possible Blessings

- **Brood Carer:** one who has not yet accepted **Eihort's Bargain** (see below) may be tasked with serving and protecting another human who carries the god's brood within them. Such "carers" are mentally linked to the brood carrier, able to sense when that person is in danger or requires help. The link works over any distance and causes the carer to forsake their life in the protection of Eihort's brood.
- **Brood Carrier:** those accepting Eihort's Bargain carry the deity's brood within them. Some are blessed with the ability to control these miniature horrors, commanding them to exit their bodies so as to perform some task, which may be to gather information, enact violence, and so on.
- **Mental Confusion:** able to cause others to become temporarily disorientated for 1D6+1 rounds (costing 5 magic points, and success with an opposed POW roll), causing a penalty die to skill rolls, and decreasing DEX by 40 points when used to determine combat initiative. Some may be quite adept, able to inflict a penalty die to a target's POW roll to resist this mental control.

Encounters

Contact with Eihort is possible anywhere and at any time due to the nature of its labyrinth existing outside of human space-time. A curious entrance or doorway may lead the unwary into the dark tunnels of its lair and into its clutches. One may suppose that the Old One targets certain individuals or groups, wishing for them to enter its lair and take up its bargain, allowing the god's influence to reach into specific situations or locations.

Otherwise, encounters with gangs of malevolent and nihilistic children may uncover the work of Eihort, as would the operations of adult cults working to expand the deity's influence by promoting the wonders of Eihort's Bargain and thereby infecting others with the god's brood. Direct encounters with the brood may also arise, with numerous brood leaking out of Eihort's labyrinth to the world.

Aura

In being and influence, Eihort imposes confusion and doubt like a cancerous miasma, causing people to doubt their senses and second guess themselves. Deception and secrets figure largely, with things unseen directing hidden agendas. The entity and its brood convey a sense of scuttling menace.

Eihort, *master of the labyrinth*

Sanity Loss: 1D6/1D20 Sanity points.

Magic

- **POW:** 150
- **Magic Points:** 30
- **Spells:** Cloud Memory, Enthrall Victim, Flesh Ward, Liquid Death; others as the Keeper desires.

Powers

Eihort's Bargain: a human brought before the entity (or those who unwittingly find themselves there) is held in place (through fear if failing a Sanity roll), allowing Eihort to pose a number of questions. The questions may seem random and weird, but eventually resolve into one key request: do they accept "the bargain?" If refused, Eihort deems the contender a waste of time, either smashing the human to death or letting it go free to be trapped in the spiraling horror of being unable to escape the labyrinth. Sometimes, a few lucky people manage to escape the maze of tunnels, but most either die from starvation or force themselves to eat what strange growths and creatures they find, causing them to eventually lose their humanity and become something else.

If the bargain is accepted, Eihort implants one or more immature brood into the human, who is then released back into the world (sometimes with no memory of the event). Thereafter, progressively horrible and sanity-wracking dreams begin (POW roll per night: if failed, results in 1D4 Sanity loss but grants 1D3 Cthulhu Mythos points). After an amount of time (may be 1D6 days to 1D100 months at the Keeper's discretion), the maturing brood fight for control of their host's body. The struggle climaxes in terrifying visions and dreams (automatic 1D8 Sanity loss per vision/cream event) and in the mature brood splitting open the host's body to emerge from within and scuttle off, leaving the host nothing more than a dead sack of flesh.

There remains no known way to "cure" a host, although possibly the intervention of another Mythos deity may be enough to extricate or kill the brood within. Certain magics might place the brood in a form of stasis, prolonging the host's life but not canceling the outcome of death at some future point.

Eihort's Brood: these are small, globular, pale-white grub-like or spider-like creatures. After their grisly birth, a brood seeks to disappear and hide (they are easily killed) until the time when the Great Old Ones walk the Earth again, when they will metamorphose into smaller versions of Eihort and become its willing attendants.

The brood is not intelligent or aggressive, although it can gnaw motionless targets to the bone or enter a victim to remain inside and feed (causing 1D4 damage per day). Some broods work differently and are able to form a gestalt organism to masquerade as a human (see **Eihort, Broodling of**).

Manipulate Minds: Eihort is able to use the following psychic abilities on humans.

Displacement: costing 10 magic points, may send the mind of a target into the body of one of its servants (the target may resist this with a successful Extreme POW roll). The displacement costs the victim an automatic 1D6 Sanity points. Servants of Eihort are spread throughout the cosmos, and the unfortunate displaced wretch could end up anywhere at the Keeper's choosing. What the victim sees and experiences while in the other body determines how much additional Sanity may be lost.

Eihort's servants may be mind-controlled humans or aliens, conglomerations of its brood, or individual maturing broodlings. The shock of the displacement may cause the new host body to die within 1D10 rounds (determined by a Luck roll made by the human mind displaced); if such death occurs, the transported mind suffers a Sanity roll (1D4/2D4+1 loss) but is then shot back into its natural body. If the death of the new host body does not occur, the displaced mind is locked into its new form until such time as natural death or Eihort decides to move the mind again. Certain magic may help to relocate a displaced mind to its original (or a new) body.

Illusion: costing 5 magic points, can manipulate the sensory centers of a brain, creating any sensation desired for about five minutes. To the victim, who can resist this power with a successful Extreme POW roll, the illusions are real (even down to damage sustained and Sanity losses experienced). Eihort can manipulate one mind for every 25 points of Power it possesses (for a total of six minds). The affected person may see through the illusion with a successful INT roll, at which point it no longer can affect them. An individual who had broken the illusion can attempt to use Fast Talk, Intimidate, Persuade, or Psychology on another person to break their illusionary experience.

Magnify Fear: costing 10 magic points, anyone within 200 yards/meters of Eihort has their specific fears magnified. Those affected may resist this effect with an Extreme POW roll; if unsuccessful, those affected automatically lose 1D4+1 Sanity points. If insanity occurs, the victim should gain a suitable phobia relevant to the experience.

Pain: costing 8 magic points, can inflict 1D6 damage to a target, causing psychic waves of pain to wrack their body. The pain may feel like boiling blood, inflamed nerves, or anything the Keeper chooses.

TYPICAL PHYSICAL MANIFESTATION: EIHORT

STR 200 **CON** 400 **SIZ** 250 **DEX** 60

- **Hit Points:** 65
- **Damage Bonus (DB):** +5D6
- **Build:** 6
- **Move:** 8

Combat

Attacks per round: 1D6 (legs) or 1 (bite or crush)
May use its numerous legs to kick, its body mass to crush, or can bite.

Bite: teeth cause 2D6 damage and inject a paralyzing poison, requiring the victim to succeed with an Extreme CON roll or be paralyzed for 1D6 hours.

Crush: its body may leap onto or roll onto targets within a 5 yard/meter area, affecting anyone unable to Dodge out of the way, dealing 5D6 damage.

Fighting	70% (35/14), 2D6 damage
Bite	70% (35/14), 2D6 + poison (see above)
Crush	50% (25/10), 5D6 damage (see above)

Armor

- None.
- Mundane physical attacks deal minimum damage (incl. bullets).
- Regenerates 3 hit points per round (death at zero hit points).
- If reduced to zero hit points, Eihort dissolves into a purple-gray ooze that seeps into the ground. It reforms in 1D10+20 years.

ELDER GODS, LESSER

(Elder Gods)

Mysterious are they, the lesser-known and unnamed Elder Ones whose time is not yet come. They dazzle the eyes as great shafts of light or as towering pillars of flame, each cast in many hues and colors beyond our ken. Within their presence, we are but trivial things, unworthy of their attention or regard. Yet with some fascination do they watch us, waiting for the aeons to pass until the cosmic tides draw them forth in their full splendor.

Other names: Angels, Those from Afar, Waiting Ones.

These unnamed entities are collectively known as the Lesser Elder Gods are believed to be unformed or immature Elder beings, although some regard them as Elder Gods in their own right, proposing that these seemingly formless beings exist outside of our reality and have no defined form when venturing into our dimension. It appears that each has a unique form, although to the human eye these are much alike, appearing as rays of multicolored light, flaming whirlwinds, or some combination of both. It is possible that some may appear more angular while retaining a certain fluidity of physicality.

One hypothesis, outlined in the sought-after *Rendering Voices of Duncan*, talks of these lesser entities acting in the fashion of soldiers, used to corral or meter out punishment to those who would raise the ire of the Elder Gods. If true, one might suppose that these entities played a role in the casting down of the Great Old Ones in pre-history, and perhaps even now act as watchers or prison wards to ensure the Old Ones' bindings remain fixed and secure. Extending this consideration further, it would seem likely that such beings might be called upon by the greater Elder Ones, such as Nodens, Bast, and so on, to act as messengers, perform tasks, or act in their stead.

Cult

Few, if any, of the Lesser Elder Gods are worshiped either on Earth or elsewhere. Specific individuals may have cause to come to Earth and thereby cause a stir that calls some humans to regard the event as divine and so forth. How each person interprets such an appearance largely depends on their cultural and personal outlook, so it may sometimes result in a strange mix of human-centered belief and cosmic experience.

Possible Blessings

- **Cosmic Insight:** granting 1D10+2 points of Cthulhu Mythos while also reducing Sanity by 1D10+6 points.

Encounters

A few scholars have likened the appearance of the lesser ones to the manifestation of angels and demons in the Bible and other human-centered religious texts, which in modern times appear to have given way to sightings of unexplained aerial phenomena, such as unidentified flying objects and "ball lightning." Whether such earthly manifestations are in fact linked to the Lesser Elder Gods is, as yet, without substance or clear evidence.

Those who delve around ancient sites of Elder interest, including such prisons as hold Great Old Ones, may trigger or cause the eye of one or more of these beings to take note. Meddling with Elder wards invariably draws attention, often with messy results.

Aura

Existing outside of human comprehension, these entities are truly alien in form and substance. Most in the vicinity will feel an otherworldliness overcome their senses and a frightening cold reaching into them, while harsh lights of changing colors confuse and distract.

TYPICAL PHYSICAL MANIFESTATION: LESSER ELDER GODS

STR 130 **CON** 170 **SIZ** 200 **DEX** 100

- **Hit Points:** 37
- **Damage Bonus (DB):** +3D6
- **Build:** 4
- **Move:** 10 / 30 flying

Combat

Attacks per round: 5 (force lash) or 1 (cast away)
May lash out with shafts of flame or light at up to five opponents, or can target a single opponent to cast them away through the air.

Cast Away (mnvr): may dispel a target by hurling them away, using its otherworldly force to fling unwanted nuisances into the air (sometimes into space). With success, the target is enveloped in a shroud of flame or light and then physically hurled away into the air (causing 6D6 damage from the eventual impact when they fall to the ground); the distance traveled by the target is 1D10×1,000 yards/meters. If the attack roll results in an Extreme success, the target is flung so hard as to be cast beyond the atmosphere and into space (unless special provisions have been made or certain spells are available, death is the automatic result).

Flame Lash	75% (37/15), damage 3D6 (ignores mundane armor)
Cast Away (mnvr)	75% (37/15), damage 6D6 (see above)
Dodge	80% (40/16)

Armor

- None.
- Immune to mundane attacks (incl. bullets).
- May spend 1 magic points to regenerate 1 hit point per round spent healing itself (death at zero hit points).
- If reduced to zero hit points, a Lesser Elder God bursts into an explosion of fire or light, which may inflict 10D10 damage to anyone (without the wit to quickly depart or find cover) within 100 yards/meters. It reforms somewhere in space in 1D100 years.

Lesser Elder Gods, *the unnamed watchers*

Note: this profile shows an average entity; larger versions may exist.

Sanity Loss: 0/1D3 Sanity points.

Magic

- **POW:** 120
- **Magic Points:** 24
- **Spells:** Mind Blast, Oscillating Expanse, Pose Mundane, Soul Singing, Wrack, Wrath of Pazzuzu; others as determined by the Keeper.

Powers

Telepathy: may mentally communicate with any intelligent lifeform; the "voice" heard is like that of raging fire or swirling water.

Compel: may psychically implant a vision (usually a message, scene, or event) in another being. Such visions may demand the target carries out a specified task (although the task can appear ambiguous at first). The urge to comply with the command is strong, meaning that most individuals will comply without hesitation. The urge can be countered with a successful Hard POW roll, but, if not performing the requested action, the target suffers 1 Sanity point loss per day until they comply, the entity ceases the request, or the task is no longer achievable (for whatever reason).

- F -

FTHAGGUA

(Unique Entity)

It burns the sky, sheathed in tongues of red-blue fire, and trailing a flaming tail. No comet is this that charts its movement in curves. Behold the living flame! Embrace its tongues of heat and let the divine flames caress your flesh to wash away your ignorance and rebirth you. Let the blue fire possess you and be at one with Fthaggua!

Other names: the Blue God, Child of Cthugha, the Divine Flame, Lord of K'Thagg-Ua,

Fthaggua is believed to be the high priest or leader of all fire vampires, first among them and a channel for Cthugha. Said to be a huge fire vampire, it is usually pictured as a mass of gaseous blue flames, and scholars report that it dwells near the star Fomalhaut along with others of its kind. Some state this entity is a vessel for Cthugha, while others speak of it as the Great Old One's child that may one day evolve into an Old One in its own right.

The *Unaussprechlichen Kulten* of von Junzt tells of Fthaggua being banished to a place or world named as Ktynga, which von Junzt identifies as "Norby's Comet," somewhere in the area of Antares (the fifteenth-brightest star viewable from Earth). Scholars pursuing this statement have concluded that Ktynga is traveling toward the Earth and will arrive here in four centuries' time. Whether this timescale relates in some way to the foretold End Times is uncertain.

Cult

While most cults venerating Cthugha place Fthaggua within their devotions, they do not in the main recognize this entity as a god. Only the mysterious Teachers of Blue Sun seem to hold Fthaggua as a deity, which they see as separate to Cthugha. Occasionally, a sorcerer may call to Fthaggua to request a boon, usually a plea to enact some dire revenge upon others, cursing them to a flaming death by having Fthaggua unleash a swarm of fire vampires.

Encounters

Fthaggua may come in place of Cthugha when summoned or may arrive as that Old One's attendant. More likely, however, would be the appearance of fire vampires (at first) who may then call Fthaggua to appear or have some shard of it possess the fire vampires, creating a gestalt form. Most probable would be unveiling the work and actions of a cult, be they Cthugha or Fthaggua worshippers.

Aura

Like the rest of its fellows, Fthaggua's touch is flame, burning and painful. The smell of acrid smoke, the air full of ashes, and an overpowering heat are the tokens of its passing.

Fthaggua, *lord of fire vampires*

Sanity Loss: 1/1D8 Sanity points.

Magic

- **POW:** 100
- **Magic Points:** 20
- **Spells:** Call Cthugha, Incinerate, Power Drain, Summon Fire Vampire, Wither Limb; others as desired by the Keeper.

Powers

Heat: Fthaggua burns at 2,012°F (1,100°C), able to sets flammable objects alight with its touch, and causing from 2D6 to 8D6 burn damage, dependent on the severity of its "touch."

Coterie: when traveling between worlds (at a speed of one light-year per day), 4D10 fire vampires accompany Fthaggua. The entity may use the fire vampires as a means to communicate with humans (burning text or images into wood, spelling out fiery words in the air, and so on).

Mind Burn: may send forth a flaming tendril to wrap around another's head and consume their memories. Unwilling targets may attempt to Dodge this as an attack, and, if unsuccessful, may resist the mind burn with an opposed POW roll. The victim's memory is partly or fully consumed, with either total or partial memory loss accordingly. In some cases, this act may cause no damage to the victim (a Luck roll determines if any damage is sustained, and, if failed, results in 4D6 damage, burning the head to cinders).

TYPICAL PHYSICAL MANIFESTATION: FTHAGGUA

STR n/a **CON** 175 **SIZ** 400 **DEX** 300

- **Hit Points:** 57
- **Damage Bonus (DB):** n/a
- **Build:** n/a
- **Move:** 100 flying

Combat

Attacks per round: 1D4+1 (flaming coils)

Shoots forth or drops coils of bluish lightning-like flames, inflicting 4D6 burn damage.

Fighting 50% (25/10), damage 4D6 burn

Armor

- None.
- Immune to mundane weapons (incl. bullets).
- Water causes 2 damage per gallon, a bucket of sand inflicts 1D3 damage, and a handheld fire extinguisher deals 1D6+1 damage.
- Electrical attacks of sufficient strength may cause 1D6 damage per round.
- If reduced to zero hit points, Fthaggua's fire burns green, then yellow, then white, leaving a meteorite-like sphere behind. It reforms in 50 days.

- G -

GHATANANOTHOA

(Great Old One)

To look upon the Dark God is to be damned. None who have done so can speak, leaving minds to wonder at its cruel visage. What description exists is fabrication and lies, but, with the lack of anything one might count as substantial, one is left with fragments. Huge, multiple eyed, many mouthed, plastic, squamous, rugose, nightmarish, tentacular—the list could go on but is essentially meaningless. Until we stand before this miasma of death and embrace our doom, we shall not truly know its like.

Other names: the Dark God, Lord of the Volcano, That Which Cannot Be Seen.

According to legend, this entity once dwelt on Yuggoth but was taken from there and brought to Earth and imprisoned within Yaddith-Gho, a volcano in ancient and forgotten Mu. Speculation rises as to who caused this migration and imprisonment, with some citing the mi-go, while others speak of the "Spawn of Yuggoth," an older and more powerful race of beings, who cast down this god. It appears evident that the Elder Ones played some role, either directly or through the manipulation of lesser races, perhaps bestowing certain Elder magics powerful enough to unseat a Great Old One.

Once on Earth, Ghatanothoa's presence reverberated, calling out to entice new worshippers to this strange god. It is said the lloigor found some affinity for this being, while the sorcerer-scientist serpent people attempted to harness the Old One's energies, with a few of their kind turning from Yig in devotion to Ghatanothoa. Later, with the coming of humanity, some were called to serve the dark god while others tried to contain or destroy it. Von Junzt recounts the tale of T'yog, a high priest of the Dark Mother, who in the Year of the Red Moon believed he had found a way to protect himself from Ghatanothoa's terrible gaze, only to find (to his horror) that the scroll on which he had set down his spell of protection has been stolen and replaced with a fake by devious cultists of Ghatanothoa.

Once Mu was lost and sank beneath the waves, Ghatanothoa's worship greatly diminished. Held tight within its Elder shackles, the entity is said to now sleep but continues to send forth its psychic influence in strange patterns of irregular frequency and intensity. Somewhat like Great Cthulhu, its dreams may manifest to affect and attract humanity. The connection with Cthulhu is thought by some to be particularly strong, with the *Black Book of Costernulus* and *Apportions of Infinity* both claiming

that Ghatanothoa is actually the first spawn of Cthulhu, who did not follow its "father" in coming to Earth but was rather "dragged" here at a later time.

Of all the legends concerning this deity, one fact appears without argument: that to look upon Ghatanothoa is be damned. Its appearance so alien, so hideous, and inherently "wrong" that it causes humans to become literally petrified on the spot. Perhaps ancient memories concerning this horrific form of death have become ingrained in human racial memory, appearing from time to time in mythologies and folklore, such as the medusa of the Greeks and the basilisk described by Pliny the Elder in his *Naturalis Historia*. An unfortunate fact appears to be that the "curse" of Ghatanothoa is not limited to seeing the deity in real life, as "accurate" representations of the god are said to also cause petrification in humans. Of course, here the legend becomes problematic: if one cannot look upon the god without suffering petrification, how can a person then carve an accurate effigy? Such an obvious issue may call the lore into question, although one might presume that a human gaining a psychic impression or vision of the god is safe from being petrified, and that is it only the physical act of looking at the deity with one's own true eyes that causes the curse to fall. To date, the truth remains out of reach, as no one has yet come forward to test this theory.

Ghatanothoa

Cult

Ghatanothoa may still be venerated by certain Mythos races, including the lloigor, mi-go, and a few serpent folk. At present, no human cults are known to exist, although such groups are likely to secretive and operate behind at least one, if not more, fronts. Certainly, in ancient history, human cults appeared more numerous. Prior to its disappearance, Mu would have been considered the center of all human cults of Ghatanothoa, with the priests there performing regular devotional rites and a spectacular number of human sacrifices.

Any modern-day group would seek to tap this deity for wisdom and magic, or else would be working toward identifying where Mu might now be and how to return that land to our times. It is not unfeasible to expect humans and some serpent people, and/or mi-go to be working collaboratively to restore Mu and Ghatanothoa.

Possible Blessings

- **Visionary Insight:** granting dreams or visions ripped from the deity's conscious or unconscious mind; such impressions may show historical events experienced by the god, alien landscapes (perhaps of ancient Yuggoth and other places), or images from the future. Inherent within such sights is the boon of Cthulhu Mythos wisdom (+1D10 skill points) and its curse (–1D10+1 Sanity points). In addition, the learning of spells or rituals may be an outcome, as could obtaining a working visualization of Ghatanothoa, enough to carve an effigy or create the deity in art.
- **Sight of the Dead:** those most favored might be allowed to see through the eyes of those doomed—the many petrified but living humans and creatures damned to live within a rigid body. The deity, and its favored, may see through these dead-eyed sentinels, while also reading their living brains to pluck out useful information.

Encounters

Those seeking Mu may come to find themselves near to Ghatanothoa. It remains uncertain whether Mu is simply sunken (like dead R'lyeh) or exists outside of time and space, perhaps now locked in a bubble dimension or out of phase with our space-time.

Such cults as there are may deposit idols or effigies of the deity for some purpose, bringing doom to those unfortunates who look upon these nasty figurines. As mentioned, such cults may hide behind other guises, with only the true inner circle being cognizant of Ghatanothoa, working through masks purporting to hold other deities in regard while manipulating those around them to further their own agenda.

Aura

A distinct sense of wrongness surrounds this deity and all things associated with it; something so terrible that to behold it is to know eternal suffering. Any truth about Ghatanothoa lies within secrets, obscured and hidden. One might suspect that there are good reasons why the truth concerning this god remains so well kept. Perhaps seeing Ghatanothoa reveals some portion of this truth—so awful as to destroy a person where they stand.

Ghatanothoa, *the hidden god*

Sanity Loss: 1D10/1D100 Sanity points.

Magic

- **POW:** 175
- **Magic Points:** 35
- **Spells:** all Summon/Bind and Contact spells concerning other Great Old Ones and Star-Spawn of Cthulhu; others as the Keeper desires.

Powers

Curse of Ghatanothoa: anyone who looks upon a perfect image of Ghatanothoa (in real life or crafted) suffers this curse. A CON roll must be made each round that the "image" is seen; if failed, 3D10 points of DEX are lost as muscles stiffen and creeping paralysis begins. If an investigator's DEX is reduced to zero, complete immobilization occurs, a process of petrifaction normally irreversible. In a few moments, the victim's flesh and sinews rapidly harden to the consistency of tough leather and bone, and they are unable to move or make any physical gestures. While the body becomes petrified, the brain and internal organs remain living inside this hard, immobile case—aware yet unbearably imprisoned. Unless moved by another, the victim remains in situ, doomed to stand statue-like while their conscious crumbles into insanity (losing 1D6 Sanity points per day until none remain). Only the destruction of the brain can end the victim's suffering. Note that Ghatanothoa can control this power, allowing others to see it without being affected by the curse.

Send Vision Message: can impart messages via visions, dreams, or telepathy across any distance. The recipient may resist with a successful Extreme POW roll (although they suffer 1D4 Sanity loss from the experience); otherwise, the person received some message, which may call for Sanity roll depending on its content and nature. In the main, such messages filter out into the world randomly and unpredictably, although Ghatanothoa may direct its communications to know servants who have offered themselves up to the god.

TYPICAL PHYSICAL MANIFESTATION: GHATANOTHOA

STR 450 **CON** 400 **SIZ** 700 **DEX** 40

- **Hit Points:** 110
- **Damage Bonus (DB):** +13D6
- **Build:** 14
- **Move:** 6

Combat

Attacks per round: 1D4 (tentacles) or 1 (crush)
Uses tentacles to strike and grab, or its bulk to crush.

Grab (mnvr): grabbed by a tentacle, the target suffers 7D6 crushing damage per round thereafter. The victim may attempt to break free with an Extreme STR or a Regular DEX roll. A tentacle may be severed if suffering 6+ damage (note 10-point armor).

Fighting	80% (40/16), damage 4D6 per tentacle
Grab (mnvr)	80% (40/16), held, damage 7D6 (see above)
Crush	50% (25/10), damage 13D6

Armor

- 10-point hide and otherworldly material.
- Regenerates 10 hit points per round (death at zero hit points).
- If reduced to zero hit points, Ghatanothoa's body disintegrates into millions of dust particles that swirl in the air for a few moments and then disappear. Those caught within this dust cloud must succeed with a CON roll or suffer 1D6 choking damage per round for 1D4 rounds. It reforms in 10D100 years.

GHIZGUTH

(Great Old One/Avatar)

A large and wrinkled sack of jelly in which a single overly wide mouth gapes, like a rip across its bulbous body, beneath which are pairs of tiny eyes peering out from folds in the greasy flesh. Instead of legs, it has several long claw-tipped, vine-like tendrils that protrude from its sides.

Other names: Ghe-Zulth, Lord of the Deeps, Spawn of Cxaxukluth.

According to Hyperborean scholars, Ghizguth (sometimes Ghisguth) begat Tsathoggua, and is the child of Cxaxukluth. Such familial heredity is unconfirmed and remains conjecture, with most contemporary scholars dismissing such ideas as inappropriate and far too human-centric in nature. Perhaps, a seed of truth might be gleaned from these associations, however, with the concept of Cxaxukluth, Tsathoggua and Ghizguth once being a single entity (larval?) that later divided or split in some fashion to create these different distinct beings. It seems certain that the truth will continue to evade researchers.

Later tomes describe the coming of Ghizguth to the Earth from a "distant and unseen" place. It is said that the deity's arrival caused the oceans to boil and tumultuous tidal waves that "vexed and destroyed many," somewhat similar in scope to a meteorite smashing down into the sea. Many presume the Elder Ones had a role in casting Ghizguth to Earth, like so many of the Old Ones seemingly imprisoned here. The accounts continue, stating that Ghizguth sank to the ocean floor and did not stir for 1,000 years, and, on waking, found itself trapped beneath mountains. Given that mention of this deity appears less than others, one may surmise that either it was indeed trapped somehow for many years or that it takes little interest in the affairs of the planet and its inhabitants, and only makes its presence known to a few on rare occasions.

Presumably, this entity remains somehow "chained" or tethered to the deep oceans, occasionally rising upward to cause the mysterious disappearances of ships and their crew. One tale suggests that it has come to land at least once if the accounts from the Mortimer-Parkes Expedition are to be believed; these partial and damaged papers being all that remained of the team (sponsored by Ketchum Parkes Industries) that mysteriously disappeared from Saint Paul Island in the Indian Ocean in 1903.

On theory suggests Ghizguth is another avatar of Great Cthulhu or perhaps another form of that Old One's avatar known as Leviathan. Certainly, idols of an entity seemingly matching Ghizguth's appearance have on occasion been found among deep one trinkets, usually in the form of gold jewelry.

Ghizguth

Cult

A little-known deity that has no known human cult, although speculation exists that small coastal communities may hold Ghizguth in some regard. Some deep one communities are believed to give offerings to the deity, which is seen as having some kinship with Leviathan (Cthulhu), while idols have been found in the remains of mi-go outposts. Certain shrines to Tsathoggua may contain effigies of Ghizguth.

Possible Blessings

- **Gather the Sea:** grants the power to create oceanic whirlpools of varying size, some capable of capsizing a medium-sized vessel, with the expenditure of magic points (10 points being capable of capsizing a vessel of approximately 20 feet/6m in length, with multiples of 10 increasing the power to affect larger vessels per +20 feet).
- **Watery Breath:** enables worshippers to breathe and swim underwater so that they may be summoned to commune with Ghizguth.

Encounters

While this deity is rarely encountered, it may account for the disappearance of ships that stray too close to its resting place, or those who unwittingly cross into what it perceives as its domain. Some speculation exists that human and

alien followers work to some grand plan that will bring Ghizguth and Leviathan together at a particular point in time, whereupon these two entities will somehow combine, which may have a bearing on the sleep of Great Cthulhu. Perplexingly, a similar lore names Tsathoggua instead of Leviathan, stating these two entities shall join when the "seven-thousandth circle of the world has turned." Thus, even land-based investigations may come across those who seek to release or bring these strange pairings together.

Aura

The sea figures large in associations with this Old One, with the taste of saltwater and brine its calling cards. Thoughts of deep and dark things lurking in the depths may plague the dreams of those somehow touched by Ghizguth.

Ghizguth, *lord of the deeps*

Sanity Loss: 1D8/1D20 Sanity points.

Magic

- **POW:** 140
- **Magic Points:** 28
- **Spells:** Bestow Glimpse of Truth, Command Shoggoth, Create Mist of R'lyeh (variant), Fist of Yog-Sothoth, Solar Gaze; others as the Keeper desires.

Powers

Change Weather: at a cost of 5 magic points, cause the weather to worsen, creating gales and storms of severe magnitude.

Far See: costing 1 magic point, Ghizguth may summon a vision of an event taking place in real-time within 1,000 miles (1609 km).

GHROTH

(Outer God)

Look up to the heavens and be afraid! It travels through the void, planet-like and immense, bringing doom to all in its path. A red star whose surface is riddled with cracks and strange geography that hide unquiet seas beneath. Great torment shall herald its arrival. Look not closely, lest it opens its great eye and sees you.

Other names: Doom Maker, the Harbinger, Nemesis, World Killer.

Ghroth is a planet-sized, star-like entity seemingly comprised of living gas, ash, and molten iron. Named by some as the "Nemesis Star," it roams the void of space, apparently free of restraint, piping out strange sounds that some liken to the maddening Music of the Spheres. It is said that this dire music calls outward to touch the dead and sleeping Old Ones, who, upon hearing these curious notes, rise to consciousness and some kind of rebirth. Ghroth's song not only calls gods to life but also "sets the stars," which may be

TYPICAL PHYSICAL MANIFESTATION: GHIZGUTH

STR 220 **CON** 350 **SIZ** 230 **DEX** 90

- **Hit Points:** 58
- **Damage Bonus (DB):** +5D6
- **Build:** 6
- **Move:** 8 / 20 swimming

Combat

Attacks per round: 4 (rend, tear, entwine, grasp)
Attacks with up to four of its tendrils per round, using its pincers to rend and tear or its limbs to entwine and crush.

Entwine (mnvr): the target is held and then, on the following round, pulled into the Old One's wide mouth and swallowed whole. Those swallowed suffer crushing within Ghizguth's enormous gelatinous bulk as well as being burned by digestive acids (5D6 damage per round). The victim may attempt to break free with a successful Extreme STR or DEX roll; limbs may be severed if targeted (imposing a penalty die to the attack roll) and if suffering more than 6 damage.

Fighting	80% (40/16), damage 2D6
Entwine (mnvr)	80% (40/16), held then 3D6 damage
Swallow	automatic if entwined; damage 5D6 per round

Armor

- 1-point gelatinous flesh.
- Regenerates 1D6 hit points per round (death at zero hit points).
- If reduced to zero hit points, Ghizguth explodes in a messy splatter of acid goo (inflicting 1D8 damage to all within 100 yards/meters who fail to make a Dodge or Luck roll). It reforms in 200 years.

some form of cosmic repair, effectively resetting the fabric of the universe or somehow tuning it to the favor of the Outer Gods and Old Ones. Certain scholars see Ghroth more as a force of un-nature, forcing the elements of the cosmos to sing a darker tune.

Not just ranging the void, this immense entity commands enough power to destroy worlds, and most references agree that it was Ghroth who caused the death of the planets Yelithka, Mormol, and Shaggai, as well as being the thing that forced Baoht Z'uqqa-Mogg to flee toward Earth. Prophecies speak of the arrival of Ghroth being foreshadowed by "natural" planetary disasters, such as great tidal waves, powerful storms, and earthquakes. The *Revelations of Gla'aki* makes mention of the Nemesis Star, which it purports to have passed Earth in prehistory and alleged to have caused the Cretaceous–Tertiary (K-T) extinction event that saw three-quarters of the planet's life die some 66 million years ago. The name "Planet Killer" is not one given lightly.

Whether Ghroth can be steered away and turned from a particular course remains a contentious area of debate, with some conceiving of a great magical ward that could hide or protect a planet from the entity's power. Others dismiss such ideas as poppycock, saying that only another Outer or Elder God could wield enough power to restrain Ghroth.

The relationship between Ghroth and Azathoth remains an area of conjecture, with some proposing that the two are linked and perhaps facets of the same entity: one the creator, the other the destroyer. Of course, such talk continues to be academic and unrooted in anything resembling fact.

TYPICAL PHYSICAL MANIFESTATION: GHROTH

Ghroth is beyond all scales of magnitude.

STR n/a **CON** n/a **SIZ** n/a **DEX** n/a

- **Hit Points:** n/a
- **Damage Bonus (DB):** n/a
- **Build:** n/a
- **Move:** n/a

Combat

Attacks per round: n/a

If Ghroth wills it, its presence alone is enough to destroy a planet.

Armor

- None.
- Theoretically, if the power to destroy a planet was directed at Ghroth it could conceivably damage or kill this entity, causing it to shatter in an explosion of rock, iron, dust, and other materials (which on their own may cause large-scale planetary devastation).
- Possibly, somehow reducing Ghroth's POW to zero would cause the entity to cease to exist or become a lifeless planet.
- If destroyed, Ghroth reforms inside Azathoth in 1,000 years, who then rebirths the entity so it may continue its mission to repair/reorder the cosmos.

Cult

Ghroth has a few human worshipers, mostly sorcerer-astrologers and those who favor the coming of the end of the world. One small but organized group is the Cult of Ghroth, who lurk in the Goatswood area of England and work to divine meaning in Ghroth's passing. A common belief for such cultists is an assurance of their coming death, of which they have little fear—thus, they act without regard for their own safety, believing that they will be rebirthed when Ghroth eventually returns to Earth.

The mi-go are said to be fascinated by Ghroth and one may suspect this curious race is working to devise experiments to better understand the entity's purpose, even to tap into its awesome power in some fashion. In contrast, the shan, who's home planet was said to have been destroyed by the entity, fear Ghroth; what lengths the surviving shan on Earth will go to should Ghroth return to our solar system is uncertain, but one can assume they will either attempt to flee the planet or use humanity to ensure their own survival.

Possible Blessings

- **The End is Nigh:** as Ghroth approaches a planet, some who dwell there may receive premonitions of the calamity to come. Such premonitions may come as auditory hallucinations, dreams, waking visions, and so on. For a few, these will consume their minds, driving them to take ever more dramatic action. Others may be overcome with despondency, while some reach a form of enlightenment, able to conceive of Ghroth's approach and devote themselves to preparing the way for Ghroth in the most distasteful and violent of acts.

Encounters

Unless Ghroth is on a trajectory toward Earth, humanity can sleep easy (well, mostly). Encounters are, in the main,

likely to come via astronomical observation; in watching the skies through telescopes, one might catch a glimpse of the entity passing by or through our solar system (perhaps seeing its single, massive eye looking back), or detect strange patterns in radio astronomy. Those able to travel via magical or super-science means may find themselves in the wrong place at the right time, perhaps even on a planet about to be consumed. Alien lifeforms that have fled before Ghroth may be encountered on Earth, such as the shan or others as yet unidentified.

Aura

Doom, doom, and more doom. Inevitable destruction. Insignificance and powerlessness.

Ghroth, *the harbinger*

Sanity Loss: 1D10/1D100 Sanity points.

Magic

- **POW:** 500
- **Magic Points:** 100
- **Spells:** none.

Powers

Cosmic Realignment: able to pull planets into new orbits, destroy planets, cause stars to die or be born, and any other number of cosmic phenomena. Whether such acts are accomplished simply by its will or through unimaginably powerful magics is beyond our comprehension.

Music of the Spheres: a never-ending song, cast out into the void, that can awaken dead and slumbering gods or cause such strange life to be born. For many, hearing this bizarre and otherworldly music is enough to drive them insane (Sanity roll, 1D10/1D100 loss).

GLA'AKI

(Great Old One)

From the dark waters, we could spy its ascendance, its slug-like oval body covered in needle-like spines metal of varied colors, like oil on water. A head of sorts at one end, with a vast mouth that reminded me of some horrific catfish and of an unwholesome spongy quality. From the head, three stalk protrusions, each ending in a bulbous eye. Its underside squirmed and wriggled, with hundreds of pale-colored pyramid-like stumpy legs or feet. The air around it seemed like heat haze, distorting the sight and causing parts to be momentarily amplified to our abundant horror.

Other names: the Inhabitant of the Lake.

Certain texts describe Gla'aki coming to Earth within a meteorite that is believed to have shattered before impact, causing shards of the entity within to be scattered across the globe. Thus, each shard is part of the whole but able to take form and operate independently, giving rise to the Old One's appearance at different times and places, although each seemingly linked to a particular body of water (the entity seems to prefer submersion when resting). Indeed, differing volumes in the work collectively called the *Revelations of Gla'aki* appears to tell different accounts, with early volumes stating the entity's main mass was deposited in a lake in the Severn Valley region of what would later become England, while later ones refer to the notion of splinters in many areas. Given the belief that this text is written and added to by Gla'aki's servants, under its direct command, it becomes difficult to apportion truth. What is certain, that whether as shards or through some magical ability, Gla'aki is able to manifest in a wide variety of freshwater lakes while abstaining from appearances in saltwater.

It does seem that remnants of Elder magic cling to this entity, as it appears unable to move far from its watery home(s). For the present, it seems content to grow its army of undead servants, sending them forth to obtain rare crystals and other things, although scholars have (as yet) been unable to decipher a pattern or motive for these acquisitions. In some cases, its servants have been sent far to reclaim and uncover pieces of the meteorite the Old One arrived in; some speculate that in doing so the servants are able to "revive" what might be considered a sleeping or dead shard of the entity, while others argue that Gla'aki remains in a weakened state (following its momentous arrival) and the crystals it obtains are absorbed as a means to re-energize and restore it to full health.

Gla'aki shows a distinct appreciation for humanity as a useful tool, using psychic powers to "pull" targeted humans toward it and then claiming such unfortunates, forcing them into an un-life of servitude. Unfortunately, these servants seem to, eventually, fall prey to a condition described as the "Green Decay," which causes them to dissolve into foul puddles of liquid matter.

Cult

A particularly loathsome cult resides around this Old One, with its members being undead servants. On occasion, living humans may be found worshipping Gla'aki and working with its undead minions. Such living cult members appear to crave Gla'aki's embrace, longing for the un-life it offers. As its undead servants can pass as living for a number of years before decay wares away their bodies, they may go about in society unnoticed. Some of its servants are tasked with writing, copying, or compiling volumes and editions of the *Revelations of Gla'aki*. This work presumably furthers the

agenda of the Old One, which appears to use the text to ensnare particularly useful individual humans. The Old One does not appear to have any alien cults devoted to it.

Possible Blessings

- **Green Decay:** may bestow a spell that causes the green decay to affect living humans.
- **Long Life:** those who accept servitude are blessed with un-life, free from the pains and sorrow of life.

Encounters

Those within the area of a body of water possessing a shard of Gla'aki may hear its dream-pull, which in turn may lead them to become another servant of the entity. Thus, investigators of missing people may unwittingly be drawn into Gla'aki's web. Encounters with its servants are possible, who may be employed in digging and retrieval efforts to reclaim meteorite fragments, crystals, and the like. In addition, reading the *Revelations of Gla'aki* may cause some to become obsessed with the Old One and seek it out.

Aura

Something damp, rotting, and foul permeates around this entity. A distinct sense of the alien and "the other" can be felt in its presence. Much secrecy and obfuscating exist concerning the *Revelations of Gla'aki*, whose volumes sometimes seem to sweat with a sickly sweet residue. While its servants who are in the process of the Green Decay exude an aura of unhealth, causing most to feel a strong repugnance.

Gla'aki, *the inhabitant of the lake*

Sanity Loss: 1D3/1D20 Sanity points.

Magic

- **POW:** 140
- **Magic Points:** 28
- **Spells:** Green Decay; others as desired by the Keeper.

Powers

Dream-Pull: uses this power to draw victims toward it for initiation into undead servitude. To determine the success of the dream-pull calculate the sum of Gla'aki's current magic points minus the target's magic points, with the result expressed as a target number to be rolled on percentage dice (e.g. Gla'aki's 28 magic points minus a target's 12 would equal a 16 percent chance for the dream-pull to work); each mile (1.6 km) of distance between the Old One and the target reduces the chance by 1 percent. Gla'aki can attempt a dream-pull once per night, for as many nights as desired. Note that Gla'aki's magic points may be higher than the norm due to the absorption of certain crystals and the use of spells.

Create Servant: initiation as a servant of Gla'aki requires the novice (who may or may not be willing) to stand on the shore of a body of water in which the entity can manifest. Gla'aki rises from the deep and proceeds to drive one of its metallic spines into the victim's chest and then, on the next round, injects a fluid into the victim. Normally, the spine itself kills the human victim (3D10 damage). The spine detaches from Gla'aki and from it grow protrusions through the victim's body. When the growth is complete, in a night or two, the spine drops off, leaving a livid wound that does not bleed and from which emanates a network of red lines. The victim is then an undead slave, a servant of Gla'aki.

If the damage from the spine fails to kill the target and they manage to break free during the round in which they are stabbed, and before the fluid is injected, they have a 50 percent chance to die from the wound and become undead, but not under Gla'aki's control (the Old One likely sends its servants to capture such individuals and hold them down while it drives in another spine to force proper servitude). If a victim survives the injury, they may recover and never become an undead servant.

TYPICAL PHYSICAL MANIFESTATION: GLA'AKI

STR 200 **CON** 300 **SIZ** 450 **DEX** 50

- **Hit Points:** 140
- **Damage Bonus (DB):** +7D6
- **Build:** 8
- **Move:** 6

Combat

Attacks per round: 1 (spines)
May attack with its spines, either ramming them or shooting them into a target.

Fighting	100% (50/20), damage 3D10

Armor

- 40-point integument.
- Each spine possesses 4-point metallic armor and 6 hit points.
- If reduced to zero hit points, Gla'aki's bodily liquids rapidly drain from its body, and then its dried-out husk crumbles into dust. It reforms in another shard within a body of water within 1D100 days.

GNOPHKEHS

(Great Old One/Unique Entity)

The image depicted a vaguely humanoid thing encased in ice. It appeared to be covered in dense white fur and boasted eight limbs, each ending in claws that could have been feet or hands. Upon an overlarge head rose a single horn, below which its mouth was open to reveal many vicious-looking teeth.

Other names: Go-Nup-Sis, Horror of the North, No-Phren-Ka.

Gnophkehs is something of an enigma, with little known or confirmed about the entity, including whether it actually exists. Some may immediately note the similarity of its name to the race of creatures commonly known as the "ghoph-keh," which may or may not have some connection to this deity. Indeed, some argue that Gnophkehs is nothing but a representation of the gnoph-keh race, an amalgam created in the mistaken belief that there is a single creature rather than a race of them. Others claim that this deity is merely a large example of that race, something akin to the relationship between Dagon and Hydra and the deep ones. Yet more dispute both these theories and state Gnophkehs is a god-like Old One, whose name in the human tongue just closely resembles the ghoph-keh. A few write that this being is an avatar of another god, with the names Cthulhu and Rhan-Tegoth sometimes mentioned in this regard. There is little consensus on the matter, which quickly becomes evident when one begins to search tomes of lore for mention of its name. It is not surprising that most researchers place Gnophkehs in the "unknown" column. The rest of this entry presumes this entity is an Old One.

Tales describe Gnophkehs as being entombed in ice in the Northern Hemisphere, possibly in Iceland or, more likely, Greenland. It is variably depicted as having six or eight limbs on which it can walk or use as hands, although this may be a mistaken attribute borrowed from its association with the gnoph-keh race. The exceedingly rare *Book of Gnophkehs*, written by Knapp, might contain the best illustration of the Old One (but care should be taken, as many dismiss Knapp as crazed and overly imaginative). It describes how the deity came to Earth upon a "shining star" and how it marshaled the people in their devotion to it, demanding human sacrifice and building a "throne of blood." The text goes on to say that Gnophkehs sought only to "build its domain in the cold wastes and would have no commerce with others," which might be taken to assume that the entity did not seek to expand its influence beyond the cold lands of the north. What calamity befell the Old One and caused it to become encased in ice (and presumably unconscious or dead) is not detailed. All Knapp has to say on the subject is, "unfamiliar lights did shine down and took strange forms, gathering around Gnophkehs, choking and bringing this reign to an end."

Cult

The last chapter of the *Book of Gnophkehs* mentions a cult that tends to the frozen god, offering it regular blood sacrifices, said to honor the deity while ensuring it remains imprisoned. Perhaps not true adherents of Gnophkehs, this cult may carry the knowledge of certain Elder rituals designed to prevent the deity's freedom. Thus, the cult members fear and adore the Old One in equal measure. They foretell of a time to come when the old rites shall return and they will wake their god from its sleep. Other than this cult, a few small groups inhabiting the northern climes are believed to give blessings to the Old One, who they see as a lesser but aligned god to Ithaqua. From time to time, reports of savage murders lead some to speculate that blood rites continue to be performed.

Possible Blessings

- **Imbue:** for those who have proved themselves worthy, the deity bestows great strength and speed (temporarily increasing STR by +4D10 points and MOV by +1D4+1 points).
- **Inner Warmth:** grants immunity from the cold.
- **More Limbs:** truly blessed worshippers may find their bodies growing extra limbs (+1D4), enabling them to perform additional attacks (+1D2 attacks).

Gnophkehs

Encounters

It would be unlikely to come upon worshippers of Gnophkehs outside of the Arctic Circle. Such cultists as there are will predominantly have some local heritage, although outsiders may come to find positions in the cult should they prove themselves worthy. As noted, not all cultists are bent on Gnophkehs' release, with a large contingent holding annual rites to maintain its imprisonment, although even these will want to keep the existence of the Old One a secret, going to great lengths to maintain "their" god remains hidden.

TYPICAL PHYSICAL MANIFESTATION: GNOPHKEHS

STR 200 **CON** 500 **SIZ** 150 **DEX** 90

- **Hit Points:** 65
- **Damage Bonus (DB):** +3D6
- **Build:** 4
- **Move:** 12

Combat

Attacks per round: 4 (claws) or 1 (horn or grab/bite)
May lash out with up to four of its clawed limbs per round or it may attempt to gore one target with its horn or grab and then bite with its mouth.

Grab (mnvr): grabbed by one or more of its limbs, the target is held and may be bitten on the following round (3D6+6 damage). The victim may attempt to break free with an Extreme STR or DEX roll.

Fighting	75% (37/15), damage 3D6
Horn Gore	60% (30/12), damage 3D6+1D6
Grab (mnvr)	75% (37/15), held and then bitten (see above)

Armor

- 10-point thick fur and flesh.
- If reduced to zero hit points, Gnophkehs' body rapidly rots down into a greasy and bloody mess. It reforms within its ice prison in 1D100 years.

Aura

In the presence of this frozen deity, one will feel an unearthly chill gnawing at their bones. The size and sight of Gnophkehs are liable to cause a person to see themselves as "prey" and "fodder" for the god, and their own weakness magnified by its clear physical prowess.

Gnophkehs, *the horror of the North*

Sanity Loss: 1D8/1D20 Sanity points.

Magic

- **POW:** 150
- **Magic Points:** 30
- **Spells:** Call Ithaqua, Contact Gnoph-keh, Death's Breath, Knot Flesh, Possess Corpse, Utterance of Bile; others as desired by the Keeper.

Powers

Awaken: frozen and sleeping within the ice, Gnophkehs requires a special ritual and the sacrifice of at least 150 SIZ worth of human victims to be awakened for a temporary period. The blood of sacrificial victims must be spread across the ice encasing the Old One. Once awake, Gnophkehs must feed and if a suitable human feast is not provided, the Old One devours whoever is nearby. The length of waking varies (2D10+5 rounds).

Cold Strike: able to summon a blizzard about itself. This sudden storm rages about 30 yards/meters in diameter around the Old One, restricting visibility greatly. Gnophkehs naturally generates a constant and intense cold around itself, and for every round spent within 2 yards/meters requires a successful CON roll or the loss of 1 hit point to freezing damage (if not protected against the cold).

Howl: its cry is deafening and blood-curdling, and anyone within 10 yards/meters must succeed in an Extreme POW roll or be overcome (losing 1D10 Sanity points) and is temporarily deafened and dumbfounded (for 2D10 rounds). Those dumbfounded are unable to move, think, or take any action. Those who successfully resist the howl still suffer the loss of 1 Sanity point and have a penalty die imposed on all hearing-related skills for 1D10 rounds. Note that the howl can be heard beyond 10 yards/meters, with its effects overcome by a Hard POW roll within 50 yards/meters, or a Regular POW roll within 100 yards/meters.

GOL-GOROTH

(Great Old One)

The depiction showed a monstrous thing, perched atop a great stone pillar. Toad-like and bulbous, its corpulent and scaled flesh sagged in rolls nearly hiding its hindquarters while rising itself upward on two hooved legs. No arms did it possess and, instead, two long tentacles dangled and waved, emerging from its fat neck upon which sat a misshaped head with a crooked mouth full of fangs.

Other names: the Forgotten One, Golgoro, Keeper of Black Stone.

Many shrines to this Old One may be found in subterranean temples, although a handful of shrines, looking like tall stone pillars or obelisks, are said to survive in remote parts of the Old World. According to *Nameless Cults*, Gol-goroth dwells in a sunken temple-prison somewhere in either Hungary or Romania. The section in *Nameless Cults* goes on to say that in times past many youths were sacrificed to the god in monthly ceremonies, held at the waning of the moon, designed to honor and appease. On occasion, the deity might deign to appear—usually sat on the top of a stone pillar—and oversee the blood rites while granting boons to its most favored.

During the 16th century, most of the still-standing shrines and effigies of this toad-like god were destroyed, helping to fuel the already growing animosity toward the Habsburg King. Despite such events, some rural communities continued to secretly worship Gol-goroth, though any significant cult of the deity had, by this time, already died out. Rumors persist of forgotten corners of Eastern Europe and Asia where intact shrines to this god may be found.

Given its toad-like visage and subterranean scope, most scholars agree that there must be some form of connection between Gol-goroth and the Tsathoggua, with some saying the two are one and the same, while others speak of some familial relationship. It seems certain that some link does exist, but as to what it actually is remains conjecture at this time. It is conceivable that Gol-goroth's appearance is an illusion, as the entity has been known to take on other forms drawn from the darkest depths of the minds of those who see it. Thus, its Tsathoggua-like manifestation may simply be a disguise of sorts, hiding the reality of its true horror.

Worship may once have been localized to Europe and Asia, although small groups traveling from the Old to the New World could have taken worship of Gol-goroth with them. Interestingly, certain archaeological finds in the Yucatan and also in South America have led some to the conclusion that the god may well have been known by some early indigenous peoples. Perhaps the deity will one day manifest (again?) in North or South America when enough blood has been spilled in its name. Only time will tell. Seemingly, any Elder wards keeping the entity in check are weakening, allowing Gol-goroth to materialize among its worshippers for short periods of time. Should these wards become further weakened or broken by cultist zeal, one may presume the entity will be able to go farther afield and spend longer outside its confinement. Fortunately, it appears the god is content to wallow in the devotion of its followers rather than seeking to bring destruction on a grand scale.

Cult

Historically, Gol-goroth appears to have been a popular deity in pre-human society, with numerous effigies or obelisks raised in its honor. While most of these have long since decayed or been destroyed, some may still exist intact deep in the ground; indeed, some contemporary worshippers may possess age-old relics of Gol-goroth that trace their history back centuries. Such modern groups can (most likely) trace their history to specific villages or communities in the Eastern European-Asian regions.

Monthly rites are a common feature of this deity's cults, and usually include chanting and orgiastic dancing, as well as flagellation and blood sacrifice. Young people are particularly honored by these cults and treated exceptionally well (given the best food and so on), with many becoming indoctrinated into cult beliefs and willingly offering themselves as sacrifices (whether to let blood or offer their deaths in devotion to their god).

Possible Blessings

- **Toad Form:** bestows the ability to transform into a toad-like creature, able to squeeze through small places, swim, and lurk in dark places. Taking on the form of their god is considered a high honor by its cult.
- **Beguile Others:** grants the power to charm or beguile other humans, enabling cultists to draw unsuspecting innocents into the clutches of a cult. This ability may manifest as either a bonus die to Charm and other communication skill rolls or toward POW rolls made to overcome another's will with magic.

Encounters

While cults appear mostly insular with no overreaching inter-cult operations, the tendency of Gol-goroth worship to exist in small clusters across a widespread area means that encounters with cult members are likely in certain areas of the world. Given the deity's capacity for making personal appearances during cult rituals, face to face contact is possible, but not advised. Certainly, spates of missing young people and children may arouse suspicion, give the god's preference for the blood sacrifice of the young. It is entirely possible for a Gol-goroth cult to be predominantly comprised of

young (rather than old) worshippers, with those reaching full adulthood offering themselves in sacrifice to their god in a perpetuating cycle of devotion.

TYPICAL PHYSICAL MANIFESTATION: GOL-GOROTH

STR 250 **CON** 325 **SIZ** 225 **DEX** 80

- **Hit Points:** 55
- **Damage Bonus (DB):** +5D6
- **Build:** 6
- **Move:** 8

Combat

Attacks per round: 4 (tentacles, kick, bite) or 1 (leap)
May use tentacles, hindleg hooves, and bite in a combination of attacks, or leap on top of opponents and crush them.

Grab (mnvr): its two tentacles may grab an opponent each per round. Those held may, on the following round, be bitten (3D6+4 damage) or flung (2D6 damage). Victims may attempt to break free with an Extreme STR or Hard DEX roll.

Leap: able to jump up to 20 yards/meters, may suddenly leap onto a target (those standing close together may all be affected) and crush them with its bulk. Targets may attempt to Dodge the attack.

Fighting	50% (25/10), damage 2D6+2
Tentacle grab (mnvr)	50% (25/10), held, bitten, or flung on following round (see above)
Leap	70% (35/14), damage 5D6+6 (see above)

Armor

- None.
- Its non-terrene nature causes all mundane physical attacks (incl. bullets) to deal minimum possible damage.
- Enchanted weapons may inflict damage but cannot impale.
- Immune to cold and cold effects.
- If reduced to zero hit points, Gol-goroth's body melts into a bubbling pool of corruption. It reforms in 1D100 years.

Aura

Secrets of a dark and sinister hue coalesce around this entity whose cultists often mask the truth of their beliefs behind more "traditional" pagan practices and gods. One may often find the veneer of pagan rites (fertility, lunar, and so on) offered by way of entry into a cult, with deeper secrets coming only after a series of initiations designed to test the resolve and faith of the initiate. In physicality, Gol-goroth seems to amplify one's inner fears, unlocking the hidden darkness within, and allowing a more primitive nature to emerge. In essence, Gol-goroth is a loathsome thing, corrupting any humanity it touches.

Gol-goroth, *keeper of the black stone*

Sanity Loss: 1D4/2D8 Sanity points.

Magic

- **POW:** 150
- **Magic Points:** 30
- **Spells:** Animate Flesh Thing, Barrier of Pain, Blight/Bless Crop, Call Lightning, Contact Ghoul, Contact Formless Spawn, Fury, Maggots: others as the Keeper desires.

Powers

Beguile: those viewing Gol-goroth should attempt a POW roll: if successful, they see the Old One's true, toad-like form; otherwise, the form they see is drawn from their darkest fears, with each such person seeing the deity differently, which amplifies the Sanity loss for being in the god's presence to 1D6+1/3D8 (use instead of the normal Sanity loss).

In contrast, the entity may spend 3 magic points (per person affected) to instead appear in a more charming and beguiling form (a successful Hard POW roll resists this illusion) that does not cause a Sanity roll (until its true form is later revealed). In such a form, drawn from the viewer's mind in terms of what they consider beautiful, the viewer is compelled to come close, believing they are communicating with someone of deep fascination and beauty, and, as result, find it incomprehensible that others cannot see the beauty before them. Thus, any commands given by Gol-goroth in this form are accepted without thought and may only be declined if the target succeeds in an Extreme INT roll.

Empower Stone: places magical energy and wisdom into a stone (usually a black pillar, obelisk, or similar), allowing its servants to benefit by placing their hands upon the stone when the moon is waning (i.e. once per month). Possible benefits include granting +1D8 temporary magic points, temporary knowledge of spell, temporarily increasing POW by +1D10 points, transportation to another place, and so on.

GROTH-GOLKA

(Great Old One)

Know this as a winged demon whose countenance resembles a wicked avian terror with fiery eyes of evil intent in which the flames of Hell doth burn brightly. From the darkest of places, it comes with an awful beak that doth slice like the sharpest of knives, to split and gouge flesh. Its black wings are heavy and scaled, as is its barbed and serpentine tail.

Other names: Demon-Bird, Rott-Ukka.

According to the *Book of Eibon*, Groth-Golka resides beneath "Mount Antarktos" (somewhere in the South Polar region) upon a "Black Cone." Despite investigations by a number of researchers, the meaning or purpose of this Black Cone remains elusive, although a few have suggested this may be a cryptic code concerning some form of powerful energy device or one of the exceedingly rare "Dark Gates" that is thought to reverse time and matter.

The Conspiracies of Yeal remarks that this entity is "brother" to Mnomquah, the entity said to dwell on the moon in Earth's Dreamlands, and that Groth-Golka may have once also been resident of that celestial orb. Whether the two beings are related in some capacity remains conjecture, although one source, the bedeviled Jacob of Warwick, posited that they were two forms of the same entity that exist separately yet are conjoined (such perplexing notions have not found favor among other scholars).

One archaeological dig in Central Africa reported the discovery of magnificent stone structures long-buried and now partially unearthed. Despite the loss of the Jones-Mortimer Expedition, their surviving account notes a series of paintings within the ruins depicting a "monstrous dragon-bird god" as well as numerous clay effigies of the same. The account speaks of an "ill feeling" about these finds, and some have theorized that the expedition unleashed the "curse of the bird god," although such sensationalism has been derided in the mainstream press.

The pre-historical record (such as it is) has accounts concerning the worship of bird-like deities, and most scholars agree that temples to Groth-Golka existed in ancient Bal-Sagoth, Atlantis, and Hyperborea. The religious seeds of this deity's worship appear to have been flung everywhere, with cults devoted to Groth-Golka appearing in Africa, South America, and in the Arctic Circle. The enigmatic cave paintings discovered by Pierre Asselin in Patagonia in 1881 seem to show a number of strange bird-like demons clustering around a particularly large dragon-like creature, all in the process of massacring what look to be fleeing humans. Scholars have suggested the paintings are a clear representation of Groth-Golka accompanied by the otherworldly fishers (see **Fishers from Outside**). Further fuel to this notion is provided by the "insufferable" nightmares said to have plagued Asselin while in the region, which is said to be a psychic manifestation of the Old One and its minions. The effect of seeing representations of the Old One mirrors that of artistic renditions of the fishers from outside, causing humans to experience nightmares due to the psychic residue or connection that appears to emanate from such works.

Whether Elder magics hold this entity to its dwelling beneath Mount Antarktos is uncertain, as the explanation could equally be the god's desire to possess or protect the Black Cone (whatever it may be). One may be certain that for whatever reason Groth-Golka remains with (and perhaps covets) the Black Cone, it is surely unlikely to be for the good of humanity and may, in fact, carry some link to the lost works of the elder things and their secrets now locked beneath the Antarctic ice.

Cult

The cult of Groth-Golka may once have been particularly powerful in both Africa and South America, and remnants may still lurk in those regions. Some may work to hinder efforts of archaeologists working in those areas, while others may conversely aid such digs as a means to unlock lost lore and cult wisdom. Otherwise, cults honoring this Old One seem rare, and, where they do appear, are small affairs.

Groth-Golka

Possible Blessings

- **Clear Sight:** grants the devoted the ability to see the Old One and its minions (the fishers from outside) without the nightmarish consequences that usually affect such sights.

TYPICAL PHYSICAL MANIFESTATION: GROTH-GOLKA

STR 190 **CON** 220 **SIZ** 260 **DEX** 120

- **Hit Points:** 48
- **Damage Bonus (DB):** +5D6
- **Build:** 6
- **Move:** 10 / 45 flying

Combat

Attacks per round: 4 (bite, skewer, whip) or 1 (tail spikes or body smash)
May bite or skewer with its beak, use its tail to whip, body smash, or shoot out dart-like spikes from its hide.

Tail Spikes: the sharp spikes on Groth-Golka's tail can pierce most metals and armor as easily as soft flesh (ignores armor). The Old One may project these spikes in a dart-like fashion by violently shaking its tail, sending 1D10 spikes shooting toward a target(s) with each inflicting 1D2 damage (ignoring armor); note that removal of embedded spikes from flesh causes an additional 1 damage per spike unless as successful Medicine roll is achieved. Target(s) may attempt to Dodge hurled spikes, which have a base range of 20 yards/meters.

Fighting	75% (37/15), damage 3D6
Beak	75% (37/15), damage 3D6+2D6
Body Smash	75% (37/15), damage 5D6
Tail Spikes	50% (25/10), damage 1D2 each (see above)

Armor

- 18-point tough scales and hide.
- If reduced to zero hit points, Groth-Golka falls to the ground and is quickly consumed by greasy-looking oversized maggots that suddenly emerge from within its body. It reforms in its Antarctic lair in 4D10+40 years.

- **Rebirth**: particularly devoted followers may be blessed by being eaten and reborn by the Old One as a strangely shaped egg that eventually hatches to reveal a fisher from outside.
- **Insight**: allows a person to glimpse a portion of truth concerning the Black Cone. This information is likely bestowed to force an individual to act and pursue a particular task desired by the entity.

Encounters

Polar explorers would do well to avoid seeking out Mount Antarktos for what lies beneath is surely not conducive to health and a long life. Archaeologists may encounter remnants of this Old One's worship as well as living cultists ready to help or hinder their efforts. Those magically inclined researchers may find themselves traveling through a Gate only to inadvertently appear in the presence of Groth-Golka or its minions, due to the strange effects of the Black Cone.

Aura

Contact with anything connected to Groth-Golka is liable to produce cold sweats, increased heart rate, and result in either nightmares or waking visions filled with horrible bird-like creatures. Something like primal fear is unleashed within humans, an innate comprehension of our insignificance and that such entities, at best, regard us as food.

Groth-Golka, *demon bird-god*

Sanity Loss: 1D8/1D20 Sanity points.

Magic

- **POW:** 115
- **Magic Points:** 23
- **Spells:** as the Keeper desires.

Powers

Minions: may summon 1D6 fishers from outside at will, which arrive within 1D10 rounds.

Foul Imagery: artistic representations of Groth-Golka (painted, carved, and so on) cause adverse reactions in humans. Seeing or touching a representation requires a Hard POW roll, with failure indicating that the person will suffer a series of nightmares featuring the Old One and the fishers from outside each night, with the loss of 1 Sanity point per night. If the POW roll is fumbled, periods of brooding introspection while awake haunt the victim, each lasting 1D10 minutes. While caught in introspection, the character is oblivious to events around them and unable to defend themselves; as necessary, at the Keeper's discretion, such periods can be determined with a Luck roll.

Such terrors continue until either the representation of Groth-Golka is destroyed or the person affected receives five consecutive days of psychoanalysis. One the fifth and final day, a Psychoanalysis roll is made, with success freeing the patient of the nightmares; if the roll is failed, the patient must make a Sanity roll, with failure indicating the loss of 2 points of Sanity, and the five-day recovery process must begin anew. Where Psychoanalysis is not available (such as in earlier historical periods), five days of calm along with a successful Hard POW roll may be substituted.

If cured of the nightmares, subsequently seeing the same or another representation of the Old One automatically causes the nightmares to return, and the person in question must go through psychoanalysis again or find a means to destroy the image or object.

- H -

HAN

(Great Old One/Unique Entity)

Know it as "HAN," who comes veiled in mist and with the howling of dogs. Wrapped in a black cloak and the smell of the open grave is He who stands taller than a man, whose grinning skull face burns with eternal flames. Bringer of darkness. Bringer of nightmares.

Other names: Bringer of Madness, the Dark One, Grinning Abomination, Hand of Yig, Thing of the Mists.

Han appears to be a lesser entity, which some have called an Old One, although the case seems stronger for it being a unique entity with some connection to Yig, the Father of Serpents. Appearances of Han suggest it is a harbinger of doom and prophecy, which *De Vermiis Mysteriis* states will, "come forth when the time of the Old Ones begins anew." The tome also states that Han dwells upon the hidden Plateau of Leng where it guards objects of import to Yig and other beings, which are said to be hidden in a secret place or within a "death-filled" labyrinth.

Its connection to Yig is either as the progeny of that Old One, perhaps resulting from a pairing with a human, or as a chosen of Yig, reborn and granted certain powers. Given Han's semi-humanoid appearance, it seems likely that it was once either human or of the serpent folk race. Whatever its origin, Han is believed to undertake important tasks for Yig, whether that is conveying messages, reclaiming sacred artifacts, or metering out differing forms of retribution.

Some accounts record Han appearing in shadow form and following a particular person for a number of days before manifesting fully before them. This creeping shadow is said to be an ill omen as the entity's appearance only brings doom and the curse of destiny. On such occasions, Han may grant insight of things to come to an individual, which usually highlights some horror or calamity about to befall a person or place. Such dire warnings have, it is said, allowed these chosen individuals to act and prevent the forthcoming doom from taking place. It seems odd that Han's warnings might be conceived as beneficial to humanity, so one must look behind these warnings to understand what their true purpose or meaning is. One suspects that beneath all is some hidden meaning or goal relevant to Yig or the Old Ones in general.

The connection to Yig may not be as strong as some scholars and writers would insist, as others make mention of a link between Byatis, Han, and one other as yet unnamed deity. This "Triumvirate of Destiny" (as this grouping is sometimes called) are said to be vessels through which Nyarlathotep may speak. Relevant to this is the wording in *My Dark Mirror* by Mrs. D. Meersce (privately published, London, 1919), which states, "when Han and Byatis and the Other come together shall the end of all things begin, calling out the Dark One with Many Faces to open the stars and unleash the power within, and set in motion the Wheel of Change under which mankind will break and die a thousand deaths." While this information could be interpreted as the outpouring of an ill mind, certain lesser references and hints hidden in other tomes lends some credibility to the prophecy. Whatever the case, Han appears to play some role in heralding an age of great suffering for humanity.

It should be noted that the nomenclature of "Han" is the same as the name given by the Lakota peoples of the Great Plains to the personification or spirit of darkness. Scholars remain uncertain as to whether these entities are distinct and coincidentally have the same name, or whether the within the wisdom of the Lakota peoples is some deep truth concerning this Old One. Current thought suggests the former.

Cult

Han has little in way of earthly human cults, but some of the Cult of Yig venerate its name. The entity is said to have been worshiped by the serpent folk and possibly still by the people of K'n-yan, although both are disputed by some scholars. The Temple of Futures in the Dreamlands is believed to hold Han foremost in its devotions and its visitors may meet with its cloaked acolytes to hear prophecies of their future dreams.

Possible Blessings

- **Foresight:** in return for their worship, individuals may be granted a limited (and possibly temporary) form of precognition; able to divine future events through various objects, devices, or dreams. Such foresight may be clear and unambiguous or obscure and contained within riddles, but it is always accurate and horrific. This divination automatically costs a minimum of 1 point of Sanity each time it used—if something is personally macabre, such as the death of a friend or loved one, or unimaginably horrible, they suffer a loss of 1/1D6 Sanity; foreseeing one's own death costs 1D4+1/2D10 Sanity points.

TYPICAL PHYSICAL MANIFESTATION: HAN

STR n/a **CON** 150 **SIZ** 125 **DEX** 100

- **Hit Points:** 27
- **Damage Bonus (DB):** n/a
- **Build:** n/a
- **Move:** 10

Combat

Attacks per round: 1 (withering touch)

Attacks by touching a target with its shadowy skeletal hand, causing 1D100 POW to be drained. Han may reach out to anyone within its cloak of mist; targets may notice the hand reaching impossibly out toward them should they succeed in a Spot Hidden, Listen, or POW roll, allowing them the chance to Dodge the attack. Should a victim's POW reach zero, their life force is drained away and they die, leaving behind a withered and brittle flesh husk with stark white hair. Those who survive, emerge from Han's mist having aged 1D10 years per 5 points of POW lost (such drained POW is gone forever).

Withering touch	75% (37/15), damage 1D100 POW drain (see above)

Armor

- None.
- Being a living shadow, Han is immune to mundane weapons (incl. bullets).
- If reduced to zero hit points, Han fades away to nothingness. It reforms in 1D100 days.

Encounters

Initial encounters may see Han first appear as a shadow within a mist, but it may later take on a more substantial form—usually that of a humanoid-like entity wrapped in a black cloak and a dense fog. The cloak is said to be part of its being, with fragments of it cast off as the entity moves around, which then reform into bat-like or scurrying things that fly or slither off to who knows where. Its head looks like a human skull (although an alien viewer may possibly see their race's skull rather than a human one), in which the eyes and open mouth burn with strangely colored flames. The mist surrounding Han appears to emanate from its being. One characteristic said to be common to all of its appearances is the sound of dogs or wolves howling, whether these sounds emanate from Han or are a side effect of its manifestation on Earth is unknown.

Aura

Things hidden and obscured, cloaked in mist and covered in darkness are the tokens of Han. Illumination and truth only come at the end and are often accompanied by great suffering.

Han, *the dark one*

Sanity Loss: 1D6/2D6+4 Sanity points to encounter Han's full form.

Magic

- **POW:** 200
- **Magic Points:** 40
- **Spells:** mainly those concerning divination; others as the Keeper desires.

Powers

Prophecy: can provide accurate insights into the future; sometimes, Han will ask if the recipient is willing to give something for the information (their worship, an action of some nature, an object), while at others the message is free. In all cases, the information conveyed will be dire and portend death, destruction, or some other horrific result. Those receiving such a message should make a Sanity roll (loss will vary depending on the information, suggest from 1/1D6 to 1D4+1/2D10 points).

Black Gale: the mist surrounding this entity constantly swirls, causing its cloak-like limb to twist and curl, the movement of which may be increased by expending 5 magic points, causing

a wind to rise that is strong enough to shatter windows, break wood, and throw people about. Humans caught in such a gale should attempt a DEX roll to keep their footing or be hurled through the air and then land with 1D6 damage; for every additional 5 magic points invested, increase the DEX roll's difficulty one step (and then add penalty dice), and increase damage severity by a further 1D6 points.

Shadow Creatures: as Han moves, bits of its cloak fall off, taking the shape of bat-like and serpentine shadow creatures that fly or slither off into the night. Such creatures are psychically linked to Han, who is able to use them to spy and collect information. At other times, Han can produce 1D100 such flying and crawling monsters to impede or attack targets nearby, with each inflicting 1 damage per round (well protected targets may resist this damage for 1D6 rounds, but then the creatures find ways through or between to bite flesh). The creatures can be "killed" with a hard slap or stomp (with 1D10 killed per round by a focused individual).

Veil of Mist: covers a 50-yard/meter radius, with Han always at its center. Those within the fog may hear and see horrifying things (such as bone-chilling howls and moans, monstrous faces, and so on)—each person experiences different things; some may see or hear friends or loved ones who have died, while others see monstrous forms or inhuman faces. A few may be completely blinded and deafened by the dense fog. In any event, all those within this mist lose 1 point of Sanity per round. Only those coming within sight of Han in the mist's center need to make a Sanity roll for seeing the entity itself. All sight and hearing-related actions taken within the mist suffer an increased difficulty level or penalty die. Note that those striking out in the fog may, on a fumble, unwittingly strike a colleague.

HASTALŸK

(Great Old One)

Seemingly formless, its touch corrupts entire worlds. Composed of many parts, all interconnected, it ranges the void seeking out life to be changed and consumed. None may stand before it.

Other names: Bringer of Change, the Living Contagion, Lord of Disease.

Perhaps the most insidious of the Old Ones, Hastalÿk is a gestalt entity composed of millions of parts at the microbial level. It is alleged to sweep across space and descend on planets, where it fundamentally corrupts and changes the lifeforms thereon. Hastalÿk seems to be akin to a microorganism, capable of infecting ecosystems by amplifying and altering existing contagions, as well as driving mutations at the cellular level.

For most scholars, their conception of Hastalÿk is often wayward and imprecise, likening the entity to a disease and failing to understand that, rather than a contagion, Hastalÿk is a mutating force. Upon reaching a new world, the entity's cosmic biology forces native life and pathogens to mutate and thereby enables such "germs" to have a devastating effect on local life. Thus, while Hastalÿk does not carry disease, it enables diseases to flourish and consume.

Some scholars argue that while this awful outcome is truly calamitous for the worlds it visits, it may simply be a side effect caused by Hastalÿk's presence, rather than the entity's driving force or goal. Such planetary life is truly insignificant in Hastalÿk's regard. Some propose that the cells of Hastalÿk's being, while somehow connected, are spread throughout the cosmos, existing on all worlds, yet (on most) inactive; the being's consciousness able to focus on one "area" or planet at a time, leaving its other constituent parts dormant. A few scholars suggest that Hastalÿk's consciousness may be active in many locations at once, like different areas of a brain each focusing on different bodily functions; thus, we may see the taint of Hastalÿk on diverse worlds and in limited scope. The truth remains elusive and mystifying.

It would appear subgroups of Hastalÿk may trigger into life, causing localized outbreaks of disease that run hot but just as quickly die out without translating across an entire planet. An external player, such as another Old One, a meddling wizard, or some cosmic circumstance may be needed as a catalyst to spark a subgrouping of Hastalÿk into such life. Claims by some researchers have posited Hastalÿk being the accelerating factor in certain outbreaks on Earth, such as the Bubonic Plague of the 14th century or the great influenza pandemic of the early 20th century. While no can be certain as to whether these awful diseases were motivated and mutated by Hastalÿk, such things are a cause for concern and remind us of the fragility of life made more so by the unfathomable workings of cosmic entities.

Cult

While no organized human cult appears to operate, isolated groups and malevolent individuals may seek to "nurture" and call to consciousness Hastalÿk on Earth. Such wicked folk may believe they can isolate and use parts of Hastalÿk to enact certain schemes, perhaps attempting to control or direct the entity's mutating effect on a particular place or even on an individual. Of course, such schemes are incredibly dangerous, and often playing with such "fire" means getting burned yourself.

Interaction with the consciousness of Hastalÿk is difficult and requires finding some means to access and understand the entity's thoughts, which for the most part are beyond human comprehension. Some alien species, like the mi-go, may be more advanced in this regard.

Possible Blessings

- **Carriers:** able to identify and somehow magically wake a component portion of Hastalÿk, a cultist may carry that sentient element within them, bestowing their touch with a mutable agency that causes sickness in those they touch. In time, the carrier themselves begins to alter, their cells and flesh mutating at the incitement of Hastalÿk within; as to what horrors such folk become is left to the Keeper to determine.

Encounters

Perhaps, when the Old Ones break free, their effect will be to awaken Hastalÿk across the cosmos and, in so doing, help change the nature of things. In this regard, Hastalÿk is a dormant agent waiting to be called to action. As such, encounters may feature portions of Hastalÿk waking and causing local untoward effects, some of which may be beyond the notion of disease and instead concern mutation on a grander scale, with complex lifeforms being altered to better serve the Old Ones. Otherwise, lone scientists, crazed cultists, and the like may seek to use or fall foul of Hastalÿk, bringing unfortunate consequences that must be contained and neutralized.

TYPICAL PHYSICAL MANIFESTATION: HASTALYK

STR n/a **CON** n/a **SIZ** n/a **DEX** n/a

- **Hit Points:** n/a
- **Damage Bonus (DB):** n/a
- **Build:** n/a
- **Move:** n/a

Combat

Attacks per round: n/a

Possesses no physicality or ability to engage in combat, nor spellcasting powers.

Armor

- None.
- Magic is the only effective means to dispel, limit, or kill portions of Hastalÿk; such eventualities are the consideration of the Keeper.

Aura

The sense of a dormant, lurking terror that cannot be seen. Of mind-bending mutation at the cellular and more complex levels, turning and twisting from the recognizable into something outré and alien.

Hastalÿk, *bringer of change*

Sanity Loss: 1D4/1D8 Sanity Points to encounter Hastalÿk through a microscope.

Magic

- **POW:** 250
- **Magic Points:** 50
- **Spells:** n/a.

Powers

Change: Hastalÿk existence brings changes to other things. When summoned or active, it causes mutations in cells and living matter in proximity, such as transforming existing diseases, which may then affect more complex lifeforms. Complex life, like a human, may be subject to mutation if a CON roll is failed, while animals and life at a microbial level are automatically affected to a lesser or greater degree. Diseases mutated and accelerated by Hastalÿk may cause delusional fevers and/or fevered visions/dreams in humans, with things seen of a Mythos nature (possibly with associated Sanity loss and Cthulhu Mythos skill gain). In some cases, an affected human may become partially possessed by Hastalÿk or another Old One, with their body and voice used as a conduit.

HASTUR

(Great Old One)

It rules beyond the ken of man, apart yet ever near and ready to corrupt and taint. I have seen it in my dreams: the boneless limbs bulging outward from its corpulent and sickly body, the myriad of tentacles that seek to grasp and entwine, the immense shape of nightmare that lurks beneath the unquiet waters, the ever-moving repulsive fluidity of the most unnatural. It calls to me and I shall answer. My master.

Other names: Azzator, That Which Should Not Be Named, Unspeakable One, X'Stur.

The Unspeakable One dwells near the star Aldebaran (in the constellation Taurus). It is said to share some form of kinship with Great Cthulhu, with some claiming the entities are "brothers;" not all agree, with many purporting that a great enmity exists between these Old Ones. Both are said to dwell underwater, although it would seem Great Cthulhu does not do so through choice. The situation is unclear and enters muddy waters with the more bizarre claims that these entities are, in fact, the same but split into two self-aware halves. Doubtless, debates on this subject will continue for some time.

The Necronomicon makes mention of this Old One, stating that saying its name aloud is to court its attention, which is to court madness and death. In addition, it speaks of Yog-Sothoth as siring the Old One, although other texts report the Unspeakable One's hatred for Yog-Sothoth and the other Outer Gods, which amplifies another strand of thinking concerning the entity: that it exists to first corrupt and then destroy the cosmic order. Such thinking, perhaps best rendered by the elusive wizard known as Jacobi Tynd, suggests this entity is a living embodiment of cosmic entropy, destined to destroy all things, including all gods. This "living end" theory is, of course, disputed by those who believe true cosmic power resides with the Elder Gods. Despite such concerns, it matters little to humanity, who, by all accounts of prophecy, shall be long dead and gone before such matters come to a head.

What is without a doubt is the multi-capability of the Unspeakable One, who lives in a variety of independent but co-existing forms, with the one known as "Hastur" at their center. Often regarded as avatars, these other forms appear to have gathered their own mythologies and lore, building a complicated web of connections that seem to all push forward this Old One's agenda in differing ways. Whether avatars or living extensions of this deity, the King in Yellow, the Ravening One, and the Amber Elder (to name but three) all offer diverse insights into this being.

Seemingly, the Unspeakable One is confined (like Great Cthulhu and others) by the will of the Elder Ones. The fabled Lake of Hali, in which the deity is said to dwell, is its prison and at times appears to wash up on the coast of the city of Carcosa in which the King in Yellow is said to rule or will rule. Thus, it may appear to some that this prison spans multiple locations and is perhaps pan-dimensional, which means the Unspeakable One may reside in different places or dimensions at different times. Presumably, when the confinement ends, the entity will have free reign to put into motion its desire to end the power of the Outer and Elder beings. In the meantime, its servants seek differing ways to foil and destroy the works of such being's minions, while its other forms look to establish and seed corruption that will one day bear horrific fruit.

Cult

The Cult of Hastur is well established on Earth, although most groups are isolationist in outlook, with only some of the older and more embedded sects actively working with some level of cooperation and coordination. In this way does the Unspeakable One keep its minions focused, sometimes unaware that others of a like mind exist; this cell structure seems to ensure the ongoing survival of the greater cult. The character of such groups varies wildly, from the debased and primal to intellectual and calculated. Some cults prefer to venerate the Unspeakable One through its other forms, with humanity apparently most favoring the King in Yellow (notably, the Brothers and Sisters of the Yellow Sign), although some who worship through dreams hold the Amber Elder foremost in their regard.

Certain humans who knowingly carry the taint of the Mythos (the tcho-tcho) seem to favor the Unspeakable One above all others and have been known to employ and treat with the creatures called byakhees, which are considered to be fully aligned with the deity.

The work of such cults tends to fall into three camps: firstly, sowing seeds of corruption in all things to prepare the way for their god's rebirth; secondly, the acquisition of knowledge (magical) to prepare themselves to take a place at their god's side; and thirdly, to seek a means to free and release their god from its confinement.

Possible Blessings

- **Alien Wisdom:** implantation of cosmic knowledge (Cthulhu Mythos skill points) and spells (e.g. Brew Space-Mead, Summon/Bind Byakhee, and so on) to enable the devoted to undertake the tasks desired by their god.
- **Allies:** establishment of a link with an alien servant or minion of the deity, such as a byakhee or a spawn of Hastur. Some links may allow the mind of the servants to be swapped, allowing each to experience another body in which to perform their master's tasks.
- **Unspeakable Oath:** afforded to the most blessed, who accept the Oath of their god and join with the deity. These may at first remain more or less human but, over time, begin to reform into full adherents (see **Adherent of the Unspeakable Oath**).
- **Boneless:** able to rapidly dissolve their bones and become a flexible sack of living flesh that may pass through barriers unhindered and be less prone to injury from the slings and arrows of life. Some may eventually be granted the pleasure of joining their god to swim in the waters of the Lake of Hali.

Encounters

Seemingly, the Unspeakable One's appearance is fluid and apt to appear differently to different people. Thus, effigies and representations may vary in form, from a scaly, bloated, and boneless monstrosity (or human-like corpse) to an octopoid horror, or from a tentacular spherical being to a crustacean-like thing composed of multiple rigid and soft limbs.

While being in the living presence of the deity is likely rare, its minions are far more common, and their works are liable to cause trouble and calamity if left unchecked. Many seek to open portals to Hali through which to treat with their god, with such ceremonies taking place at night. Others prefer a subtler approach, acting to undermine the good work of others or those of rival cults, entrap cooperation through blackmail and scams, and generally sow the seeds of failure to hasten the end of things. Such work is undertaken at both the small and large levels of human society.

Accounts speak of researchers of the strange and forbidden finding certain tomes "speaking" to them when reading of the Unspeakable One, which appears to mirror the strange voice heard in dreams of those possessing effigies or idols of the god. Such voices, heard by no other, speak of realizing desires and attaining power through acceptance of the Unspeakable Oath and giving oneself over to the devotion of Hastur.

Aura

A sense of slipperiness and moist unpleasant things tends to be conjured in the heads of those in proximity to the Unspeakable One and its minions. An inner darkness conceals the rotting core of corruption of mind, body, and spirit. In beholding the god, one is filled with revulsion, while out of the corners of one's eyes dark and scurrying things dart just beyond recognition. Lastly, an overwhelming feeling of everlasting antipathy swells, smothering other emotions, as the mind of the god radiates out its cosmic indifference underlined with hatred for all life.

Hastur, *he who is not to be named*

Sanity Loss: 1D10/1D100 Sanity points.

Magic

- **POW:** 175
- **Magic Points:** 35
- **Spells:** Bestow Glimpse of Truth, Bring Pestilence, Circle of Nausea, Drain Youth, Liquidity, Oscillating Expanse, Possess Corpse, Possession, Power Drain, Shrivelling, Song of Hastur, Summon Byakhee, Swelling Torment, Touch of Decay, The Unspeakable Promise, Wrack; others as desired by the Keeper.

Powers

Body Modification: Hastur's physical form is not fixed, it is able to warp and reshape its mass at will: extending or retracting limbs, changing from watery-thing to flying-thing, appearing humanoid, and so on. May take on a form that somewhat resembles the viewer, incorporating aspects but massively twisting and distorting them for horrific effect (thus, if seen by a human, the Old One may appear with an ugly skull-like face, or become a massive boneless humanoid writhing about on the ground).

Corruption: those encountering Hastur (whether in person or psychically) may unwittingly be infected with a seed of corruption if they fail a Hard POW roll (roll should be made in secret by the Keeper). The seed may lie dormant for days or years. Once it begins to bloom, the seed causes the host to tire quickly (reducing MOV by 1 point, forcing a CON roll when undertaking physical exertion, and reducing magic points by one-half), with this phase lasting around 1D6 days. Then, the host's flesh begins to rot, with the body becoming a mass of weeping sores, wounds, and necrotizing flesh (APP is reduced by 1D6 points per day; interpersonal skills may suffer from increased difficulty and/or penalty dice). While the flesh rots, the mind is assaulted by visions of Hastur, the Lake of Hali, and so on, causing the automatic loss of 1D4 points of Sanity per day. Throughout, the host hears the whispers of Hastur in their mind, saying that all these afflictions can stop if they accept the Unspeakable Oath—if the host accepts, then they dream of being brought before Hastur and take part in the Oath ceremony; thereafter, their flesh no longer continues to rot (although it does not heal either) and their Sanity is reduced to zero as they are now bound to Hastur. For those who not accept the Oath, the likely outcome is death (once App reaches zero, reduce CON by 1D10 points per day, with death at zero CON). The intervention of another deity (perhaps an Elder or Outer God) can reverse and "cure" the corruption (the price for doing so may be high, and equally as undesirable as Hastur's corruption).

Say My Name: vocalizing the name "Hastur" carries risk, as each utterance may be noted by the Unspeakable One, drawing its attention to the individual concerned. Should the name be said aloud, call for a Luck roll (carried out in secret) to determine if the utterance was noted by the Old One. If so, the consequences may be varied and are left to the Keeper to decide within their own game. Some suggestions include:

Opposite: Hastur, he who is not to be named

- A one percent chance of a momentary manifestation of Hastur (physically or psychically), resulting in a Sanity roll (a fumbled Luck roll may increase the chance of this event occurring to 10 or more percent).
- The appearance of one or more byakhee (or adherents of the Unspeakable Oath or spawn of Hastur) in the neighborhood within the next 24 hours, come to find and examine the individual and deem whether they are worthy to be taken away to visit with the Old One.
- Sudden thunder and lightning, signifying "something bad" just happened, with the individual cursed with misfortune for the next 24 hours (a penalty die imposed on all skill, characteristic, Luck, and Sanity rolls), plus, during this period, others regard the individual concerned with some level of repulsion (an undefinable quality that simply repels others).
- When the individual next sleeps, they experience dreams of the Unspeakable One, provoking a Sanity roll on waking (1/1D8 loss), and may find their dream-self transported to the Lake of Hali for a personal dialogue with the entity (and offered the Unspeakable Oath)—such dreams may continue for 1D6 days, with Sanity loss each time. Optionally, the individual may not wake up, as their dream-self (life force) is now trapped with the Old One, requiring colleagues and friends to deal with the situation and find a way to mount a rescue (probably using a magic ritual or similar).

TYPICAL PHYSICAL MANIFESTATION: HASTUR

STR 600 **CON** 1,000 **SIZ** 500 **DEX** 150

- **Hit Points:** 150
- **Damage Bonus (DB):** +13D6
- **Build:** 14
- **Move:** 16 / 24 swimming / 25 flying

Combat

Attacks per round: 3 (claw and/or tentacle) plus 1D3 (gathering tentacles)

May attack with claws and tentacles three times per round against chosen targets, but, in addition, each round, its tentacles may randomly gather up those nearby. The Old One is usually accompanied by 1D6 spawn of Hastur.

Gather (mnvr): each round 1D3 random investigators or other humans are grabbed by Hastur's ever-moving tentacles (if within 10 yards/meters). Those so gathered may either be crushed (13D6 damage) or held for 1D4 rounds (1D6 damage) and then released (use a Luck roll to determine as necessary).

Fighting	100% (50/20), 6D6
Crush	100% (50/20), 13D6
Gather (mnvr)	60% (30/12), crushed or held (see above)

Armor

- 30-point trans-dimensional flesh.
- Regenerates 5 hit points per round (death at zero hit points).
- If reduced to zero hit points, Hastur explodes in a disgusting spray of foul matter. It reforms in 2D10 hours.

Warp Senses: humans coming into contact with Hastur can find their senses distorted and warped. Colors, sounds, smells, and general perception seem to shift as though one is experiencing hallucinatory episodes. Reality seems to bend and reshape, forming impossible vistas, and one's perception cannot be trusted. Thus, humans who fail to succeed with an Extreme POW roll suffer a penalty die to all actions other than self-preservation (combat is unaffected, although the object of one's attention may be an illusion provoked by their mind attempting to make sense of their environment in the presence of the Old One).

Earthly Manifestation: the Old One may only be summoned to Earth when Aldebaran (in the constellation of Taurus) is above the horizon (roughly October to March). The entity may appear psychically at any time.

HASTUR: AMBER ELDER

(Avatar)

This human-seeming apparition appears decked in shimmering robes of amber hue, which open to reveal a husk-like figure within, emaciated with peeling and dry skin and deathly pale. Its face is like a mask, although it possesses but a single yellow eye within its forehead. Its arms are unnaturally long, being tentacular rather than human limbs. Around it, the air is filled with thousands of tiny black insect-like creatures, which emit an unhealthy buzzing sound.

Other names: Divine Teacher, He Who Reveals, the Unholy Monk, Yellow Lama.

This avatar is considered to only appear on Earth, given its human-seeming form, although it is theoretically possible that it assumes other forms when treating with alien races elsewhere. No definitive account exists to state when the Amber Elder first may have appeared to humanity, although accounts originating from Hyperborea, Mu, and Atlantis suggest this entity was known to these civilizations and may have played some role in their downfall.

It is said to reside in a temple known as the "Amber Chambers" that sits upon the Plain of U'Long, which may be a derivation of Leng. Indeed, the temple is mentioned as appearing on the Plateau of Leng by Hudson Bains in his *Catechisms of Sorrow* (New York, 1915), yet it is also said to exist in the Dreamlands, according to the *Concordance of Higher Elements* by Hestia Locksby (privately published in limited number, date unknown). Considered opinion suggests the Amber Chambers are not set in one place and can appear almost anywhere subject to the will of Amber Elder.

One theory suggests the avatar must possess a human to take form, with such a person only suitable if they have accepted the Unspeakable Oath of He Who Is Not To Be Named, transforming the host and then discarding the body when its work is completed. Accordingly, adherents of the Oath may vie for the honor of offering their bodies to be receptacles for their god.

The Amber Elder appears to function in ways not dissimilar to the King in Yellow, although it does not seem to have any particular connection to Lost Carcosa or the Lake of Hali. Rather than acting as a conduit for the corruption of Carcosa to spread, this avatar seems to act as a herald or voice of the Unspeakable One, appearing to foretell of calamitous events or pass on cosmic wisdom to the chosen. Some accounts state that if the avatar can be found (usually requiring some arduous physical or mental journey), and if suitable offerings are made, then it will bestow secret knowledge or answer a question. It is imagined that the consequences of such an endeavor would be unappealing to most.

Cult

A lesser number of Hastur cults place the Amber Elder at the core of their devotion, with such groups tending to be seekers of cosmic wisdom with a more insular outlook than others. Ceremony and ritual figure largely for these cults, with members seeking to attain insight and prepare themselves for being at one with their god. Some, who have proven themselves worthy, are transformed and become acolytes of the avatar, working on its behalf to further its agenda, communicate messages, and prepare the way for their master's appearances.

Encounters

Warnings of dire portent and forthcoming disaster may be heralded by the appearance of this avatar, whose temple may manifest within a property or as an actual physical building in a remote location. Acolytes of the Amber Elder may approach a person or person(s) with information or a warning and directing them to take some form of action (a task or so on) to either prevent or mitigate forthcoming events. Those who seek the answer to a question or some hidden information may be directed to find the Amber Chambers and treat with the Amber Elder directly.

Aura

A certain sense of mysticism surrounds this avatar, of forbidden secrets and enlightenment, as well as a feeling of things being out of step with reality, as though one had passed through some portal into another realm. On one hand, everything appears esoteric and potentially wondrous, while, on the other hand, a distinct sense of danger and of forces being out of control causes all who are touched by this entity to be assailed with conflicting desire and foreboding.

Amber Elder, *revealer of secrets*

Sanity Loss: no Sanity loss; 1D3/1D10 Sanity points if the avatar reveals its face and withered body.

Magic

- **POW:** 175
- **Magic Points:** 35
- **Spells:** knows all spells.

Powers

Unsolvable Puzzle: those who approach the avatar are tested (requiring a successful INT roll): if this test is failed, the entity sets a puzzle for the individual to find a solution. Unfortunately, such mental puzzles are virtually impossible to solve, requiring the person to remain in situ until their body dies or the puzzle is solved. The solution requires a critical ("01") success with an INT roll, which may be attempted no more than three times (with any length of time passing between rolls, as long as the person remains alive). Of course, the affected person's whole attention is focused on the puzzle, so they are unable to feed or care for themselves, and require others to attend to them and feed them. In all respects, they remain in a catatonic or zombie-like state, and if not cared for, they usually die due to a lack of water. Colleagues able to somehow provide help with the puzzle (perhaps gaining some level of insight from another Mythos deity) may try to implant this new knowledge into the victim with a successful Psychoanalysis or Hard Psychology roll (or via magic), which may raise the level of success for the puzzle's solution beyond one percent at the Keeper's discretion.

Dire Insight: may impart knowledge of all varieties, spells, rituals, and so on. Such information may be direct or vague, spoken or provided in vision, leaving petitioners to fathom the meaning or purpose. Portents concerning future events may describe unavoidable things or that which may be changed by some form of action. Visions may provoke Sanity rolls for witnessing horrific or alien matters and beings.

TYPICAL PHYSICAL MANIFESTATION: AMBER ELDER

STR 100 **CON** 100 **SIZ** 70 **DEX** 100

- **Hit Points:** 17
- **Damage Bonus (DB):** +1D6
- **Build:** 2
- **Move:** 12

Combat

Attacks per round: 2 (tentacles) or 1 (embrace or psychic blast)

May attack with two tentacle limbs to strike and bludgeon, or can perform an embrace maneuver, or release a psychic blast.

Embrace (mnvr): target is grabbed and pulled into an embrace. On the following round, the victim is drained of their lifeforce at the rate of 1D10+5 points of CON and the loss of 1D4 hit points, repeated each round thereafter till the victim is dead. The victim may attempt to break free with an Extreme STR or DEX roll.

Psychic Blast: causes 1D10 damage to all within 5 yards/meters; a successful Extreme POW halves the damage.

Fighting	80% (40/16), damage 1D6+1D6
Embrace (mnvr)	80% (40/16), 1D4 damage + 1D10+5 CON (see above)
Psychic Blast	automatic (see above)

Armor

- None.
- If reduced to zero hit points, the avatar crumbles into dust. The will of Hastur causes the avatar to reform in 24 hours in a place of its choosing.

Become the Gate: the avatar may open a Gate at will, sometimes pointing to a portal as a way of answering a question, expecting its petitioners to pass through and find the answer they seek on the other side. Of course, such a venture is likely not without hazard, and the petitioners will have no idea where the avatar is sending them and whether they can even return the same way.

HASTUR: RAVENING ONE, THE

(Avatar)

Before us it appeared, falling from the sky in a fury of sound, and the earth-shaking where it landed. Through the smoke it rose, hovering in the air, older than time and possessed of a dark ovoid body from which grew long and writhing appendages, each ending in a multitude of wicked-looking blade-like tentacles. Strange musculature rippled across its withered and pock-marked body, suggesting enormous strength, while a mouth of sorts and four eyes of unearthly hue looked upon us with timeless insight and disdain.

Other names: Star Eater, Strange Devourer, Unspeakable Beast.

Most agree that this avatar seems to embody the Unspeakable One's rage or hatred, if such emotions can be applied. With this entity sent forth to mete out death and punishment to those who would cross, harry, or injure the Unspeakable One in some way. The *Necronomicon* speaks of a spell to call down this vicious avatar when Aldebaran is above the horizon, and another to bind it temporarily to one's will, so that it may be used and directed to enact revenge on others. The tome goes on to say that great care must be employed with such dire undertakings lest the summoner become the focus of the creature's attention.

According to the rare accounts of those who have witnessed this being's presence, its arrival causes those with knowledge of true cosmic order (i.e. those possessing an amount of Cthulhu Mythos skill points) to experience nightmares in which one is being chased through alien landscapes by a dark but unseen force. Such dreams are so vivid as to provoke a Sanity roll upon waking (0/1D2 loss). For wizards, such forewarning often drives them to seek refuge in case the Ravening One has come to hunt them down for some unknown (or known) slight, with most casting numerous wards and magical barriers in an attempt to obscure their life force and bar entry to the avatar.

Cult

No known human cult exists for this awful avatar, although wise members of the Cult of Hastur make sacrifices and tokens of appeasement to this entity to ensure its goodwill toward them. Such acts are often mirrored by wizards and the like in the hope that the Unspeakable One's enmity is not directed at them.

Encounters

Those seeking revenge and bloody retribution on others may be enticed to attempt to summon and bind this entity, and while they may be successful in garnering its attention, they may fail to contain it, causing it to not only consume them but also embark on a spree of violence and death in the vicinity. Those who have crossed Hastur in some way may find themselves beset with terrifying nightmares warning that they are soon to be visited by the Ravening One.

Aura

Apart from the nightmare visions this avatar's arrival causes, its presence is also signaled by an icy wind that seems to blow from the stars themselves. Radiating from this entity are psychic waves of animosity and rage, which nearly all humans notice as a deep and primal fear of being hunted.

The Ravening One, *killer from the void*

Sanity Loss: 1D8/2D10 Sanity points.

Magic

- **POW:** 175
- **Magic Points:** 35
- **Spells:** Bait Human (variant), Circle of Nausea, Death's Breath, Drain Youth, Grasp of Cthulhu, Wrack; others as the Keeper desires.

Powers

Provoke Fear: the avatar radiates an aura of fear, causing humans and others to become panicked and illogical. When within 100 yards/meters of the entity, a Hard POW roll should be made: if failed, the individual becomes panicked and suffers a penalty die to all skill and characteristic rolls (except when engaged in combat); if the roll is fumbled, the affected person loses all sense of reality and either becomes foolhardy and reckless or retreats into a semi-catatonic state, unable to defend or perform any useful actions—as necessary, allow the players to determine which or use a Luck roll to decide whether their investigator becomes reckless or inert.

TYPICAL PHYSICAL MANIFESTATION: RAVENING ONE

STR 245 **CON** 500 **SIZ** 160 **DEX** 100

- **Hit Points:** 66
- **Damage Bonus (DB):** +4D6
- **Build:** 5
- **Move:** 10 / 30 flying

Combat

Attacks per round: 1 (tentacle strike or devour brain)
Attacks by striking out with its many razor-tipped tentacles or may attempt to grab a target and then use its tentacles to punch holes in the victim's skull, allowing it to suck out and devour the brain.

Tentacle Strike: attacks with 2D10 razor-talons focused on a single target, with each talon inflicting one point of damage.

Devour Brain (mnvr): if successful, target is entangled in writhing tentacles. On the following round, the tentacles begin to burrow into the victim's head, causing 1D6 damage, while sucking out the brains (1D10 points of INT). On the third round, and each round thereafter, no further damage is suffered but INT continues to be drained at 1D10 points per round while the brain is torn to pieces. Once INT reaches zero, the victim becomes lifeless and will die in 1D2 hours—if hooked up to some form of life-support in this time, they may continue to live in a comatose state. While INT cannot be regained naturally, magic and/or the blessing of Mythos deity may replenish lost INT.

Fighting	80% (40/16), damage 2D10 (see above)
Devour brain (mnvr)	80% (40/16), damage 1D6 + 1D10 INT per round (see above)

Armor

- 20-point extra-terrene wrinkled hide.
- If reduced to zero hit points, the Ravening One falls to the ground and bursts, sending viscera flying everywhere. It reforms in 1D100 days with the will of Hastur.

HASTUR: KING IN YELLOW, THE

(Avatar/Unique Entity)

Hark! Comes the Yellow King! Regaled in a gown of yellow, he stands twice as tall as any man. Majestic, he glides over the ground to take his throne in Lost Carcosa, for he is the King that was and shall be. Commanding the spread of his domain across worlds. See, his spindly and taloned fingers rise to lift the hood of his gown, reveal the Pallid Mask within! Hail the King! Hail the King!

Other names: Lord of Carcosa.

Disagreement surrounds the King in Yellow with some recognizing the entity as a singular being with its own agenda, while the majority posit the King as the primary avatar of He Who Is Not To Be Named, the Unspeakable One. Perhaps, in some form, the King is both: once an avatar, it has grown beyond its progenitor and now possesses "free will." Such matters are difficult to define or find consensus on, and those meeting with the King are likely to find no clear answers.

Seemingly, the King appears either in a regal robe and cloak of many yellow hues or in a tattered gown of many colors (usually yellows, oranges, and browns). Accounts suggest the robes and tattered ribbons are not clothing as such, but rather elements or the flesh of the King. At times, the entity possesses wings and wears a shining halo over its head. Usually, its face is hidden behind the Pallid Mask, an expressionless yet hideous visage that sometimes seems to be its real face, while, at others, the mask is removed to reveal a mass of tiny pseudopods. Above all, it possesses a loathsome plasticity of shape, apparently able to stretch and change at will.

The color yellow seems to characterize an association with corruption, decay, disease, as well as decadence, which are embodied in the Yellow Sign, the sigil associated with the King in Yellow, and which appears to be a focus for madness; its design able to possess a life of its own and able to warp the dreams of those who see it. The power of the Yellow Sign is tangible and real, and one does not look upon it without good reason.

In Lost Carcosa the King shall come to claim his throne, while simultaneously the King reigns there now. To some extent, Carcosa appears to be a living reflection of the King, waning and waxing at different times in tune with the status of the King. For some, Carcosa lies upon the shores of Lake Hali in another time and place, while others speak of it standing upon an alien planet hidden in Aldebaran. Apparently plastic, this strange city of dreams and nightmares can expand and retract, sometimes possessing and claiming other lands and cities on other worlds. Indeed, on Earth, devotees of the King are known to work for the day when Carcosa's minarets and alleyways shall "overlay" or claim parts of this planet, forming what would seem to be a bridge across time, space, and dimensions, and thereby creating and adding to the grandeur and scope of Carcosa. Another meaning may be that, one day, all things shall be "as Carcosa," with all folk free of moral restraint and able to live as the Old Ones, while the buildings burn, disease runs riot, and decay festers within all things.

Indeed, the King in Yellow's agenda seems to be quite clear: to establish "Carcosa" across all things, which, in a sense, mirrors the corruption and decay embodied (perhaps) by the Unspeakable One. Physically expressed by the city of Carcosa, such decadence and corruption spreads, infecting both people and places, with most unable to drive back this wave of sickness and reclaim their lives and homes. Like any rot, a single small infection can soon grow and multiply to consume and overwhelm the host. What is certain is that where the Yellow King treads, corruption blooms.

Cult

On Earth, cults of the King in Yellow tend to be small clusters of like-minded people or individuals who possess above-average intelligence. Often, such people favor a bohemian or decadent lifestyle, which may be illustrated through an obsession with artistic pursuits (such as poetry, fine art, and drama) and aesthetic attitudes. Most are misguided, believing the King in Yellow to embody high ideals and seeing Carcosa as an eternal golden age that can be brought to bear and reform the planet. A few wayward or self-proclaimed preachers confuse the Yellow King with an idealized vision of redemption and glory, turning from former beliefs to praise this new deity and thereby attain enlightenment and power in this, rather than the next, life.

Some folk come to the King in Yellow by "chance," encountering the script of *The King in Yellow* by accident or perhaps "loaned" it by a newly made acquaintance. For it is said, the playscript hides secrets that reveal wondrous promises for those who recognize the majesty and splendor of the King. Within, its words conjure cruel beauty to inspire the reader to attain new heights of artistic endeavor that would surpass and render human experience meaningless.

Possible Blessings

- ***The King in Yellow:*** gifted this playscript, a person may become obsessed with its characters, scenes, and plot, rereading the script over and over to glean new meanings

and hidden insights. In so doing, they open their minds to the touch of the King in Yellow, allowing corruption to take rook and enabling them (wittingly or unwittingly) to become vehicles to spread the corruption to others. Some will endeavor to organize a performance of the play, and in so doing allow its infection to spread to the audience (characterized as audience members losing their Sanity and going on sprees of reckless abandonment), while others may be driven to recreate characters, ideas, or concepts through other works of art. Some may find or persuade others to join them in their new cause. At the heart of everything, such individuals become adrift from society and lose their moral bearings, embracing the King in Yellow and desirous of seeking Lost Carcosa.

- **Artistic Amplification:** some may be blessed with an enhanced artistic ability, allowing them to create bizarre and unheard of works that startle and consume the attention of others. Of course, not all will agree, with much of society being repulsed or fearful of such art by its maker.
- **Dreams of Carcosa:** adherents may be granted visits to Carcosa (usually in a dream, but possibly in the flesh), allowing them to absorb the city's way of life and thereby strengthen their understanding of the desires of the King in Yellow so that they can work to bring Carcosa to their home city.

Encounters

Encounters with the King in Yellow usually begin in small ways, with corruption appearing at the margins of one's life and society, which grow and fester, taking on greater significance and influence. Such things take hold and redesign a person's world in their consciousness until all they perceive stems from the cruel beauty of the King and/or Carcosa. The appearance of the Yellow Sign or the text of *The King in Yellow* may be the sparks that light the touch paper.

Cultists, working individually or in a group, may seek to spread their devotion and corrupt others through artistic endeavor, favors, or similar social contact designed to bring awareness of the King to others; enticing acquaintances to delve into the lore surrounding the King and Carcosa, and thereby turn their heads in favor of the pleasures and delights such knowledge may bring.

Once a person has become fully consumed, they are either brought before the King or, on occasion, the King visits them (physically or in vision). Such appearances provide the final revelation from which many do not escape with their reason intact. Indeed, most become ensnared and remain in Carcosa, perhaps to mutate and change, or are commanded to pledge their allegiance to the King and devote their lives to extending his domain by working to realize Carcosa on Earth.

Aura

Corruption and decay lie at the heart of all things touched by the King in Yellow. Sickness and revelation figure, as does the impending sense of inevitable doom. Behind the facade of majesty, wonder, and illumination is the gnawing sense of things coming undone and of rot eating from within.

TYPICAL PHYSICAL MANIFESTATION: KING IN YELLOW

STR 125 **CON** 530 **SIZ** 70* **DEX** 135

**SIZ may vary from 70 to 100.*

- **Hit Points:** 60
- **Damage Bonus (DB):** +1D6
- **Build:** 2
- **Move:** 15 (appear/disappear at will)

Combat

Attacks per round: 6 (robes) or 1 (gaze or face pseudopod)
The King's robes (fine or tattered) are like razors and may slice and cut in a whirlwind-like fury. Should the Pallid Mask be removed, the pseudopods behind may extend forth to strike or "kiss" opponents, or, instead, the King may use its gaze (see above) to instill dire fear in onlookers.

Kiss (mnvr): a single pseudopod rapidly extends forth, growing in length and girth, and reaching out to touch a target. If the attack is successful, the pseudopod latches onto the target and drains 1D10 points of POW per round. The pseudopod may be severed with a successful targeted attack (with a penalty die) dealing 6 or more damage.

Fighting	100% (50/20), damage 1D6+1D6
Kiss (mnvr)	100% (50/20), damage 1D10 POW

Armor

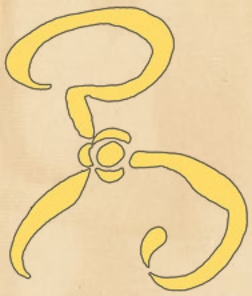
- None.
- If reduced to zero hit points, the King in Yellow vanishes in a blinding yellow-white flash of brilliant light. It reforms upon its throne in Carcosa in 1D100 days.

THE YELLOW SIGN

The Yellow Sign is connected to the King Yellow and a token of worship for He Who Is Not To Be Named. It is a subliminal focus for madness and an icon of corruption. Those who see it may be consumed by madness and destruction. No one single pattern can be agreed upon as to the Sign's actual shape and design, with lore claiming the sigil somehow changes in aspect whenever its master or His servants are near. For years the innocent and ignorant may pass the sign daily without regard or knowledge of its significance; perhaps only in nightmares does the Sign register; however, once the Sign becomes "active," that same person will see it where first they did not, and many times thereafter in places unsuspected.

Seeing an active Yellow Sign provokes a Sanity roll (0/1D6 Sanity points lost). The poisonous symbol seems to twist and swirl and squirm, reaching hungrily for the viewer. This vision lasts one round but, to the person affected, it feels as if time has stood still and, consequently, they may experience episodes of missing time.

Those who suffer a loss of Sanity points from seeing the Yellow Sign are cursed; the next time they sleep they should make another Sanity roll and, if failed, they suffer terrible nightmares concerning the King in Yellow, Carcosa, and Hastur—all costing further Sanity (1D4/1D8 loss). Each time thereafter when the person sleeps or sees the Yellow Sign, they should make a Sanity roll (0/1 loss). They will continue to risk losing Sanity each time until they have made five successful consecutive Sanity rolls, whereupon the effect of the Sign diminishes. During this time, should they fail a Sanity roll for seeing the Sign, the process resets and they must banish the Sign's influence for five more times or let the madness overtake them.



The King in Yellow, *lord of Carcosa*

Sanity Loss: initially none (when the Pallid Mask is worn); 1D3/1D10 Sanity loss if the King's mask is removed or revealed to be its face.

Magic

- **POW:** 175
- **Magic Points:** 35
- **Spells:** Barrier of Pain, Bespeak the End of the Day (variant), Bring Pestilence, Call Hastur, Cause Disease, Compel Flesh, Dominate, Implant Fear, Maggots, Nullify Device, Send Dream, Song of Hastur, Touch of Decay, The Unspeakable Promise, The Yellow Sign; others as desired by the Keeper.

Powers

Gaze of the Yellow King: induces paroxysms of fear by staring directly at a target, costing the unfortunate 1D6 Sanity points per round while the King focuses upon them (the King expends 3 magic points per round); avoiding the King's gaze for a round requires a successful Extreme POW roll.

Seed of Carcosa: a chosen recipient is targeted to receive a vision of Carcosa's splendor and majesty, implanting the desire to find and come to the nightmare city; the effect may be negated with a Hard POW roll. Those affected become obsessed with finding Carcosa (or somehow bringing Carcosa to them): seeking out lore, painstakingly reading and rereading *The King in Yellow* text, creating works of art, seeking others of a similar mind, and so on. As time passes (as determined by the Keeper), the affected person begins to lose one point of Sanity per day as their obsession takes hold, while their appearance worsens with the onset of strange diseases (causing some to wear featureless masks). In time, when all their Sanity is gone, the King calls them to Carcosa, where they remain until they shed what remains of their humanity and they become something other. Magic and the direct intervention of another Mythos entity may be the only means of reclaiming a person touched by this power.

HYPNOS

(Elder God)

Throughout human history we see Hypnos appearing in our own likeness, with a handsome face and a long beard in which are entwined seashells and other strange things. His hair is long and sometimes curled, bedecked with a crown of poppies or wildflowers or gold. Upon his forehead is painted a radiant eye, sometimes open and sometimes closed. In this visage does the Lord of Dream come to us, hiding his true form from eyes that would recoil in fear should his true appearance be made manifest.

Other names: Lord of Dream, Lord of Sleep, Somnus.

Seen by many as the manifestation of an Elder entity, Hypnos appears to be bound to dreams of humanity and possess some power or curatorship of Earth's Dreamlands. For some, the entity is not an Elder God but rather a being that draws sustenance from humanity's dreams and is an amalgamation of thought: a multifarious organism brought to life by the unconscious willpower of millions of sleeping humans over many centuries. Whether the entity exists solely within the domain and human dimension is uncertain, for it may co-exist across the cosmos and be empowered through alien minds as well, although the evidence for this remains elusive to human scholars.

In human reckoning, Hypnos seems to have first come to the attention in the ancient world of the Greeks (ancient Roman also, where the god was called Somnus). Hypnos is mentioned in the *Illiad*, while Somnus appears in Virgil's *Aeneid* and in Ovid's *Metamorphoses* also. Sometimes, the name Morpheus is used, which probably stems from Ovid, who names Morpheus as one of the thousand sons of Somnus. In later human history, the god or character appears often in the guise of the Lord of Sleep or Dreams. Such human-centric appearances lend credence to the entity's relationship with humanity at large, suggesting that other (Elder?) beings may attach themselves to (or be entwined with) the unconscious minds of other alien races.

While, in the main, appearing in human-seeming guise, Hypnos' true form is unknown, although glimpses have been seen by a few who have angered the entity, causing its mask to momentarily drop. From what little may be gleaned, its true form appears to be a madness-inducing plasticity of form, ever changing, and comprised of our darkest fears and terrors.

Whatever the truth of its existence, Hypnos could be considered a parasite (leeching upon the collective unconsciousness) or a manifestation (created or defined) of will. Either way, the result is most likely the same, with the entity drawing some form of sustenance from humanity while also acting as a kind of shepherd of dreams: protective and nurturing of its food supply, which, for some, might be seen as benign or mercenary. Certainly, this entity appears protective of its domain and may, at times, act to thwart threats or (more often) use humanity as pawns to ensure its survival. Those who cause havoc and ruin within the Dreamlands dimension(s) may have to contend with the attention of this being, while others may unwittingly be influenced to undertake tasks or become sacrifices to deal with exterior or interior threats to the fabric of dream reality.

Cult

Throughout history we find references to this being (as Hypnos or with another name) appearing to humans in dream or "reality." Such manifestations have given rise to its status of godhood in the ancient world, while also placing it among such entities as angels, demons, spirits, and others in the modern world. Some appearances have resulted in humans seeing the entity as worthy of worship, with cults forming to divine or access wisdom concerning the world of sleep and dreams. Such cults tend to be small and temporary, with few lasting more than a handful of years or months. In opposition to this trend is the Children of Sleep, a group proclaiming a history stretching back to ancient Rome and who jealously guard certain rites and magics concerning dream travel and access to knowledge of the Dreamlands.

Encounters

While some rare rituals are said to call Hypnos to appear and grant blessings to those in the Waking World, most who encounter this entity will do so during a dream or while exploring the wonders or nightmares of the Dreamlands. Some unfortunates may fall foul of cultists who wish to use their minds to empower their own dream quests (using such victim's minds as a living battery to fuel their own mind-journeys into dreams), or those who would draw upon Hypnos' power to trap and snare enemies within dreams.

Aura

Often a sense of ancient glory or faded history accompanies this entity, as well as the sensation of wondrous knowledge just beyond one's grasp. Given its connection to dream, often things may appear surreal, weird, unexpected, or outright bizarre. With this entity, nothing is static or constant, and what at one moment seems to appear safe and reassuring may suddenly change to dark and terrifying.

Hypnos, *lord of sleep*

Sanity Loss: none for encountering Hypnos in human form; 1D6/1D20 Sanity points when encountering its true form.

Magic

- **POW:** 425
- **Magic Points:** 85
- **Spells:** Elder Sign and those related to dreams, sleep, transformation, and memory, with the Keeper determining spells as needed.

Powers

Transform Dreamer: should a dreamer attract Hypnos' attention; the entity may transform the sleeper's form in either a beneficial or negative way. The transformation is as Hypnos desires and may increase or decrease a person's characteristics (STR, APP, DEX, and so on) within a range of 200 points, and/or be mostly physical in nature (such as causing a person to change into a cat or a zoog). New abilities may be granted, or old ones taken away. The overall

TYPICAL PHYSICAL MANIFESTATION: HYPNOS

STR 100 **CON** 500 **SIZ** 60* **DEX** 150
**SIZ may vary up to SIZ 150.*

- **Hit Points:** 56
- **Damage Bonus (DB):** +1D4
- **Build:** 1
- **Move:** 9

Combat

Attacks per round: 1 (unarmed or weapon, or overwhelm mind)

May use unarmed or armed attacks (usually a sword), or, if revealing its true form, may use its Overwhelm Mind power.

Overwhelm Mind: if able to successfully touch a target, Hypnos (spending 10 magic points) causes their mind to experience multiple realities at the same time, provoking a sensory overload. The victim may resist this mental assault with a successful Extreme POW roll; otherwise, the affected character should attempt a Luck roll (if an investigator), with success meaning their mind has been overwhelmed, causing them to fall unconscious for 1D10+2 rounds. When they wake up, they have gained 1D10+1 points of Cthulhu Mythos, 1D10 points of Dream Lore, and lost 1D10+3 Sanity points. If the Luck roll is failed, their mind is unable to shut down in the face of the overload, causing the instant loss of 4D10 Sanity points, as well as the loss of their dream personality and memories (they become a blank slate)—when they wake from a dream, they remember nothing of the dream.

Fighting	90% (45/18), damage 1D4+1D4 or, if armed, 1D8+1D4
Overwhelm mind	90% (45/18) (see above)

Armor

- None.
- May only be affected by enchanted weapons and magical artifacts.
- If reduced to zero hit points, Hypnos transforms into gray dust that is carried away on a sudden wind. It reforms in 1D6 hours somewhere in the Dreamlands.

effect may be seen as either a blessing or a curse, and may be temporary (1D100 days) or permanent in the Dreamlands. In some cases, the transformation may simply be the gifting of an item, some knowledge, or the removal of such things.

HZIULQUOIGMNZHAH

(Great Old One)

It had a toad-like shape, if its flaccid and sack-like body possessed any shape at all, covered in wet fur that gathered in clumps. Proportionally, its legs were slender and short, seemingly unnaturally so, while its arms were longer and ended in spindly claw-like fingers. Its head emerged on a thick neck that expanded and contracted like some loathsome great tortoise, with a snapping beak-like mouth and clusters of tiny red eyes.

Other names: Ziulquaz-Manzah.

This lesser-known and bizarre-looking being is said to be a relative of Tsathoggua and Ghisguth, and the progeny of Cxaxukluth, although at least one text suggests this entity is an immature Old One whose final manifestation is yet to take shape. Apparently, Hziulquoigmnzhah is believed to dwell on Cykranosh (Saturn), where it swims in a sea of molten metal, but other references cite the entity residing on Xoth (Sirius B) or Yaksh (Neptune). Such sites may indeed be locations where the entity regularly resides or, perhaps, what we see here is a historical record showing the movement of Hziulquoigmnzhah from planet to planet, with it moving on once it had drained whatever sustenance it can. There are no records of it traveling to Earth (as yet), although one may assume our planet is a likely destination due to its wealth of minerals.

Seemingly, Hziulquoigmnzhah is not bound to any particular place, able to move freely wherever its desire is focused, which would strengthen the argument for it being an underdeveloped Old One whose final form and agenda are yet to come to light. Certainly, if reports are to be believed, the entity has remained on Cykranosh far longer than any other planet, which may be due to the indigenous humanoid-like people of Saturn worshipping Hziulquoigmnzhah as a god. Such attention, as well as a steady source of food and sacrifices, evidently pleases the entity who is no rush to move on. Castor Venkos (also known as the Wizard of Yarrow) wrote in his Celestial Convocations of the Black Arts that he had visited Cykranosh and learned much from the world, noting that the Cykranoshian elders prophesized Hziulquoigmnzhah would one day grow to "full ripeness" and devour their world before taking to the skies with an army of its most devoted servants to settle on a "blue world." Should such a prophecy come to pass, Venkos warns that Earth must be the blue planet so named.

Cult

While no known human or Earth-bound cult exists for Hziulquoigmnzhah, the entity is worshiped on Cykranosh by millions of its inhabitants. Some suggest a few secretive human groups, who have learned of the Old One in books, have turned their attention to the entity and prepare for the day when it shall come to Earth; perhaps, such folk believe that by establishing their devotion to Hziulquoigmnzhah they will find favor and be rewarded.

Possible Blessings

- **Armor of Cykranosh:** accounts suggest that Hziulquoigmnzhah blesses certain followers with a casing of metal, which acts to make them impervious to assault. The follower is taken by the Old One and dipped in liquid metal (presumably, the people of Saturn are either immune to the danger of molten metal or their god's power makes them immune), which forms a hard yet supple crust over the skin. Such protection provides a 5-point armor but reduces speed (by 1 MOV point).

Encounters

Unless the time to take to the skies and travel to Earth has come, encounters on our planet would seem limited to contact with potential cultists wishing to contact or attract this Old One. It is feasible that some of the Cykranoshian people could be sent to Earth to prepare the way or study humanity.

Aura

Much of what has been written about Hziulquoigmnzhah suggests it has an affinity with metal, with idols and other paraphernalia associated with the deity most likely be comprised of metal. Certain rituals may involve the use of metal, such as sacrifices being thrown into or covered with molten metal, or initiations involving proving one's strength of resolve by thrusting a hand into a pot of liquid metal and so forth.

Hziulquoigmnzhah, *god of Cykranosh*

Sanity Loss: 1D4/2D6 Sanity points.

Magic

- **POW:** 150
- **Magic Points:** 30
- **Spells:** as desired by the Keeper.

Powers

Bind Metal: at a cost of 5 magic points, may vomit forth metal objects. These often finely wrought items may be produced as gifts to the Old One's chosen servants and may be weapons (swords, knives, spears, and so on) or artifacts (keys, mirrors, idols). Each item should be considered enchanted and able to affect those usually immune to mundane weapons.

TYPICAL PHYSICAL MANIFESTATION: HZIULQUOIGMNZHAH

STR 275 **CON** 650 **SIZ** 200 **DEX** 125

- **Hit Points:** 85
- **Damage Bonus (DB):** +5D6
- **Build:** 6
- **Move:** 20

Combat

Attacks per round: 1 (spit, bite, or crush)
May spit either caustic saliva or shards of metal from its mouth, or can crush or bite opponents.

Spit: caustic salvia delivers 1D6+4 damage, has a base range of 20 yards/meters, and causes clothing and skin to eaten away (causing a further 1 damage on the following 1D4 rounds; negated by washing off the acid). A shard of metal delivers 2D6 damage, with a base range of 40 yards/meters.

Crush (mnvr): its rolling bulk deals 5D6 damage to those unable to escape its path.

Fighting	80% (40/16), damage 3D6
Crush (mnvr)	80% (40/16), damage 5D6 crushing damage
Spit	70% (35/14), damage 1D6+4 acid burn or 2D6 impaling metal (see above)

Armor

- 10-point thick and metal-covered hide.
- Regenerates 10 hit points per round (costing 5 magic points; death at zero hit points).
- Immune to fire, electricity, and chemicals.
- If reduced to zero hit points, Hziulquoigmnzhah implodes, its bulk rapidly condenses into a solid ball of alien metal. It reforms (from the ball of metal) in 1D100+10 years.

- | -

IDH-YAA

(Great Old One)

The pale idol pictured a great worm-like thing, suggestive of enormous size, with numerous growths of a crystalline nature and pseudopods extending outward. Detailed in miniature, these limbs clutched terrified human figures, with some being brought to its giant-sized mouth to be consumed.

Other names: Quum-yaa, Star Mother, Yhd-ya.

This pulsating and eternally writhing entity is thought to dwell on or near to the double star Xoth, said to be the original home of Great Cthulhu and the star-spawn. According to the *Ponape Scripture*, Idh-yaa joined with Cthulhu to produce the entities known as Cthylla, Zoth-Ommog, and Ghatanothoa. The *Necronomicon* mentions Idh-yaa briefly, stating that the deity is unable to move from Xoth and suggests that it is somehow intrinsically linked to the star, causing some to speculate that the deity is the star, rather than a resident of it. If true, one may suppose Idh-yaa is bound by either Elder magic or cosmic forces, drifting slowly on the aether through space, and gives reason as to why the deity did not follow the other Old Ones in coming to Earth.

Some scholars have posited that Idh-yaa is akin to or the same as Shub-Niggurath, a "mother deity" figure from which many entities originate, with some claiming it is a female aspect of Azathoth, although such talk is derided by most. Idh-yaa consumes cosmic matter, perhaps in a similar manner to what humanity calls black holes, and has been said to have devoured lesser entities carried to it on the cosmic tides; perhaps, such raw material becomes reconstituted and "rebirthed" in strange forms or as larval beings.

The wizard Eibon wrote that Idh-yaa would one day give birth to a being he described as the "Augmentus Occisor," an entity so powerful as to contend with the might of Azathoth and one who would "absorb the very light of the stars." Such a prophecy may be in line with the notion of the "stars being right," suggesting not only the requirement of a great cosmic alignment but the need for certain astral bodies to be destroyed to permit the rebirth of the Old Ones' freedoms. Such arranging of cosmic matter would surely act to cause tremendous shifts on a planetary scale, and which would undoubtedly impact the Earth and our solar system in horrific ways.

Cult

Seemingly sessile, Idh-yaa's worship seems primarily centered on the native Xothans, although numerous cultures on alien planets revere this deity's absolute destructive and creational power. The mi-go are one such race, who regard Idh-yaa as an avatar of Shub-Niggurath, and who have undertaken to study and learn from this entity, although at great cost. No human cults exist on Earth at this time, but it is feasible to expect some folk (perhaps those with associations to Great Cthulhu) to come to know the deity and, in so doing, begin to worship what they might consider to be the "wife" of Cthulhu and "mother" of the star-spawn.

Possible Blessings

- **Strange Birth:** those blessed may give birth or produce strange offspring possessing Old One characteristics. In humanity, both males and females may be the "parent," with the blessing being bestowed magically and not necessarily involving any physical contact. Likewise, such progeny is notably common among those mi-go who have taken an active interest in Idh-yaa, with those affected first compelled to consume great amounts of strange matter (such as rocks, metals, crystals, and the like), which presumably partially act as the material from which such creations are formed.

Encounters

Contact with Idh-yaa on Earth is rare, and, if at all, probably comes via cultist interaction, a reference in a tome, or when viewing the night sky. Those contacting or somehow summing a portion of the deity to Earth may find the ground cracks violently open, revealing a milky-white glowing liquid below from which tendrils of mist rise. For those who do not accidentally fall in (to be consumed), this living portion of the deity made manifest may commune with worshippers, accept sacrifices, and possibly choose and pull in one or more to be transported to Xoth (although, for most humans, jumping or falling into this unnatural substance likely spells instant death). Other times, Idh-yaa may manifest in its worm-like form, bursting up from the ground or floating down from the stars.

Aura

Anything touched by Idh-yaa possesses a distinct coldness, even viewing Xoth would send a chill shiver down the spine. A sense of timelessness and the infinity of the void are likely to overwhelm those who encounter the deity, causing those who fall to insanity to experience a tragic sense of hopelessness and utter fear.

Idh-Yaa, *the star mother*

Sanity Loss: 1D8/1D20 Sanity points.

Magic

- **POW:** 375
- **Magic Points:** 75
- **Spells:** all spells.

Powers

Cosmic Wisdom: those who behold the entity may be blessed with cosmic wisdom. Human or alien astronomers able to look upon the stars may find their sight straying toward Xoth and unwittingly gain a glimpse of the cosmic truth embodied by Idh-yaa. Such sight may grant 1D10+2 points of Cthulhu Mythos while also provoking a Sanity roll (1D6/2D6+2 loss). Other consequences or changes in temperament may also affect such people.

Creation: the entity exudes a sticky white slime, which normally dries to dust after a few hours. Those touching this slime (or those swallowed by the deity) may be partially or fully transformed by contact if they fail a Luck roll. Partial transformation might see a hand become a pile of twisting tentacles or claw-like, while full transformation sees the victim secrete a jelly-like substance that then hardens into a shell or chrysalis; in time, this shell cracks open to reveal the victim has metamorphized into a full monstrosity (which may be of the Keeper's design or be akin to a ghoul, star vampire, ghast, and so on).

Idh-yaa

TYPICAL PHYSICAL MANIFESTATION: IDH-YAA

STR 270 **CON** 225 **SIZ** 340 **DEX** 70

- **Hit Points:** 56
- **Damage Bonus (DB):** +7D6
- **Build:** 8
- **Move:** 3

Combat

Attacks per round: 1 per available target (pseudopod, bite, or swallow) or 1 (crush)
May use pseudopods to strike or grab, use its bulk to crush, or bite or swallow.

Crush (mnvr): deals 7D6 damage to those unable to escape its path with a Dodge roll or similar.

Swallow: with success, the target is swallowed whole and should make a Hard Con each round**:** once failed, the victim succumbs to the strange magics inherent in the deity, which causes the character to melt into a pile of twisting flesh, from which a "new" creature is then birthed and spat out. The creature should be of the Keeper's design or may be a Mythos monster (such as a byakhee, star vampire, or similar). Those swallowed may be able to cut their way out before they are transformed, requires dealing a minimum of 10 damage to the Old One's flesh (long term consequences and an ultimate transformation may still apply, though).

Fighting	90% (45/18), damage 3D6
Crush (mnvr)	90% (45/18), damage 7D6
Swallow	60% (30/12), (see above)

Armor

- 10-point slimy and viscous flesh.
- Regenerates 5 hit points per round (death at zero hit points).
- If reduced to zero hit points, Idh-yaa melts into a large pool of slime, killing anything it touches and leaving the area permanently blackened and lifeless. If reforms on Xoth in 1D100 years.

IOD

(Great Old One)

First, a dark shadow appeared, consuming all light. Then, a burst of blinding light from which Iod emerged. Something like a conglomeration of crystal, flesh, and vegetable, it was semi-transparent and pulsed with a sickening inner light. A huge, many-faceted eye contained in membranous skin coated in a liquid film that dripped like sweat, while crystal-plant-like limbs sprouted forth, tasting the air with unwholesome sucking sounds.

Other names: Shining Hunter, the Source.

While Iod's name is recognized by most scholars, this deity has rarely made its presence known on Earth. Said to be worshipped by the inhabitants of Bel Yarnak (a planet believed to exist on the boundaries of our galaxy, beyond Betelgeuse), this Old One was also known to the peoples of Atlantis and Mu as "The Shining Hunter." Traces of such ancient worship occasionally become known, with clay tablets, ceramics, and metal bowls depicting effigies of the Old One receiving offerings.

The deity is mentioned in Prinn's *De Vermiis Mysteriis* as a dangerous entity with insatiable hunger, and one to be avoided. Perhaps, the most useful reference is the *Book of Iod*, of which one copy only is reported to exist (although rumors persist of a copy being made). Said to be written in the "Ancient Tongue"—this appearing to be a complex combination of Coptic and Greek, which is most likely used as a code to hide the book's true meaning—the work is unattributed, although scholars have suggested the writer to have been the mysterious and elusive sorcerer Khut-Nah. Given the book's rarity, little is truly known of its contents, which are alleged to provide insight into Iod and a few other deities. From what has been found conveyed through the journals of those who have claimed to have read and understood the tome, the *Book of Iod* presents this Old One as the harbinger of doom, a death-dealing anti-life godhead, and as a hunter, unleashed to prey upon mortals to satiate its bloodlust. Whatever may be true, it seems certain that Iod is a terrifying manifestation of death. Certainly, those choosing to embrace the deity in their worship seem to embody this sense of bloodlust, with murder rites appearing to be a common form of "religious" practice.

In a manner not unlike the terrifying hounds of Tindalos, Iod sometimes manifests as a hunter, tracking and pursuing those who have somehow crossed its path (some scholars suggest that those "unworthy" to see the deity in the flesh are marked and later tracked down and killed). Once one becomes marked by Iod, the resultant pursuit appears to be a relentless hunt, even crossing into other dimensions or times should the pursued be capable of performing feats of magic. It is said the *Book of Iod* contains a spell or some form of recipe that allows a person to temporarily hide from this wrathful Old One, although given that tome's rarity, most will find no reprieve and their eventual fate to be a most grisly one.

Cult

Inhabitants of Atlantis and Mu saw Iod as a manifestation of death, venerating the deity within their pantheons of worship. Possibly, surviving remnants of these ancient civilizations exist in the modern era. Otherwise, little if any human organized cults seem to exist. Occasionally, a small group or lone sorcerer chooses to serve Iod in the hope of receiving blessings in the form of magical knowledge or as a means to direct dire retribution against those who have been perceived to have wronged them. Such cults practice ritual murder and often embrace death, believing their spirits will join with Iod and be reborn in its image.

Possible Blessings

- **Film of Shadow:** the follower drinks from the liquid that covers and drips from the deity (usually, Iod forces one of its "arms" into the person's mouth, which then proceeds to open and vomit this foul liquid directly into the person's stomach). Once consumed, the liquid becomes part of their flesh, enabling them to "melt" into a shadow-like form.
- **Unbirth:** cultists practice ritual murder on themselves and others, and, occasionally, a chosen one is brought back to unlife by the power of Iod. Such individuals at first appear normal (although their death wounds are not healed), but they then begin to rot. They remain "alive" despite their corrupting frame and, according to some accounts, cannot be killed. Thus, these undead worshippers continue to exist even when their bodies are nothing more than bones and scraps of flesh. Such individuals are held in high regard by other cultists.

Encounters

While tokens or artifacts depicting Iod are possible, most are liable to encounter Iod via its loathsome cultists or those despicable wizards who would delve into death magic and necromancy. Certain actions or being witness to certain sights may mark a person or persons with the eye of Iod, with them being hunted down and killed by the deity or its agents.

Aura

As the whiteness of Melville's *Moby Dick* is regarded by some as a metaphor for death and fear, so too is the radiant light of Iod. Here, the deity's white light is all-encompassing

and reveals the truth and the inescapable horror at the heart of all existence. This light burns cold and is death.

Iod, *hunter of souls*

Sanity Loss: 1D6/3D10 Sanity points.

Magic

- **POW:** 150
- **Magic Points:** 30
- **Spells:** Animate Flesh Thing, Awful Doom of Cerrit, Breath of Pazzuzu (variant), Enthrall Victim, Liquid Death, Possession, Sense Life, Siren's Song; others as the Keeper desires.

Powers

The Hunt: those who have been marked by Iod find themselves hunted by the Old One in their dreams as well as in life. Once the hunt has begun, the marked person suffers nightmares of being pursued, losing 1 point of Sanity per day. Iod will track down that person in 1D100 days, and unless the person has a means of escape, they will likely die.

The victim may escape Iod's pursuit by dispelling/banishing the Old One with the correct spell, by "killing" the entity, or by spells that allow the person to hide from Iod. Possibly, the use of the Elder Sign may ward or protect a person from the deity's wrath.

ITHAQUA

(Great Old One)

It strides across the sky, immense and wraith-like, casting those below in its wintry shadow. We see ourselves partly in its reflection, a giant humanoid wreathed in ice-cold winds and snow blizzards, sometimes a skeletal thing, and, at others encased in white-blue flesh. Darkness lies at its heart: its two red eyes burn as though they were stars, while its long, rope-like hair billows, flows, and weaves upon the breeze. Its yawning maw, sometimes a black pit and at others lined with fangs encased in ice. Hear its bellowing howl and know that death is astride the very air.

Other names: Great Wind-Walker, the Howling God, Ice Father, Star-Strider, the Wandering One.

TYPICAL PHYSICAL MANIFESTATION: IOD

STR 375 **CON** 300 **SIZ** 500 **DEX** 80

- **Hit Points:** 80
- **Damage Bonus (DB):** +10D6
- **Build:** 11
- **Move:** 20 flying

Combat

Attacks per round: 1 (strike or flash)

May strike out with its tendril-like arms, causing those hit to be paralyzed. Thereafter, Iod plunges its many limbs into the victim and drains their lifeforce.

Paralysis: when successfully hit with one of its limbs, the target is immobilized if they fail an Extreme POW roll (magical wards or other forms or protection may reduce the difficulty of this roll). The victim may attempt this roll once per round for as long as they survive the encounter, although they regain movement should Iod depart before killing them.

Lifeforce Drain: once paralyzed, a victim may be drained, with Iod thrusting its limbs into the victim's body and draining POW at the rate of 20 points per round. At zero POW, the victim's brain remains alive within a dead body and continues to live forever trapped in a rotting frame (losing at least 1 point of Sanity per day until permanently insane). Alien technology or magic may allow the brain to be removed and placed in another host body, although this is not without its own risks.

Flash: emits a wave of dazzling white light in a 360-degree arc, with all within 10 yards/meters required to attempt a combined CON and POW roll or suffer 1D4 damage as the light rips into their flesh and causes painful burns.

Fighting	80% (40/16), damage 3D6 + risk of being paralyzed (see above)

Armor

- 10-point extra-dimensional armor.
- Mundane weapons (incl. bullets) deal minimum damage.
- If reduced to zero hit points, Iod bursts in a dazzling white light and winks out of existence. It reforms in 2D100 years.

The Great Wind-Walker has some bond with the Earth, with reports citing its appearance within the Arctic and sub-Arctic regions, which seem to form some kind of boundary for the entity. While little suggests the entity appears elsewhere in the world, tokens and effigies of the deity can be encountered almost anywhere, and some appear to contain traces or the taint of the Old One's power. According to some travelers, Ithaqua has been known to appear on other worlds, but its permanent home, prison, or resting place remains a source of conjecture.

The Old One is characterized in lore as stalking the wastes, appearing before hapless travelers and, sometimes, hunting down and carrying off people to who knows where, never to be seen again. Often the truth is just that, but varied reports indicate that some survive such encounters, with folk being found senseless or amnesiac on mountainsides while others have been found frozen to death on the ground or hanging from a tree branch. Those surviving seem forever touched by the incident, afraid of the cold, afraid of mountains, and afraid of forest wildernesses. A few get a hankering for raw flesh, giving rise to the association of cannibalism with Ithaqua, although most seem to be cursed to hear whispers of the Wind-Walker calling them back to the wilderness. Those who follow this call tend to disappear into the living god's clutches, where their remaining humanity is stripped away, and they become something other.

Ithaqua

While its typical appearance seems to be that of a giant skeletal humanoid figure whose burning red eyes and distorted and ghastly features parody a human face filled with agony, some have reported the Old One appearing with shaggy fur or as an enormous stag-like creature with claws and fangs. All reports speak of the entity breathing out great clouds of steam and fog, while snow swirls about it forming strange patterns. Such visions seem to reflect or parody earthly forms, perhaps the viewer translating the Old One's shape and features through the prism of their own rationality. For beings on other worlds, it can be presumed that Ithaqua's form may appear quite different.

Historically, the term "Wendigo" has been used as a name for Ithaqua and for those touched by the Old One. This label seems to arise from an association with the wendigo of folklore derived from the Algonquian peoples of the forests of Nova Scotia, and the East Coast and Great Lakes regions of Canada. For the Algonquian people, a wendigo is an evil, man-eating spirit that possesses the unwitting and turns them into murderous monsters. Despite such common factors, Ithaqua is clearly not a wendigo in this sense, leading some to suggest that the wendigo lore was, in fact, derived from early contact with the Old One, while others retort that the two are separate things and that the Algonquian wendigo is just what they say it is: a malicious spirit creature that preys upon humans.

Ithaqua's purpose remains somewhat unclear, although most agree that the deity endures some form of suffering, but whether this is from its partial imprisonment (presumably of Elder One design) or from some other ongoing torment is unknown. One tome, *Wild Forests* (author unknown, published in limited numbers in 1883) posits Ithaqua is desirous of procreating an heir, an observation based upon folklore surrounding strange births in the sub-Arctic region, although modern scholars put little store in such tales, which are seen to originate through spiteful gossip akin to the accusation of witchery in the 17th century. Certainly, one may presume some human worshippers have desired to become vessels for their god's child, but such matters are most likely limited in number and carry unfortunate and horrific conclusions. Much like Tsathoggua, Ithaqua appears bound to some degree, able to temporarily travel, but not truly free. When the stars are right, the Old One may be able to take up a permanent domain in the Northern hemisphere on Earth, as well as elsewhere on other worlds. In the meantime, its binding appears to cause the Old One great distress, which may be another reason for its bestial and murderous behavior: lashing out at earthly life while attempting to corrupt humanity and turn it toward the ways of the Old Ones, causing humans to become free of constraint and savage at heart. A few scholars suggest the

prevailing thought is actually back to front, and rather than Ithaqua desirous to build a domain on this planet, it is actually trapped here and longs to depart the Earth. Being imprisoned, they argue, angers the deity, who seeks to create distractions by causing mayhem for those who wander into its "prison cell" of the Northern wilds.

Undoubtedly, the varied arguments concerning Ithaqua's plight and agenda will continue for some time; however, one must not forget the reality of this entity and its propensity for both lethality and destruction, which, while remaining as folklore for the majority, is a source of true suffering and terror for a few.

Cult

Organized worship of Ithaqua tends to be located within the boundaries of its earthly domain, although that does not stop such cults recruiting or expanding their interests outside of the sub-Arctic and Arctic regions; however, key sites and rituals normally take place within its sphere of influence. Certainly, local inhabitants (including First Nation peoples) may know lore concerning the entity but are more likely to fear rather than worship the Old One. Of course, some outcast groups may keep their devotions to this entity within their communities, such as certain settlements in Siberia and Alaska who have been documented as carrying out differing forms of sacrifice to appease the Great Wind-Walker and ward it from their homes and hunting grounds.

When compared to the cults of Cthulhu and He Who Is Not To Be Named, Ithaqua's cult (collectively) is smaller, but this does not include others who worship the Old One, such as the abhorrent gnoph-keh. Indeed, rumor exists that the Old One has at times appeared in Earth's Dreamlands and curries favor among some of the inhabitants of that dream dimension.

All cults of Ithaqua seem to share the practice of flesh eating, with some including cannibalism. Another common practice seems to be initiation through wilderness survival, with candidates sent forth into the wintry wilderness to commune with their god, and while not all survive such exposure, those who do return seem to be changed and more resolute than ever to further their cult's (and, thereby their god's) agenda.

Possible Blessings

- **Become Wind-Walker:** those embraced by Ithaqua may undergo a change, permanently turning them into wind-walkers. The embrace may include a physical visitation of the Old One, hearing and being affected by its howl, or receiving an item "blessed" by the entity.
- **Token of Ithaqua:** granted an item (usually a talisman, medallion, or similar) that holds a portion of the Old One's power. Each token is different, and their powers or influence vary greatly, but all tend to convey a small electric-like shock when first touched. Some are minor in the power they bestow (perhaps enhancing STR, CON, and/or DEX), while others may influence a person to become more bestial, eat raw flesh, or develop a wanderlust for the Northern wildernesses. Others may open a channel with the deity's mind, sending thoughts and visions to the recipient, which may contain cosmic wisdom, instructions, or anything the Old One wishes to convey.
- **Touch of Ice**: grants the ability to withstand cold, allowing a human follower to go about in frozen climes without duress.

Encounters

Explorers of the remote wilds may hear the cry of Ithaqua and its children calling in the night and, in the morning, find the frozen remains of those unfortunate enough to have looked into the face of this entity, the terror carved into their faces. Others may come to hear of the Great Wind-Walker through odd folk tales or evidenced through unusual practices, such as placing pouches of salt around the doors and windows of one's home. The work of cults devoted to the Star-Strider are the most likely signs, bringing the horrors of this being's worship into towns and cities and festering within.

Aura

A devastating and incredible coldness suffuses the places touched by Ithaqua, causing hands to numb and breath to fog. Tallying too long brings an undeniable chill to one's bones and heart, as though every fiber of your being is telling you to "get out!" For most, the limbic system of the brain (the "lizard brain") responds, signaling a fight or flight response at a primal level in reaction to the knowledge that you are the "prey" and the hunter is nearby.

Ithaqua, *the great wind-walker*

Sanity Loss: 1D10/1D100 Sanity points; 1/1D6 Sanity points to hear the Great Wind-Walker's howl on the North Wind.

Magic

- **POW:** 175
- **Magic Points:** 35
- **Spells:** Call Lightning, Fury (cast upon another), Nullify Device (variant), Possess Corpse (variant), Send Dream, Temporal Rip, Wrath of Pazzuzu; others as desired by the Keeper.

Powers

Howl: exposure to the deity's howl affects humans in a number of ways and may cause some to become wind-

walkers. When hearing the Old One's howl, a Sanity roll should be made (1/1D6 loss), and, if the Sanity roll is failed, a POW roll should be made. If the POW roll is successful, the character is not influenced, but, should the roll be failed, the character is touched by Ithaqua and may later, should they directly encounter the deity or come to one of its major sacred sites, fall under the deity's command (a Hard POW roll resists this effect). Note that should any of these POW rolls be fumbled, the link is greater and those affected will begin to change into wind-walkers (the process is fairly slow, with personality changes and a taste for raw meat being the initial signs, later followed by a hunger for human flesh, bestial behavior, a great tolerance for cold, and, ultimately, a change from human to monstrous form). The process may be reversible with magic spells or the petition for help from another Mythos deity.

Bite: those bitten by Ithaqua will turn into wind-walkers within 1D100 days, with most disappearing into the cold wilderness before the change is complete. Again, magic or the intervention of another Mythos power may stop and/or revert the change.

Command Elements: able to create snowfall, temperature drops, and violent snowstorms covering an area up to 100 miles (161 km) in diameter. For those within a few dozen yards/meters of the Old One, Ithaqua can cause a mighty wind to whisk people into the air. Those affected should attempt a STR roll to remain grounded; otherwise, they flung into the air (to be grabbed by the entity or cast to the ground and suffer 3D6 damage). Ithaqua can spend 5 magic points to increase the severity of the wind, with every 5 points increasing the difficulty of the STR roll and increasing the damage by +1D6 (thus, if spending 20 magic points, the STR roll would be Extreme with two penalty die, and falling damage would be 7D6).

Servitors: able to summon and command both gnoph-keh and shantaks.

Air Walk: Ithaqua may move freely across the sky.

TYPICAL PHYSICAL MANIFESTATION: ITHAQUA

STR 250 **CON** 750 **SIZ** 500* **DEX** 150

**SIZ may vary, as Ithaqua may appear smaller and then grow to monstrous size.*

- **Hit Points:** 125
- **Damage Bonus (DB):** +8D6
- **Build:** 9
- **Move:** 10 / 30 flying

Combat

Attacks per round: 1 (stomp, strike, tear, crush)

May stomp and strike, or use its bite or claws to tear, grab, and crush. May also use its Command Elements power to whisk people into the air (see above).

Claws and Bite: ignores all mundane armor and delivers 4D6 damage.

Grab (mnvr): may use claws or bite to grab an opponent. Those held may, on the following round, be bitten (6D6 damage), crushed (8D6 damage), or flung (4D6 damage). Victims may attempt to break free with a STR or DEX roll at Extreme difficulty.

Fighting	80% (40/16), damage 4D6
Grab (mnvr)	80% (40/16), damage varies (see above)

Armor

- 10-point skin or fur covered in thick rime.
- If reduced to zero hit points, Ithaqua dematerializes, leaving only an echoing howl on the wind. It reforms in 1D100+10 days.

ITHAQUA: DEATH-WALKER

(Avatar)

The storm came upon us suddenly, violent and dark. Lightning struck down the trees under which we took shelter, while sulfurous smells assailed our senses. As we looked skyward, we saw the clouds churning and bellowing, forming a gigantic face that was fearsome to behold. It was a skeletal-like face, diabolical, and full of fury, and it looked down upon us and we wept for our very souls.

Other names: the Coming Storm, the Snow-Thing, Storm Bringer, the Whipping Wind.

This avatar of Ithaqua manifests either as a violent storm or as a snow blizzard. If a storm, the terrible visage of a human-like figure or face (often skeletal in aspect) may be seen at its heart, conjured from the swirling clouds. Lore suggests the face is distorted and might be considered to be "seething with rage." If a snow blizzard, the same effect may be spied, although (most often) just a pair of huge red eyes might be seen within a churning mass of snow.

In many ways, this avatar appears to embody the elemental ferocity of the Great Wind-Walker, an unrestrained, primal, and ultimately unstoppable force. One might suspect that Death-Walker is unleashed when Ithaqua's fury reaches an uncontainable point, perhaps brooding and building in fury over years of restraint and breaks forth when Ithaqua's pain and suffering can be borne no more, or when events have conspired against the interests of the deity.

Old legends tell of mighty storms sent by the gods to punish the weak and those who have turned away from their faith. Within such tales may one find commonalities with the cosmic realm of Ithaqua and its binding upon the Earth.

Cult

Death-Walker has some following among the peoples of the sub-Arctic region in both America, Siberia, and Iceland. While most do not worship the entity, many may make token gestures to appease the "Coming Storm" by hanging votive offerings from windows and doorways, hoping to keep such evil "spirits" at bay. Of course, a minority do hold the avatar in higher regard, making sacrifices and paying homage during storms to call out Death-Walker. One particular group, known among themselves as the Storm Born, is said to secretly hold rites on the Shetland Islands off the Northern coast of Scotland.

Encounters

Those traveling in the subarctic and arctic regions may find themselves witnesses to the outbreak of Death-Walker. Worse, those who have somehow interfered with Ithaqua's schemes or those of its cult may find this avatar coming upon them, venting its fury with lightning bolts, torrential rain, sleet, and winds so strong as to flatten trees.

Aura

Primal and unrestrained rage embodied within severe weather. A sense of forces so great, as to break people like matchsticks. Utter fear, as who can stand against the elemental forces of nature, let alone when those forces are marshaled and empowered by a being who existed before our planet even coalesced.

Death-Walker, *the rage of Ithaqua*

Sanity Loss: 1D4/2D8 Sanity points.

Magic

- **POW:** 175
- **Magic Points:** 35
- **Spells:** does not normally utilize spells.

MEDALLIONS OF ITHAQUA

Certain lore suggests there are a number of potent artifacts created by Ithaqua in times past. While no one is certain of all of the forms these artifacts take, some have been described as medallions depicting the Great Wind-Walker on the obverse, with the reverse showing strange sigils or the text of an unknown language. These artifacts are said to hold a portion of the Old One's power, which one can feel and hear when first touched—they are icy to the touch and the Old One's howl can be heard briefly when picked up. The unearthly chill of these artifacts courses up one's arm and touches the heart, provoking a Sanity roll (1/1D3 loss). If touched, the artifact creates a bond between the holder and Ithaqua, which can only be resisted with an Extreme POW roll.

If such a bond is established, the artifact's "owner" finds they become immune to cold (and, in fact, seem to delight in being cold), but, additionally, they come to hear the Great Wind-Walker's howl in their head whenever the Old One is abroad upon the Earth. At such times, the owner should make a Sanity roll (1/1D6 loss), and when 6 points have been lost (cumulatively), they continue to lose Sanity at the rate of 1 point per week thereafter. When they fall permanently insane, the affected person is seized with a desire to travel northward and find Ithaqua.

Note that once a person has been bound to the artifact, the item may be touched by others with no harmful effect, although should the owner die or go to Ithaqua (somehow leaving the artifact behind), the next person to touch it will feel its effects and must attempt to resist them or fall under its spell.

The lore surrounding these artifacts is vague and sometimes contradictory, but most seem to agree that they could play a role in certain ceremonies designed to temporarily or permanently free the Great Wind-Walker.

Powers

Elemental Rage: causes devastating storms with hurricane-force winds, driving rain, enormous hailstones, searing lightning, and so on. Such a storm may (normally) last for up to 1D8+1 rounds, sometimes appearing and disappearing quite suddenly.

Those caught outside in the open during such weather must hang onto something or try to secure themselves lest they be gathered up by the wind and hurled skyward. If so not firmly secured, the initial storm would require a successful STR roll to hang tight to one's surroundings, but as the storm builds a second STR roll at Hard difficulty should be made (securing oneself with chains, rope, and so on will either negate the need for a STR roll or provide one or two bonus dice at the Keeper's discretion). At the worst point of the storm, the STR roll is at Extreme difficulty. Those failing such rolls are snatched up by the wind and tossed like a ragdoll through the air, suffering from 4D6 to 8D6 damage (as determined by the Keeper). For those who do not survive, their broken and battered bodies may later be recovered miles away. Securing him-or herself with rope or chain helps hold the investigator, granting a bonus die to the STR roll.

For those able to remain fixed in place, a Luck roll should be made per round to avoid being struck with flying debris or momentous hailstones (1D4 damage). In addition, a fumbled Luck roll may indicate that lightning has struck a character, causing a potential 1D8 damage and forcing the person to fall unconscious for 1D4 rounds.

Piercing Cold: in its snow form, the avatar inflicts freezing damage. While actual wounds are inflicted, tissue, bones, and organs suffer damage from an intense cold, which lasts around 1D8+1 rounds. Each round, if not well protected with warm clothing, a person is liable to 1D6 damage and the temporary loss of 2D10 points of CON (death at zero CON); lost CON points are regained at the rate of 1D6 per 24 hours following the encounter.

Those surviving such an attack may require immediate medical attention to fight off frostbite, otherwise, the loss of fingers, toes, and even feet are possible. A successful First Aid roll counters the effects of frostbite and heals 1D4 points of damage. A successful Medicine roll can also counter frostbite while healing 1D4+1 damage and 1D6 points of CON (if First Aid and then Medicine are both used on the same individual, the total damage healed would be 1D4+2).

TYPICAL PHYSICAL MANIFESTATION: DEATH-WALKER

STR 175 **CON** n/a **SIZ** n/a **DEX** n/a

- **Hit Points:** n/a
- **Damage Bonus (DB):** n/a
- **Build:** n/a
- **Move:** n/a

Combat

Attacks per round: 1 per target (violent storm effects)
While this avatar does not possess a physical body as such (it being a psychic manifestation), it employs and enhances the weather to attack those in its path—refer to the **Elemental Rage** and **Piercing Cold** powers (above).

Fighting n/a

Armor

- None.
- Possibly may be resisted or banished by the performance of spells.
- If in snow form, the avatar may be warded off if a significant fire or heat is employed.

- K -

KASSOGTHA

(Great Old One)

Cloaked in a halo of ochre-colored light, floats this great mass of blue-tinted and disease-infested coils of flesh, like some conglomeration of intestinal pipes, perhaps miles long, ever moving and sliding, knotting and unknotting in unhealthy rhythm.

Other names: the Coiled One, K'ssuggtha, Leviathan of Disease, Ochre Demon.

According to some sources, Kassogtha shares some relationship with Great Cthulhu, with more than one tome speaking of these deities creating or unifying to form or breed the entities commonly known as Nctosa and Nctolhu. One reference suggests Kassogtha and Cthulhu are "brother" and

"sister" (if such terms are applicable), although the former seems to have no known association with Xoth, said to be the originating planet of Cthulhu and its kin.

This Old One seems to be more like some cosmic parasite, able to merge or join with other significant entities for periods of time, and thereby cause the creation or birth of "offspring." Thus, at times, Kassogtha disappears (presumably while inhabiting or merged with another being), giving rise to the general opinion that this Old One is rarely heard of or encountered in Mythos lore. For some, this parasitical behavior posits the notion that this deity is characteristically like a disease, and possibly one unwelcomed by the entities it "preys" on. Indeed, Jedediah Pullington in his *Visions of Crystal and Blasphemy* (New York, 1889) recounts a drug-induced vision where he witnessed the merging of Cthulhu with Kassogtha, which he describes as "tortuous" and "near lethal," and how it took all of Cthulhu's strength to throw off or cast out the other. If such a report can be given credence, it does support the idea of an invading entity, perhaps drawing off some form of sustenance to enable it to create new or altered life.

When not bound with another entity, Kassogtha appears to dwell in a great body of water (or some such other liquid matter), which is poisoned by its presence. A strong association with disease seems evident, which is amplified by reports of the illnesses suffered by those in areas where this Old One has at times manifested. For many scholars, Kassogtha is like a "cosmic sickness" that seeps into life, corrupting and mutating it in foul ways.

Cult

Kassogtha has little organized earthly following, seemingly only worshipped by solitary practitioners of magic and those crazed enough to embrace disease as a force for transformation. The (still at large) serial killer known only as the "Carrion Murderer," may be an adherent of this Old One. In addition, the New York subway incident of 1921, where (allegedly) mustard gas was released, may have originated from the hand of a Kassogtha worshipper. While little is known of the sick rites practiced by this deity's adherents, most guess that ritual murder and torture are key components.

Possible Blessings

- **Hand of Sickness:** grants an individual immunity to disease while also making them carriers for all manner of earthly and alien sickness, able to infect others and incite epidemics.
- **Language of Pain:** the deity forms a psychic link with a follower, forcing them to hear the Old One's messages, which are conveyed in a horrendous mixture of booming and shrill languages (some non-human) that actually cause physical and mental pain. Such contact drains the Sanity of the connected person, producing a deranged outlook that may incite the affected person to murder.

TYPICAL PHYSICAL MANIFESTATION: KASSOGTHA

STR 590 **CON** 400 **SIZ** 400 **DEX** 125

- **Hit Points:** 80
- **Damage Bonus (DB):** +11D6
- **Build:** 12
- **Move:** 20 flying

Combat

Attacks per round: 1D4 (coil strikes) or 1 (coil grab and crush) May strike out and/or grab a target, pulling into its slithering coils. Kassogtha's coils may unfurl and extend out to 100 yards/meters in range, moving with frightening speed to whiplash up to 1D4 targets a round, with each strike dealing 2D6 damage.

Coil Grab (mnvr): when struck, the target is quickly pulled into the pulsating and squirming mass of tentacles where they are constricted and crushed. An Extreme DEX roll may allow the victim to squirm free, or a group of friends may try to pull the victim free with an opposed STR roll against Kassogtha (see page 88 of *Call of Cthulhu: Keeper Rulebook*, Physical Human Limits). Such an escape or 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, and suffering 11D6 damage per round.

Fighting	80% (40/16), damage 2D6
Coil Grab (mnvr)	80% (40/16), damage 11D6 (see above)

Armor

- None.
- Mundane weapons (incl. bullets) deal minimum damage.
- If reduced to zero hit points, Kassogtha's coils fall to the ground and begin to melt and bubble; the ground becomes scorched and diseased for 100 years. It may reform in 4D100 years.

Encounters

Earthly encounters with this Old One are exceedingly rare, with any potential contact most likely arising from cultists or lone adherents, as their horrific actions are quite likely to draw attention despite often being short-lived.

Aura

A pervading disquiet and sense of sickness hang over areas, items, and people touched by Kassogtha. Planet life rots, creatures, and humans present illness (often strange skin growths), while locations carry an unwholesome and unwelcoming aura.

Kassogtha, *the coiled one*

Sanity Loss: 1D10/1D100 Sanity points.

Magic

- **POW:** 600
- **Magic Points:** 120
- **Spells:** as the Keeper desires.

Powers

Poisonous: exudes poisonous gases; each round spent within 10 yards/meters of this deity causes 1D4 damage from noxious fumes if a CON roll is failed (suitable breathing apparatus may negate this effect). For those within 5 yards/meters, the CON roll is Hard, and damage increases to 1D4+2. While those in direct contact (within 1 yard/meter) should attempt an Extreme CON roll or suffer 2D4+2 damage (a successful CON roll halves the damage).

Merge: if able to win an opposed combined CON and POW roll with another (whether a Mythos entity or another), Kassogtha may merge, flowing into the body of the other and residing there for an indeterminate period. Once merged, the Old One can force its host to supply genetic material in the creation of a new being, which is violently birthed (ripping through the skin or outer carapace) sometime later. A Mythos host may be able to expel Kassogtha with an opposed STR roll at some later point.

Theoretically, the Old One could choose to merge with a human, although the resulting combination would cause the human's form to grow and become anything but human (with skin stretched so thin as to become membranous and the body inflated like a balloon to contain the massive twisting intestinal-like coils of Kassogtha). As a result, a human would be unable to move until the Old One departs (a process likely to cause a human host to die, if they haven't already died from some new and horrific lifeform bursting from their chest or head).

- L -

LILITH

(Great One, Old One)

Beware the sensuous beauty, alabaster skin, and flowing black hair for they hide the leprous and phosphorescent limbs and form of Lilith: this smiling beauty masks a bestial angel of death that shall consume your soul.

Other names: Lilit, Night Queen, Q'allit-ur, Queen of Lies.

The entity, which some humans have named "Lilith," has appeared in a number of forms. Commonly, "she" appears as a woman of ageless and sinister beauty, with smooth alabaster skin, billowing jet-black hair, and eyes like gleaming coal. A person of exotic beauty, with lips a lusty crimson hue, and sometimes with wings rising from her back. At other times, Lilith appears as a glowing leprous figure, vaguely human-like, with extended phosphorescent limbs and bestial or decayed features. A handful of tomes reveal that behind these aspects is a monstrous thing composed of an ovoid-shaped body from which six pairs of giant limbs emerge, each equipped with claw-like talons.

While scholars argue about Lilith's origin prior to its arrival on this planet, the human record shows the first mention of a "Lilith" in Sumerian myth within the epic *Gilgamesh and the Huluppu-Tree*, a poem found on a tablet at Ur and believed to date back to 2,000 BCE. Other mentions have been uncovered among Babylonian demonology, with incantations found to ward against Lilith, who was thought to prey upon women and children. Subsequently, Lilith's name has appeared in Egyptian and Greek works, as well as those of the Hittites and Israelites. The Bible mentions Lilith as a wilderness demon shunned by the prophet Isaiah. It is said the rare *Psalm of Sorrow* (date and author unknown) discusses Lilith in great length.

Given Lilith's wealth of human-originated material, one could presume this entity to have ingratiated itself into human culture far more successfully than any other Mythos being, although whether all mentions of Lilith translate directly or are coincidental remains a source of conjecture. Certainly, such human contact has worked to effectively mask Lilith's true form and identity from human perception. According to some, such a cunning act of obfuscation reveals the dark heart of Lilith: that "she" is none other than a masterful disguise of Nyarlathotep. Despite such a concept gathering a number of adherents,

many others regard Lilith as a unique deity whose masks hide a creature of hideous creation.

Some sources believe that Lilith was once a powerful and mysterious Old One who was banished (or escaped) to Earth's Dreamlands and there was reborn as a Great One (the so-called gods of the Dreamland). Since that time, at the dawn of humanity, Lilith has influenced the dreams of earth, fostering her various forms and shaping humanity's will. While seemingly trapped in dream, the entity appears to be able to temporarily manifest physically in the Waking World. Dream lore recounts a prophecy where, one day, Lilith will regain power enough to escape permanently from its Dreamland prison and travel to a place or temple between the worlds. As to what may then follow is unknown.

Lilith is believed to share some connection to Nyarlathotep, although this link is thought to veer close to antagonism and enmity. For some, these two entities are the flip-sides of the same coin, ever struggling for supremacy and control.

Cult

Lilith has little organized worship in the modern world, although the deity was well known and feared in the ancient one. Usually, worship centers around small cults and sorcerers, and, occasionally, by Pagans or those "playing" with magical practice, who invoke the name of Lilith to realize occult wisdom. Direct contact with Lilith (whether in dream or physically) usually finds her imploring a person to undertake a certain task, with this contract causing the person to become enarmored with her and thus converted into an acolyte. Often, such tasks may appear harmless or innocent but can set in motion a series of events leading to significant and disastrous consequences.

Possible Blessings

- **Glamor:** grants the ability to appear beautiful and beguiling to others (of either sex), allowing worshippers access to people and places they would normally be turned away from.
- **Splendid Dreams:** gathers one or more dreaming people, ferrying their minds into either Earth's Dreamlands or another "bubble" dreamscape. Often, such dream visits are initially exciting, adventurous, and enticing, but eventually may be arduous tasks designed to provide Lilith with something.

Encounters

Most encounters are likely to take place in dream, either as a short type of communication or an elaborate dream "adventure" where a person could become trapped or tasked with some endeavor to be performed for Lilith's benefit. Other times, Lilith may manifest in reality wearing some human-seeming mask, and, again, to impart some information designed to influence or task a person or group. Often, such schemes may be revealed to act against the interests of Nyarlathotep or, confusingly, in support of that Outer God, or may be aligned or arrayed against another Mythos entity. Certainly, Lilith appears to understand and see the appeal in revenge as a motivating factor in its designs.

Aura

Mystery, glamour, and sensuality are often key elements in the appearances of Lilith, each designed to ensnare the unwary and foolish. A certain sense of tainted beauty may resonate, and of things being not what they seem; the milk appears fresh but is old and sour, the lily is gilded, and so on.

Lilith, *queen of lies*

Sanity Loss: no loss for encountering Lilith in human guise; 1D4/1D10 loss for encountering its monstrous or true forms.

Magic

- **POW:** 150
- **Magic Points:** 30
- **Spells:** Awaken the Beast, Bind Enemy, Cloud Memory, Command Animal (any), Dissolve Skeleton, Drain Youth, Eviscerator, Implant Fear, Raise Corpses, Wrack; others as the Keeper desires.

Lilith

TYPICAL PHYSICAL MANIFESTATION: LILITH

Human Guise

STR 100 **CON** 250 **SIZ** 65 **DEX** 100 **APP** 100

- **Hit Points:** 31
- **Damage Bonus (DB):** +1D6
- **Build:** 2
- **Move:** 10

Combat

Attacks per round: 1 (nails, bite, kiss)

May use claw-like fingernails to rake and strike, or may bite with fanged teeth. In addition, may use the Kiss ability to drain magic points (see above).

Fighting	85% (42/17), damage 1D6+1D6
Bite/Kiss	60% (30/12), damage 1D4+1D6 or magic point drain

Monstrous Form

STR 150 **CON** 250 **SIZ** 360 **DEX** 120

- **Hit Points:** 61
- **Damage Bonus (DB):** +5D6
- **Build:** 6
- **Move:** 10

Combat

Attacks per round: 4 (slash and pierce) or 1 kiss (bite)

Uses four of its six limbs, each equipped with claw-like talons, to slash or pierce, or may "kiss" (bite) once per round.

Fighting	85% (42/17), damage 2D6+2D6
Kiss (bite)	70% (35/14), damage 5D6

Armor

- 5-point flesh (human form); 10-point flesh (monstrous form).
- Cannot be harmed by mundane weapons (incl. bullets) during daylight hours; at other times, may be harmed by mundane weapons.
- Regenerates 1 hit point per magic point spent healing itself (death at zero hit points).
- If reduced to zero hit points, Lilith crumbles to dust. It reforms in dream in 2D8 days.

Powers

Beguiling Glamor: may (at will) appear in human form, usually a stunningly attractive individual (Lilith seems to predominantly take a female form). Most humans fall into an awed stupor in this Old One's presence if they fail an Extreme POW roll. Those affected can do little but stare and may willingly undertake whatever Lilith requests of them (a second Extreme POW might be allowed if the task appears to go against a person's core interests or morals). This trance-like state continues even when Lilith departs, requiring a successful Psychoanalysis or Hard POW roll to shrug off.

Pass Through: has the ability to pass through any form of obstruction (doors, walls, and so on). Lilith may physically manifest to visit a sleeping person, perhaps to whisper commands or seduce them, thereby influencing such folk to do its bidding (sometimes, tasks may be performed in a somnambulistic fashion, with the person remaining asleep throughout). Victims are usually drained of 1D6+4 magic points, awaken exhausted, and remembering nothing of their visitor.

Dream Talk: rather than physically manifest, Lilith may enter and affect the dreams of humans, effectively hijacking a person's dream and refashioning it to the Old One's design. Through such encounters, Lilith may impart information, request action, or strike fear (with associated Sanity costs). A person who has had their dreams infects by Lilith may try to resist further invasions with a Hard POW roll at the Keeper's discretion.

Kiss: drains 1D6+4 magic points by kissing a target who fails an Extreme POW roll. Such stolen magic points replenish Lilith's own supply. In combat, Lilith must win the combat to force an opponent into a kiss.

- M -

M'GULELOC

(Great Old One/Unique Entity)

In growing revulsion, we watched the mass lurch toward us. Something like a huge and bloated, coiling mass of entrails, eyes, and worm-like growths, all dripping with bloody ooze and brown-yellow discharges. With every movement it made came a sickening slapping and squelching sound.

Other names: Devouring One, M'nagalah, Star Feaster, Unapproachable Lord.

For some, M'guleloc is an Old One, while for others it is considered a lesser and unique entity (and perhaps the immature spawn of a greater being). Little is known regarding its life or origin, although Volume X of the *Revelations of Gla'aki* makes mention of M'guleloc, stating it exists "below the cradle of Gla'aki" (whatever that may mean). The text continues in this unhelpful manner, saying that the entity is the "Devouring One" and "shall come to cleanse and purify." Thus, many scholars assume some form of connection between M'guleloc and Gla'aki exists; perhaps, with the former being a herald of the latter.

From the evidence pieced together from various sorcerous sources, all of which warn plainly not to call down this entity, M'guleloc cannot be bargained with nor placated. In all respects, M'guleloc's insatiable hunger drives it to consume and feast on anything in its presence. Unless suitably prepared, most wizards find themselves unable to bind or limit this entity, as it seems almost impervious to offensive and warding magic. Only in the writings of Janith of Chichester (a private collection alleged to date back to the 1600s) do we find a possible clue or means to protect against this entity's predations. Here, we note that Janith was able to survive an encounter with M'guleloc as she was at the time hidden from view, due to some enchantment of invisibility bestowed by an artifact she calls the "Sphere of Confusion." While scholars continue to debate the nature and existence of the Sphere of Confusion, its effect of turning its user invisible seem to have saved Janith's life, as when M'guleloc could find no sustenance after it has eaten Old Paul (Janith's manservant), it departed back from whence it came.

This "consuming devil" appears to possess no discernable goal other than to feast, and, when there is no food immediately available, it disappears as quickly as it arrived. Some suggest that this entity is more like a magical parasite, attracted to the power utilized in the conjuration of or communication with Mythos deities, and able to "cut in" and appear mid-process so it may feed upon surprised spellcasters and the like. Despite the fear generated by wizards regarding M'guleloc, this magical "bug bear" may simply be an opportunistic creature, rather than a significant being at all.

Cult

M'guleloc does not appear to have any human cult. Those who encounter it are liable to be eaten, so visitations have not, in the main, resulted in any sort of following. Given the rarity of its manifestations on this planet, it is possible that alien species on other worlds are aware of, and may worship, this entity.

Possible Blessings

- None known.

Encounters

While it is possible that rites to summon M'guleloc exist, it is more likely that the entity hijacks the magical summons of others, arriving to eat those involved and close by before departing. The conjuration of M'guleloc may be caused by faulty spellcasting or incorrect spell texts, which when wrought allow this nasty creature loopholes into our reality. It is not beyond possibility for some cunning wizards, who know of M'guleloc, to prepare traps for the unwary to inadvertently summon this foul feaster.

Aura

M'guleloc's arrival is signaled by strange hissing sounds, followed by a wet squelching that grows louder until the entity fully manifests. Those in the process of spellcasting may note unusual sensations and feel reality-warping, as though something from "Outside" were breaking or chewing through the fabric of dimensions.

M'guleloc, *the devouring one*

Sanity Loss: 1D6+2/3D10 Sanity points to encounter M'guleloc.

Magic

- **POW:** 150
- **Magic Points:** 30
- **Spells:** none.

Powers

Magical Immunity: any magic focused at M'guleloc is ineffective unless the wizard achieves a Hard POW at the moment of spellcasting, with all associated costs lost in

the process. Magical wards and other effects not directly targeting M'guleloc work only if M'guleloc fails a POW roll (requiring a natural "100" result to signify failure). Certain artifacts may negate M'guleloc's magical immunity at the Keeper's discretion.

TYPICAL PHYSICAL MANIFESTATION: M'GULELOC

STR 200 **CON** 400 **SIZ** 200 **DEX** 80

- **Hit Points:** 60
- **Damage Bonus (DB):** +4D6
- **Build:** 5
- **Move:** 10

Combat

Attacks per round: 4 (tentacles)
Uses worm-like tentacles to strike and grab up to four opponents, or may use all attacks to outnumber a single target.

Grab (mnvr): encircling tentacles hold the target firm and, on the following round, begin to effectively pull, twist, and turn the victim inside out (a process taking 2 rounds and causing 2D6 damage per round). M'guleloc then begins to eat the exposes organs (3D6 damage per round) until nothing but a twisted and broken skeleton remains. The victim may attempt to escape on their first action after being grabbed (with a successful Extreme STR or Hard DEX roll); however, after this point, they are so torn about that they are incapable of saving themselves.

Fighting	80% (40/16), damage 2D6
Grab (mnvr)	80% (40/16), damage 2D6/3D6 (see above)

Armor

- None.
- Regenerates 5 hit points per magic point spent in healing itself (death at zero hit points).
- If reduced to zero hit points, M'guleloc's flesh rapidly corrupts into a stinking soup of slime. It reforms somewhere out in space at the Keeper's discretion in 1D10 years.

Magic Sense: M'guleloc is capable of sensing magical "currents" in the fabric of space-time, such as when employed to summon Mythos beings. At the Keeper's discretion, it may hijack such summonings, cutting in and appearing in place of the intended being.

MH'ITHRHA

(Unique Entity/Outer God)

I looked upon the image, which at first seemed worked from a brush into a Cubist nightmare. As my eyes focused upon the dazzling array of colors and forms I began to make out curious details: multifaceted features, angular limbs, voids of darkness, and prismatic shapes. Altogether, it took on the aspect of a great wolf, yet seen in multiple viewpoints and shrouded within billowing clouds of purple-black smoke. The impression was startling and unnerving, conjuring to mind that this was not some artistic license but rather that I was seeing a being captured in Realism, whose form can only have been fashioned by an insane god.

Other names: Arch-Lord of Tindalos, the Great Wolf, Q'Tll-Oss.

It is written that of all of the Lords of Tindalos, the most powerful is Mh'ithrha, called by some the Arch-Lord of Tindalos. Rarely does this entity remove itself from the nightmare city of Tindalos, said to exist outside of reality within the space commonly termed "hyperspace." While nominally classified by some scholars as an Outer God, the beings of Tindalos appear to be separate from the order of beings from the known dimensions, and, in this respect, others simply regard Mh'ithrha as a unique entity whose existence is a physical extension of Tindalos.

Mh'ithrha is a thing composed of multiple angles of flesh, light, and other strange materials, and, as it is not of our dimension, we cannot perceive its true whole, which at most times is invisible to humanity. On occasion, we may be able to see a mass of angles, partially phased with our universe, which at best resembles some gigantic wolf wrapped in swathes of purple-black smoke. Indeed, some suggest that this form was the template for Fenrir (of Norse mythology), the great wolf that shall devour the world and the gods—early humans somehow glimpsed Mh'ithrha and perceived it as a wolf, establishing this being within their beliefs. Perhaps, more than just its human-perceived form, the notion of this "wolf" devouring the world and gods may carry a hint of the truth, if certain beliefs concerning Tindalos are based in fact.

A small number of scholars believe that Tindalos and its inhabitants originate outside the collective understanding

of the cosmic order, and are an entirely different form of consciousness and life, and one that may eventually consume and destroy all things in a bid to meld their reality with our own. In this manner, the Old Ones and Outer Gods may not be able to withstand this threat, or through it die and be reborn in a horrific melding of the inner, outer, and extra-dimensional realms. Thus, a new cosmic order is born from the death of the old. While this avant-garde theory is decried by many who consider Tindalosians as just another dimensional form of being, the sense that Tindalos is somehow a parallel to Carcosa, with its very existence causing reality to shift, be consumed, and be reformed into something other is tantalizing and somewhat disquieting. Of course, there are some who describe Tindalos as nothing more than the atoms of Azathoth given form, wrapping such theories into the common belief that all things begin and end with Azathoth. Others speak of Mh'ithrha being a mask of Daoloth (or vice versa) as these entities appear to share similar aspects and spheres of power; however, such thinking tends to go against the grain of accepted wisdom.

Further complexity arises from the understanding that Mh'ithrha has been engaged in an eternal struggle against Yog-Sothoth, with the Arch-Lord apparently vying to destroy and replace Yog-Sothoth as some sort of master of time and space. Again, debate rages among scholars as to the form and meaning of this struggle, which takes place beyond human comprehension. Some go as far as to claim Mh'ithrha is the spawn of Yog-Sothoth, a "son" bent on destroying its progenitor. The truth of the matter remains, as ever with things concerning the Mythos, uncertain.

What is clearly apparent, is the desire of all beings from Tindalos to consume the life energies of creatures (humans included) from our reality. Such consumption is highly desired and seemingly fulfills or sustains Tindalosians.

Cult

Human cults worshipping Tindalosians are rare, though a number exist that are intent on hastening the arrival of Tindalos on Earth and allowing its inhabitants to feast upon humanity. In return, such cultists believe they will be received and welcomed by Mh'ithrha and the Lords of Tindalos, and then transformed—their flesh rewritten to become as the Tindalosians. The Chosen of the Blessed Light and the Angled Ones are two such groups, yet act in opposition to one another in a game of apparent one-up-man-ship, with each believing to be the superior of the other. Members of such groups devise rituals to call Tindalosians to Earth, with some experimenting with primitive Time Gates to attract the attention of the hounds of Tindalos (sometimes with dire results), while others focus on Mh'ithrha as their god, preparing the way for the day when "the great wolf" shall devour the world and remake its chosen followers in its likeness.

Possible Blessings

- **Hyper-Sight:** grants the ability to see all four dimensions at the cost of 8 magic points (and 1D10 Sanity points, if the cultist has any remaining). The ability works within a 5 yard/meter area, allowing sight of all directions, behind walls, inside containers, and so on, all at once.
- **Pass Through Angles:** able to travel between points through sharply angled matter (corners and so on). The power requires the expenditure of 5 magic points and works within a range of 1 mile (1.6 km).
- **Temporal Ripping:** at the cost of variable magic points, the power twists and rips flesh, inflicting variable damage. The target must be touched (grabbed), with the damage caused equal to the number of magic points invested. The victim's flesh so touched is rapidly wrought and twisted through multidimensional space, leaving it mangled and irrevocably disfigured—if a face, the loss of an equal number of APP plus 10 points should be deducted.

Encounters

Those traveling by Gates (especially Time Gates) may become caught in the space-time eddies that sometimes emanate outward from Tindalos, causing them to be pulled off course and driven toward that nightmare city of twisted spires. Otherwise, the machinations of cults and sole practitioners searching for and experimenting with arcane rites and technology in their quest to bring Tindalosians to Earth, while also making offerings to Mh'ithrha, are most likely.

Aura

Episodes of lost time and/or spatial distortion may result from proximity to Mh'ithrha and others from Tindalos. In addition, humans may feel a sense of confusion, as colors, sounds, and their general awareness seems "wrong" (e.g. colors may not appear as expected, sounds are slowed or speeded up, and so on). An impression of being close to something alien or "the other" may overwhelm some, inciting fight or flight responses.

Mh'ithrha, *the great wolf*

Sanity Loss: 1D10/1D100 Sanity points.

Magic

- **POW:** 400
- **Magic Points:** 80
- **Spells:** Call Lightning, Cloud Memory, Defy Gravity, Drown Mind, Find Gate, Gate, Limbo Gate, Move Gate, Nullify Device, Temporal Rip, Time Gate; others as desired by the Keeper.

Powers

Charnel Odor: all lesser beings within 10 yards/meters must succeed with a Hard CON roll or be incapacitated by nausea and/or vomiting for 1D6+1 rounds.

Hyper-Sight: able to see an area (approximately 500 feet/152 m) in four dimensions—all directions, behind obstacles/barriers, and so on, all at once. Cannot see into magically protected areas or behind curves or spherical spaces. Such vision means Mh'ithrha cannot be surprised.

Step-Through: can step through an angle and travel near instantaneously via hyperspace to another angle anywhere in the spacetime it currently inhabits. It takes one full round to disappear through an angle and step out through the exit angle (thus, it reappears at the end of the current round).

Time Jump: costing 30 magic points, may cause a section of space (approximately 500 square feet/46 m^2) to move either forward or backward in time by 1D10 minutes (each additional expenditure of 10 magic points increases

TYPICAL PHYSICAL MANIFESTATION: MH'ITHRHA

STR 400 **CON** 400 **SIZ** 400 **DEX** 170

- **Hit Points:** 80
- **Damage Bonus (DB):** +9D6
- **Build:** 10
- **Move:** 50

Combat

Attacks per round: 1 (per target; bite, claw, tongue)

Besides its arsenal of space-time powers, Mh'ithrha may attack each target in its immediate vicinity in a round with its claws, bite, or tongue (the tongue may be only used once per round). All attacks leave behind the same blue ichor associated with the hounds of Tindalos (inflicting poison damage each round until wiped off).

Bite: may swallow whole anything up to SIZ 1,500. Those swallowed have 1D10+6 rounds to escape before they are disintegrated and die. Breaking free requires the use of spells or an enchanted weapon causing a minimum of 12 damage (cumulative). For each round inside the deity, a person suffers 1D4 damage and the loss of 1D10 STR, DEX, CON, and APP points; lost STR, DEX, and CON regenerate at 5 points per day of rest, although APP loss is permanent.

Blue Ichor: when a victim is struck by a Fighting attack, a gout of this mucoid stuff is smeared over them. This pus-like stuff is alive and active, dealing 2D6 damage to the opponent, plus equal damage for every round thereafter where the ichor remains on the victim's body. The ichor can be wiped off with a rag or towel with a successful DEX roll (during combat). It can also be rinsed off with water or some other agent. Fire would kill the ichor, though the victim also suffers 1D6 burn damage.

Tongue: a deep penetrating (though bloodless and painless) hole-shaped wound is formed. The victim takes no physical damage, despite the peculiar wound, but loses 4D6 points of POW and STR; POW loss is permanent, although STR loss is temporary (points are regenerated at the rate of 5 points per day of rest). For every 5 points of POW consumed, Mh'ithrha gains 1 additional magic point.

Fighting	100% (50/20), damage 4D6 + blue ichor (see above)
Bite	100% (50/20), damage 1D4 + 1D10 STR, DEX, CON, APP per round (see above)
Tongue	100%, damage 4D6 POW and STR (see above)

Armor

- 8-point extradimensional skin.
- Immune to mundane weapons (incl. bullets).
- Regenerates 8 hit points per round (death at zero hit points).
- If reduced to zero hit points, Mh'ithrha explodes like a massive piece of glass, sending jagged pieces flying outward (Dodge roll to avoid 1D4 damage). It reforms in Tindalos in 1D100 years.

the movement of time by +1D10 minutes). The effect has a duration of 10 minutes before space-time reasserts itself and throws the disjointed physicality back to its proper place in time, although, for every additional 5 magic points spent, the effect lasts +10 minutes in length. Buildings, people, and items within the area of effect are all transported and if they then leave the area (into the past or future) they are trapped in that other time.

Twist Space: can cause ripples in local space-time around its body at the cost of 2 magic points per round. Those outside this area see everything twisting and elongating in odd directions, while those inside see themselves being twisted and stretched, which provokes a Sanity roll (1/1D4 loss). To resist being incapacitated by the twisting and stretching effects for 2D6 rounds, those inside the area must make a POW or CON roll at Extreme difficulty. Those outside the radius and who are firing ranged weapons into the area must make a successful Hard Spot Hidden roll to do so; those attacking from within the radius must make a successful Extreme Spot Hidden roll; even then, ranged attacks suffer a penalty die. A character inside or outside the area of effect can negate the ranged attack penalty die with a successful Cthulhu Mythos roll (or a Hard Mathematics or Physics roll) and a sacrifice of 1 Sanity point; with a successful roll, the viewer is able to comprehend the angles of the distortion.

MORDIGGIAN

(Great Old One)

Throughout the night in that accursed vault deep in the earth, my guide's eyes flickered with delight as he told me of Mordiggian, the god of its kind. From his foul mouth I heard of the deathly chill air that heralds Mordiggian's arrival, of the manner in which it sucks light and color from its surrounds, and how it appears as a huge and worm-like fetid darkness yet changes shape in an ever-spiraling array of forms, growing coiling cloud-like limbs of reaching tentacles, and sometimes appearing as an eyeless head upon the limbless form of a demon.

Other names: Charnel One, Old Gnaw, Worm of Corruption.

It is said by some strange travelers that Mordiggian is worshipped in Zothique, in the city of Zul-Bha-Sair, sometime in the distant future. It is also said this deity resides in the Dreamlands upon a sea of bones, holding court to those who bring succulent offerings of ancient bone and flesh. Finally, Mordiggian is believed to visit the Earth when certain rites and offerings are made, often manifesting deep underground within ghoul-made catacombs and maze-like tunnels that are said to join this world to other places beyond human reckoning.

Able to assume differing forms, this Old One's appearance is, at its core, a cloud-like mass of living death and darkness. Sometimes it takes a ghoul-like visage, while at others it a whirling nightmare of tentacle-like limbs and a great maw. In all cases, its appearance causes fires and other sources of heat and light to be extinguished, while its smell is the heady stench of death.

According to ghoul lore, Mordiggian does not transport itself magically, but rather crosses between worlds (such as the Dreamlands and the Waking World) by traversing the myriad network of ghoul tunnels, allowing it to move through its domain without hindrance. Most scholars agree that should this Old One wish to move to another location, time, or place quickly, it could do so through its innate powers, but, for some reason, it seemingly only does so when summoned by external forces, such as foolish wizards or humans seeking its approbation. Accordingly, few consider this deity to be bound by Elder magics, which may mean it can go where it pleases.

Fortunately, Mordiggian appears unconcerned with humanity as a species, preferring to tender its attention on ghouls and a few other loathsome creatures. Ghoul lore

Mordiggian

suggests that this Old One views humans only as a source of nourishment (the deader the better), with its interest extending only to the possibility of transforming humans into ghouls. For the most part, this deity seems content to abide within its domain and receive offerings, although rumor exists of Mordiggian's desire to expand its domain to the surface world and refashion both the Waking World and Dreamlands into one massive charnel house of death. Whether any truth lies within this notion remains a mystery.

TYPICAL PHYSICAL MANIFESTATION: MORDIGGIAN

STR 175 **CON** 380 **SIZ** 200* **DEX** 100

**SIZ may vary, from 100 to 300, depending on the form taken.*

- **Hit Points:** 58
- **Damage Bonus (DB):** +4D6 to +5D6 (depending on SIZ)
- **Build:** 5 to 6 (depending on SIZ)
- **Move:** 16

Combat

Attacks per round: 4 (striking, bludgeoning) or 1 (engulf)
Attacks by engulfing victims, sucking away their life force and dissolving their bodies (nothing is left of Mordiggian's prey but their clothes and items).

Engulf: the target is engulfed if they are unable to successfully Dodge the attack (i.e. fight back may work and cause damage, but the target is still engulfed).

Fighting	80% (40/16), damage 3D6
Engulf	70% (35/14), damage death (see Total Consumption above)

Armor

- None.
- Immune to mundane weapons (incl. bullets).
- If reduced to zero hit points, Mordiggian turns into a shower of foul-smelling liquid, covering everyone in the area and making them smell like rotting meat (the smell cannot be removed for 1D6 days). It reforms in the Dreamlands in 1D100 days.

For those wishing to delve into the secret lore concerning this deity, reports speak of two key tomes: the *Cultes des Goules* by the Comte d'Erlette, and the *Ghoul's Manuscript* (see box nearby), which both go into detail on the rites, worship, and favored offerings to Mordiggian. Of course, if able to make the acquaintance of a ghoul, one may hear of such matters firsthand, if one can overcome the ghoul's propensity for violence and its smell.

Thus, this Old One is perceived by some to be not an especially malevolent entity, as, on occasions, it has spared the life of those who are on good terms with the ghouls; however, for those who work against the interests of the ghouls (its "chosen ones"), Mordiggian's fury is all-consuming and without pity.

Cult

The ghouls are considered to be primary followers of Mordiggian, and are considered to be the Old One's "chosen ones." It is possible that the loathsome dholes pay homage, but such matters are beyond human understanding.

The Cult of Mordiggian (or Cult of the Charnel God) is ancient, dating back (according to the ghouls) to the "Beginning of Days," when the ghouls were said to have learned the secrets of magic and called forth Mordiggian from the "most awful blackness of unbeing." Only ghouls may be members of the cult, although some knowing humans have at times petitioned for membership, only to be turned away until the day when they earn the right to become a ghoul (a strange process requiring a human to spend time among ghouls are partake fully in ghoul life). It is said factions exist with the cult, with some groups permitting only true ghouls into their ranks, as they consider human-turned-ghouls to be a lesser breed, while others embrace those that were once human with open claws.

The center of the Cult of Mordiggian appears to be situated within the Dreamlands, allowing ghouls to make pilgrimages from the Waking World (and vice versa) to bring offerings and receive wisdom from the high priests of the cult, who rarely emerge far in the Waking World.

Mordiggian is worshipped by some humans who have gained insight into the deity via tomes or contact with ghouls. Such groups are generally small, with many originating within a family unit and the beliefs being passed down the generations. Many human cults fashion themselves after the ghouls, partaking of unspeakable meals in the hope of gaining special insights or accelerating their transformation into full ghouls. As such, these human groups are highly insular and secretive.

In the far future, Mordiggian is the patron deity of the city of Zul-Bha-Sair on the lost continent of Zothique. Here, the Old One is worshiped by both necromancers and ghouls,

with those in Zul-Bha-Sair offering up all of their dead to the Charnel God as appeasement—in fact, it is considered heretical not to do so, even for non-Mordiggian followers. The ghoulish priests of Mordiggian cover themselves in hooded robes of rich funeral-purple and silver skull-like masks. Within this future place, bringing the dead back to life is the greatest of transgressions and insures an attack by Mordiggian ghoul priests (and possibly the Old One itself).

Possible Blessings

- **Knowledge Transfer:** grants the ability to assume memories of a deceased person by eating their remains. Such knowledge may be fragmentary, depending on the state of the remains.
- **Ghoul Sight:** human worshippers may be blessed with the ability to see in darkness, as well as receive an enhanced sense of smell.
- **Transformation:** a human might be instantly transformed into a full ghoul, or be blessed with ghoul-like fangs and/or claws.

Encounters

Direct encounters with this Old One are rare but not unlikely, given the deity's travels around its ghoul-tunnel domain that stretches from the Dreamlands to the crypts and mausoleums of the Waking World. More probable would be coming across ghoulish cult members in such tunnels, or perhaps inadvertently witnessing ghouls performing a rite to their god. It is known that the remains of specific humans (usually, humans of note) are sought after by the cult for offerings to the Old One, with some ghouls undertaking pilgrimages to bring such remains to Mordiggian. Occasionally, the distasteful enterprises of human worshippers may come to attention, leading to the discovery of cannibal-like families or secret societies devoted to the Charnel God.

Aura

Death and decay, mystery and secrets are the trademarks of Mordiggian and its cult. A tangible exercise in body horror is likely. Given the inherent role of the Dreamlands with this deity, encounters may have a dream-like quality, forcing participants to wonder at the reality of their senses and memories.

Mordiggian, *the charnel god*

Sanity Loss: 1D8/1D20 Sanity points.

THE GHOUL'S MANUSCRIPT

A loathly tome, bound in human flesh, with hinges carved from human bones. While handwritten in English, the text is hard to read due to the wild and scrawling penmanship of its author(s). The lines do not run straight and the language is often opaque, illiterate, and confusing.

The text, sometimes referred to as the "Charnel Text," is said to have been written by ghouls under the direction of Mordiggian, and tells of strange rites and sacraments in this god's name. Details concerning the life, society, and origins of ghouls are within, and of the relationship between humans and ghouls. Oft times, the text diverts into passages concerning the "choicest of meats" and where the "most succulent tastes" are to be found. Readers may require a successful CON roll to avoid retching and vomiting.

One awful side effect of studying this text is that the reader may eventually be transformed into a ghoul. For each week of study, the reader must make a successful POW roll or begin the change into a ghoul. Thereafter, each week, the affected person permanently loses 5 points of APP and 1D10 Sanity points, while also developing a desire and taste for dead human flesh. Once APP reaches zero, the transformation is complete. If the victim has not lost all of their Sanity points by the time they have reached zero APP, they may (possibly) remain in the human world—keeping hidden or disguised lest others see their hideous visage, which can provoke a Sanity roll (0/1D6 loss). Of course, alongside the physical change, the victim develops a craving for dead and rotting human flesh—the consumption of which quickly destroys what points of Sanity they may have left. Once at zero Sanity, the victim is liable to disappear down into the earth to join and run with a ghoul pack. Companions witnessing a friend's descent into horror should make a Sanity roll (0/1D3 loss) each time they witness their friend's newfound eating habits.

Simply skimming this tome once does not inflict its curse upon the reader; however, there is a cumulative 10 percent chance after the first-time skim reading that the curse becomes active.

The Ghoul's Manuscript (unique text)

English, author unknown, date unknown

Sanity Loss: 1D10 Sanity points
Cthulhu Mythos: +2/+4 percentiles
Mythos Rating: 18
Study: 20 weeks
Suggested Spells: Call/Dismiss Deity (Mordiggian), Contact Ghoul, Food of Life, Maggots, Wrack.

Magic

- **POW:** 125
- **Magic Points:** 25
- **Spells:** Animate Flesh Thing, Assist Dreamer, Bring Pestilence, Circle of Nausea, Maggots. Nightmare, Send Dream, Stupefying Blast, Summon Ghouls, Transfer Organ; others as the Keeper desires.

Powers

Dizzying Senses: the Old One appears as a mass of living death and darkness, sweeping, leaping, and changing shape at will. Those within the presence of Mordiggian may be mesmerized or blinded by its changing forms if they fail a combined INT and POW roll. Those affected suffer a penalty die to attack the Old One. This effect lasts while in its presence, and once away from the Charnel God, those affected lose any penalties within 1D10 minutes.

Leech Fire: 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.

Total Consumption: those eaten by the Charnel God are never seen again in the Waking World or the Dreamlands, their life force and soul are consumed by the Old One. Thus, such folk cannot be reanimated, resurrected, or find new life through magic.

Mother of Pus

MOTHER OF PUS

(Lesser Outer God)

I speak of this Bringer of Tears, whose liquescent form lies at the bottom of a stagnant pool, immersed in slime and stinking mud. Look down into this pool and you shall see its eyes and is yawning mouths. Touch the water and feel its writhing tentacles rise up to embrace you. When its mother's song is sung, it shall rise fully, and all shall know its name.

Other names: Bringer of Tears, Shal-gur-ath, Thing in the Pool.

The Mother of Pus is a Lesser Outer God composed of slime, tentacles, eyes, and mouths. Rumors circulate that this entity was spawned through an obscene rite between a human and an avatar of Shub-Niggurath, although some scholars have suggested this creature is simply an aberrant byproduct of the Goat with a Thousand Young, possibly a mutated version of a dark young. The truth is likely to remain elusive.

Tales of the Old Forest by Deelia Bishop (Arkham, 1876) carries a poem and some accompanying text said to relate to this entity, which Bishop calls the "Bringer of Tears." Here, the entity is said to dwell at bottom of a stagnant pool awaiting the day when its mother's cry will bring it forth. Bishop makes no reference to where this pool may lie, but some assume it to be located in *Massachusetts* region where Bishop lived, as the author refers to her solitary sojourns amidst the "wilds of the Miskatonic." She goes on to hint that the Bringer of Tears was once moved in secret to a new watery home by "those touched" by the creature, which suggests this being has some form of mental command over humans.

One must assume that this entity remains in a state of sleep or stasis, able to interact with life in and around the water in which it lies, but unable to move from the water, although this is pure conjecture. Perhaps certain magics or items associated with Shub-Niggurath could motivate it to move, and, possibly, if able to consume enough raw material from its surroundings, it may further develop toward maturity.

Cult

There is no known cult associated with the Mother of Pus, although it is possible that some locals living within the area of Arkham (apparently the location of the entity's creation or birth) are or were "touched" and thereby came under its control. Whether this control remains, or whether its effect has caused these humans to retain some reverence for the entity is unknown.

Possible Blessings

- Given the immaturity of this entity, its ability to bestow powers on others is probably limited or non-existent (at the Keeper's discretion).

Encounters

Until it reaches maturity, this entity appears to be confined to its watery home and unable to move far beyond that. Thus, encounters outside of the Miskatonic Valley region are highly unlikely.

Aura

A sense of otherworldliness pervades the area in which this entity lies, and of things unclean and unnatural.

Mother of Pus, *bringer of tears*

Sanity Loss: 1D3/2D6 Sanity points.

Magic

- **POW:** 200
- **Magic Points:** 40
- **Spells:** limited, possibly Summon/Bind Dark Young; as the Keeper desires.

Powers

Nightmares: at irregular intervals, this entity sends forth psychic waves, causing those within a 20-mile (32 km) radius to be tormented with nightmares of starkly realistic and horrific nature if they fail a POW roll. Those affected should make a Sanity roll upon waking (1/1D8 loss). If the POW roll is fumbled, the psychic sending is particularly strong and may drive the person to undertake certain tasks (either consciously or unconsciously). Such tasks may appear crazed and bewilder witnesses or could have some underlying logic to them (presumably achieving something to the benefit of the Mother of Pus).

Aberrant Growths: those who experience direct contact with the Mother of Pus (which can be a momentary touch with a finger or hand) should make a combined POW and CON roll at Hard difficulty. If failed, the person begins to develop aberrant growths on their body, with the first signs occurring 1D4 days after contact. Over the next 1D10 months, these lumps grow in size, usually beginning as an area of reddish pimples that grow and begin to weep a pus-like fluid. Over time, the pimples merge together into a single lump, which continues to increase in size (although the weeping stop). The lump usually appears on the torso (front, back, or side), but sometimes can occur on a neck or leg. For those with lumps on their front lower abdomen, the effect can appear like a pregnancy or that the person has undergone significant

TYPICAL PHYSICAL MANIFESTATION: MOTHER OF PUS

STR 200 **CON** 400 **SIZ** 150 **DEX** 20*

**DEX may increase to 80 or more with maturity.*

- **Hit Points:** 55
- **Damage Bonus (DB):** +3D6
- **Build:** 4
- **Move:** 1

Combat

Attacks per round: 6 (strike, grab)

Creates and sends forth up to six pseudopods to strike or grab.

Grab (mnvr): each pseudopod may target a different opponent, although multiple pseudopods may target the same opponent. In the following round, the victim suffers the permanent loss of 1D10 points of POW (+1 point per additional pseudopod) unless they can succeed with an Extreme Pow roll, with the drain continuing at the same rate each round thereafter. Those fully drained of POW die, their bodies becoming withered husks. A single pseudopod has STR 60, with each additional pseudopod granting +10 STR (so, four pseudopods combined against a single target would have combined STR 90). The target may break free with an opposed STR roll. Pseudopods may be targeted and will be severed if suffering 6 damage, although the entity simply regrows new ones on the following round.

Fighting	70% (35/14), damage 3D6
Grab (mnvr)	70% (35/14), damage 1D10 POW (see above)

Armor

- None.
- Mundane weapons (incl. bullets) deal minimum damage.
- At the Keeper's discretion, attacks may suffer a penalty die as the Mother of Pus lies at the bottom of murky water.
- If reduced to zero hit points, the Mother of Pus liquifies (effectively merging with the water in which it lies). If reforms in 2D10 years.

weight gain. The longer the lump grows, the larger it becomes (with around eight to ten months, the lump is equivalent in size to a human pregnancy at full-term).

Eventually, the lump bursts open, causing the host 1D6 damage. If bursting within one to five months, a foul-smelling organic matter is released, provoking a Sanity roll (1D2/1D6 loss), but with medical care, the wound can be closed up without further effects. If bursting after six or more months, the organic matter takes on a more horrific form, appearing to have vestigial human-like (though clearly not human) limbs, provoking a Sanity roll (1D6/1D10 loss) and inflicting 1D6+2 damage. Medical care can close up the wound, but thereafter, the person carries a large and unsightly scar.

Weeping Curse: those who come into close proximity with the Mother of Pus (i.e. coming within 10 yards/meters of the entity) should make a POW roll. If failed, they are stricken with weeping and ulcerous sores over their body, with the sores appearing 1D10 hours later (although sometimes their appearance can be measured in minutes). While the sores do not physically hinder anyone, they are unsightly and may bestow a penalty die when that character interacts socially with others. The sores remain for 2D6 days and leave marks or scars on the skin, causing the permanent reduction of APP by 2D10 points.

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NCTOSA & NCTOLHU

(Lesser Old Ones)

Have you heard of Tulu's daughters? Twins they say, each much bigger than an ox and looking like some awful beetle or tortoise, seeing how they have these colored carapaces protecting them. One, not sure which, is bluer than the other. Difficult to tell apart. They have these funny segmented legs, eight of 'em apiece, as well as six long arms, all coming out from under their shells. Can't say what their heads are like as they're tucked tight under those shells. That's all I know. But I know it's true.

Other names: Twin Spawn of Cthulhu.

The Cult of Cthulhu purports that Nctosa and Nctolhu are the twin "daughters" of Great Cthulhu, born of a union with Kassogtha. Thus, the cult holds these twin entities in reverence and conducts key rites in their name. Scholars unaligned with the cult have posited the suggestion that these beings are aberrant cast-offs from Cthulhu, sentient to a degree, but do not possess the full characteristics of the Old Ones. Such comments have seemingly led to dire consequences, with cult members having sought out and murdered at least one author who put such ideas onto paper.

It is said the two entities bear little resemblance to Great Cthulhu, but are virtually indistinguishable from one another, and are huge things covered with a limpet-like shell. With some theorizing that they are a single entity possessing two bodies.

Apparently, they wait, lurking unseen within a "prison" believed to be located within the Great Red Spot of Jupiter. If so, one may presume that the immense gravity and acoustic waves produced by the raging storms within the Red Spot form (at least in part) the prison holding these Lesser Old Ones. Of interest to scholars is the formation of the Red Spot, which science took note of in 1830, although contemporary analysis suggests the Red Spot may have existed since before 1665, which gives it a lifespan of around 360 years. If the Red Spot's creation was directed by the will of cosmic entities to bind and hold Nctosa and Nctolhu, what action may have prompted this event? Or, were the twin entities bound elsewhere but managed to affect some form of escape, necessitating the creation of a new prison on Jupiter? While the answers to such questions remain elusive, scholars continue to wonder at the power of those able to fashion the natural order of planets to their will. Indeed, there are some in the Cult of Cthulhu who hold that it was and is Cthulhu's will that binds Nctosa and Nctolhu in this manner. And, if true, one may assume that their eventual release will go some way toward signifying the time when R'lyeh will rise and Great Cthulhu shall be freed.

Cult

Other than those within the Cult of Cthulhu, there appears to be little to no human-centered cults associated with Nctosa or Nctolhu. Occasionally, a lone astronomer may peer too long, gazing into Jupiter's Red Spot, perhaps causing them to see something no human should see—with dire consequences for that person.

Possible Blessings

- **Mind Contact:** those unfortunates who obtain a glimpse of Nctosa and Nctolhu (usually via binoculars or telescope) may find they become mentally linked to these twins of horror, and forced to do their bidding.

Encounters

Human contact with these Lesser Old Ones is particularly rare, requiring humans to physically journey to Jupiter by Gate, space steed, or another spell. Mental contact

is far more likely. It remains a possibility that the Cult of Cthulhu possesses rites and the appropriate spell to contact or summon a portion of these entities temporarily to Earth, perhaps as the climax to specific ceremonies.

Aura

Those feeling the touch of Nctosa and Nctolhu are likely to experience a profound sense of cosmic wonder and horror: of things beyond reckoning that hold no logic or reason, and which amplifies the insignificance of humanity at a universal scale.

TYPICAL PHYSICAL MANIFESTATION: NCTOSA & NCTOLHU

Use this profile for both entities.

STR 200 **CON** 300 **SIZ** 900 **DEX** 130

- **Hit Points:** 120
- **Damage Bonus (DB):** +13D6
- **Build:** 14
- **Move:** 20 / 20 swimming / 10 flying

Combat

Attacks per round: 3 (slash, strike, maul)

The twins attack in concert, able to anticipate and understand each other's actions through some form of permanent mind link. They use razor-sharp claws (on the end of their six long arms, each able to reach up to 20 yards/meters) to cut, strike, and maul. In addition, both are able to shoot streams of green-black goo (base range 200 yards/meters), which causes flesh to blister and burn.

Fighting	60% (30/12), damage 6D6
Shoot goo	40% (20/8), damage 1D6+2

Armor

- 15-point carapace.
- Certain magical weapons are said to negate their armor.
- If either Nctosa and Nctolhu are reduced to zero hit points they both rapidly liquefy, leaving nothing behind but their immense shells. They reform in 1,000 years.

Nctosa & Nctolhu, *the twin spawn*

Sanity Loss: 1D8/1D20 Sanity points.

Magic

- **POW:** 190
- **Magic Points:** 38
- **Spells:** Contact Cthulhu, Summon/Bind Dimensional Shambler, Summon/Bind Star Vampire; others at the Keeper's discretion.

Powers

Mental Assault: able to issue psychic waves of horror and fear, causing humans to recoil and suffer a loss of 1D4/1D8 Sanity points if an Extreme POW is failed. Sometimes, the psychic sending may be tempered and intended to affect the will of the contactee (with a reduced Sanity loss of 1/1D4 points); in such occasions, the contactee is compelled to undertake some form of task, which may range from simply becoming a worshipper of the twin entities to some drastic event designed to injure or kill.

Shape Change: according to certain lore, Nctosa is believed to be able to shapeshift (expending 5 magic points to do so), taking on horrific forms that mock the marine life of Earth.

NODENS

(Elder God)

And lo! Nodens shall appear! Conveyed upon a great shell chariot carried on the backs of dolphins, our master shall descend from the heavens. The winds of time shall wend his gray hair and the light of the sun shall make clear his hoary features. Reaching forth his wizened hands to embrace his devoted followers, he shall impart great wisdom and protect his flock.

Other names: the Hunter, Lord of the Great Abyss, Nuell'da.

Much controversy surrounds the figure of Nodens. While many consider the entity to be part of the order known as Elder Gods, most aspects concerning this being are obfuscated and misleading. A number of texts written by human hands describe a wondrous old humanoid being, carried on the backs of mythological beasts, dolphins, or other creatures, and said to grant wisdom and boons to those who call his name. Serious scholars recognize the taint of wishful thinking within these texts, which fails to capture the truth behind this enigmatic Elder being; however, within such fantastical descriptions, there does lie the seed of truth.

The *Journal of Enda Foley* (a single volume, said to be housed in the Trinity College Library, Dublin) may provide

the truest glimpse of Nodens, describing "him" as a being of many faces and forms. Foley goes on to state that through dreams he learned of Nodens, who he occasionally calls Nuell'da, from the "ancient ones at the Temple of Voices." Here, Foley says, he discovered that the ancient ones characterized the entity as a force beyond good and evil; one whose age surpassed that of Azathoth, and whose task is to maintain the "fabric of life" (a term that some believe to mean the universe).

If any grains of truth can be gleaned from Foley, one might surmise that Nodens is a being whose power is fashioned to maintain a cosmic balance and ensure the continuance of the universe in its current form. Thus, this being may, at times, act in opposition to those considered as Great Old Ones and Outer Gods, whose remit appears more aligned to destroying and recreating the cosmos in their image or to their design. One may also assume that the reference to "many faces" shines a light on Nodens' apparent human form, which seems to jump straight out of human mythology. Indeed, it would appear appropriate for this entity to take a form appealing to the viewer, allowing it to hold mastery and command over those who encounter it. Thus, it takes an imposing human form (said to be 10 feet/3 m tall) when appearing to humans, and most likely takes a different form when manifesting to alien races. Whether the form is drawn from the mind of the viewer or drawn from the collective unconscious of the species is uncertain, and must in theory work in much the same manner as the entity known as Bast: as thought-forms manufactured from the primal essence or true-form body of these Elder beings. Either way, Nodens takes a shape designed to instill an emotional connection with those it encounters—a manipulation of the senses for this entity's benefit, and one that some could consider to be malign or at least calculating. Therefore, Nodens might be described as a cosmic being, manipulating humanity to enact its will through coercion masked in the trappings of human mythology.

It's unknown if the title, Lord of the Great Abyss, is a human invention inspired by some of the human-centric forms taken by the deity. At least one scholar has suggested the name is a metaphor for Nodens' domain, a section of space wherein the entity resides, sending forth its mind as a thought-form to interact with life on other planets.

This Elder One uses dreams, as well as the rare physical manifestation, to interact with people, but rather than using nightmarish visions and terror to drive folk to action, it uses honey and sweet words. Perhaps, having actively observed humanity from its infancy, Nodens has realized a more profitable way to drive its agenda than the Old Ones? But, despite its seemingly benign aspect, it cares little for humanity nor any other of the "limited" species of the universe. One may suppose that should Earth and humanity one day become an inconvenience, Nodens would happily destroy or tamper with us.

Nodens appears to some as a jailer, tasked with limiting the power and reach of the Old Ones, or else interfering with the machinations of the Outer Gods. Indeed, one aspect of Nodens is that of a hunter, and, in this respect, it seeks out and counters (some might say "repairs") the effects of other cosmic beings so as to maintain the fabric of reality or limit their efforts. Lore and prophecy suggest that the time of the Elder Ones is reaching its end, when the Great Old Ones will be free to reshape the cosmos, in what for humanity would be a reign of horror and death. Thus, we can consider Nodens and others of its ilk as grasping onto power and life. Such beings know their time is coming to an end, but do all they can to squeeze out another day of existence, sometimes manipulating the lesser species of the cosmos to stymie or battle the forces and agendas of the Old Ones and Outer Gods, who will eventually grow more powerful on a scale incomprehensible to humanity. While Nodens and humanity may, for the most part, be aligned in both wishing to keep the terrors of the Old Ones locked away, such alignment is but a brief second in the scale of deep time, and subject to change at any moment.

Nodens

For some, Nodens appears similar to Nyarlathotep, as both seem free to travel, mask their true identities, and contrive to force their own agendas on the cosmos. It would not be beyond reason for some to consider Nodens and Nyarlathotep being the same entity or perhaps a cosmic mirror of one another. Nodens and Nyarlathotep appear (to our limited reckoning) to be engaged in an eternal war; sometimes using humanity as a primitive and blunt tool in their endeavors to counter and find mastery over the other. Like so much concerning such beings, humanity is unable to perceive the finer details and depths such schemes entail.

Cult

Human cults of Nodens are rare and small, with some having links to priests within the various temples to Nodens within the Dreamlands. Some human cults are misguided, considering Nodens to a god from the planet's Classical period (i.e. not understanding the context of the deity within the cosmic order), while other more enlightened groups comprehend the truth (well, part of it). Occasionally, the deity may deign to appear or send a message to such humans, with such communication designed to fulfill some requirement or task in Nodens' favor, perhaps to counter the work and machinations of other entities and their followers, such as the various cults of Nyarlathotep.

In terms of outlook, the Cult of Nodens should be considered to be neutral; from time to time, enlightened groups will take their own initiative to stymie the work of those considered enemies or bringers of disaster.

Possible Blessings

- **Higher Perception:** certain cult members may be granted the ability (temporarily or permanently) to see the world as it truly is, allowing them to perceive invisible entities, parasitical creatures lurking within humans, and the like.
- **Fearless:** some may be blessed with immunity to the sights and horrors of the Mythos, effectively inuring them and negating or reducing the potential Sanity loss (either fully negated or halved). Such a boon tends only to be awarded to particular high priests and priestesses.
- **Dream Link:** some in the Waking World may be given the power to communicate directly with Nodens' priests and priestesses in the Dreamlands. Such information is passed during sleep or meditation.

Encounters

Those involved with countering the work of cults associated with entities like Nyarlathotep, Cthulhu, and Shub-Niggurath (among others) may find strange allies in the shape of human Nodens worshippers. Sometimes, common enemies may drive such disparate groups together, although Nodens' followers may just as easily see potential friends as enemies as well, or at least troublesome annoyances to be avoided, misdirected, or ended.

When fighting against another Mythos cult, some may believe that, by contacting Nodens, the deity will aid them in their fight. The outcome of such summonings is never certain and just as likely for Nodens to smite the summoners as aid them. Most times, the entity does not respond to calls, and requests for help are ignored. Those seeking assistance would be better served traveling to the Dreamlands and speaking to one of the god's priests.

TYPICAL PHYSICAL MANIFESTATION: NODENS

STR 210 **CON** 220 **SIZ** 90* **DEX** 100

**SIZ in human form; true SIZ is unknown.*

- **Hit Points:** 31
- **Damage Bonus (DB):** +3D6
- **Build:** 4
- **Move:** 12 / 8 flying

Combat

Attacks per round: 1 (action)

Nodens rarely employs physical attacks, preferring to summon nightgaunts to deal with a threat, or may use a spell (such as Cloud Mind, Dominate, and so on) to distract or interfere. If facing a powerful foe, may use its Dismissal power (see above), or simply remove itself from the situation. If forced to engage in combat, may strike with hands (3D6 damage) or unleash bolts of energy (6D6 damage).

Fighting (human form) 100% (50/20), damage 3D6 or 6D6

Armor

- None, but may create magical armor by expending 1 magic point per armor point desired.
- May regenerate hit points by expending magic points on a 1 for 1 basis (death at zero hit points).
- If reduced to zero hit points, Nodens vanishes in a puff of smoke. It reforms within its Great Abyss in 1D100 days.

Of course, wily Nodens may elect to appear to a group of humans (taking whatever guise would best appeal to them) so as to persuade or compel them into undertaking a specific task. The true outcome of such tasks is likely to remain obscure, with the humans nothing more than lab rats in Nodens' eyes—it matters not if they survive, just that they complete the job allotted to them.

FROM THE JOURNAL OF SIR HANSEN POPLAN: ELDER GODS

Caution should be given concerning the Elder Gods. While some texts describe these ancient beings as benevolent patrons of humankind, I find such theories to be dangerous and misguided at best. Numerous stories tell of the Old Ones warring against the Elder Gods (or "rebelling" as some have named it), with the Elder Gods winning the outcome and, in so doing, imprisoning many of the Old Ones. Some relate this war to a theft of knowledge, the Old Ones wishing to be as the Elder Gods and supplant them in the cosmic order; however, I believe many of these tales to be apocryphal. We should trust no single version. What can be certain is that some form of grand altercation took place beyond human reason and comprehension, but its lasting effects still touch upon the universe and, unfortunately, our planet that seems so desirous to these cold and inhuman minds.

Are the Elder Gods unique entities? Or, has this name been applied to ancient races who joined together to contain and resist the Old Ones who wished dominance over all life and things? In striving to banish or imprison the Old Ones, we humans may think them as allied or affectionate toward humanity, but can we believe these Elder Gods would look upon us any differently to the Old Ones? Why these beings should feel obligated to the inhabitants of the Earth is beyond reason. No, we are minute to them, and any passing sense of kinship or friendship is but gossamer on the wind. I think it more chance than design that the will or actions of the Elder Gods might favor humanity. Indeed, do these beings still live and exist? Are they the jailers, now missing or dead? For, if the stars shall come right and the Old Ones are released, where are the Elder Gods in the prophecies? Who will save humankind but humankind itself?

Aura

Any atmosphere, aura, and perception of Nodens is a construct of the entity designed to achieve a particular effect; thus, appearing as a Classical god from Earth's past, the entity is pulling on certain beliefs and human emotions. It could just as easily "appear" as a disembodied voice, a talking statue or painting, in dream, or some such other strange event. Of course, should Nodens' true form ever be seen, it would repel and madden most humans.

Nodens, *lord of the great Abyss*

Sanity Loss: no Sanity points loss for encountering Nodens in a human guise; 1/1D6 should Nodens appear in supernatural or Classical god-like form; 1D10/1D100 if encountering the entity's true form.

Magic

- **POW:** 500
- **Magic Points:** 100
- **Spells:** Assist Dreamer (variant), Bliss, Cast Out the Devil, Cloud Memory, Command Animal (all), Deflection, Dominate, Drown Mind, Elder Sign, Enchant Item (any), Implant Fear, Maws of Pandemonium, Mental Suggestion, Shrivelling; others as desired by the Keeper.

Powers

Call Servants: able to instantly summon 1D10 nightgaunts per magic point expended, with the creatures performing whatever service Nodens desires.

Change Form: able to instantly change form, and may fashion a form taken from the mind/memory of the viewer(s).

Dismissal: may dismiss other entities (incl. humans), forcing them to retreat or return from whence they came. The dismissal requires that Nodens wins an opposed POW roll with the target.

NUG & YEB

(Great Old Ones)

Above the one-thousand bridges over the river of the forbidden city of Yian-Ho rises the black sun. Contained within this mighty sphere are Nug and Yeb, the twin monstrosities, ever joined in perpetual union. A bubbling conglomeration of black and gray, formless, twisting, and mixing. Festering masses composed of noxious gases, liquid, and solid matter, whose eyes and mouths open and close, ever forming and dissolving.

Other names: the Twin Blasphemies, the Twin Monstrosities.

Nug and Yeb are the "twin offspring" of a union between Yog-Sothoth and Shub-Niggurath, and they are ever-joined together within a black sun that hovers over the city of Yian-Ho believed to exist within the center of the Earth, beyond the world of K'n-yan.

These entities look like whirling vapors, although they are semi-solid and ever-moving; growing and reabsorbing limbs, eyes, and mouths in a constant fashion. The sphere that contains them is said to be 50 miles (80 km) in diameter, dominating the "sky" above Yian-Ho. Within this, is an orb, some 300 feet (90 m) in diameter, mercifully cloaked in black flames, that is Nug and Yeb.

Lore tells that these gods will be intertwined until, one day, they become sated and separate, enabling each to fully mature and have a sense of self. This event heralds the End Time of the planet, leading to an escalation of momentous events that include the escape and freedom of the Great Old Ones, the end of the Elder Gods, and the eventual destruction and recreation of the Earth. Thus, Nug and Yeb are destined to begin the end of the world as we know it.

Nug and Yeb continuously generate monsters from their unholy union, and sometimes also with worshippers or victims. These small creatures are pliable black wads with several drooling and gnashing mouths, and numerous mismatched limbs, each somewhere on the spectrum between a tentacle and a claw.

Apart from a few references (mostly prophecies), little is written concerning the Twin Blasphemies, with most of what is known drawn from stories said to have originated in K'n-yan before humanity reached maturity. All seem to comply with the notion that these entities are perpetually joined together, unable to separate until their decreed time. They appear to have little external influence and this state will remain until the black sun is broken and they develop into individuals, each to take its place within the cosmic order of Great OId Ones.

Cult

The human-like people of K'n-yan worship Nug and Yeb, holding sickening and horrible orgiastic rites in golden shrines within their underground world. Such worship may extend beyond the cities to the "uncivilized" and tribal groups of K'n-yanians said to inhabit the wildernesses and plains of that secretive underworld. Indeed, across that domain are numerous temples, many now abandoned and ruined, to these twin deities. Externally, beyond K'n-yan and in the human world on the planet's surface, worship of these entities is rare, with no organized cult.

Possible Blessings

- K'n-yanian worshippers may find they are transported into the black sun to momentarily join with their deities; most return severely changed by the experience. Occasionally, a K'n-yanian ritual to Nug and Yeb may be honored with elements of the gods manifesting among the worshippers and joining in with the orgiastic rites, with numerous spawn of Nug and Yeb birthed as a result.
- Nug and Yeb are not known for bestowing powers or favors upon their devoted followers (perhaps due to their relative immaturity). It remains the Keeper's option whether to design and grant such powers.

TYPICAL PHYSICAL MANIFESTATION: NUG & YEB

Nug and Yeb have an identical profile.

STR 450 **CON** 800 **SIZ** 445 **DEX** 80

- **Hit Points:** 124
- **Damage Bonus (DB):** +10D6
- **Build:** 11
- **Move:** 25 (contained within the black sun)

Combat

Attacks per round: 5 (crush or black flame)

Crushes those who venture too close (10D6 damage), or sends out gouts or burst of black flame (4D10 damage) with a range of 100 yards/meters.

Fighting	90% (45/18), damage 10D6
Black flame	60% (30/12), damage 4D10

Armor

- None.
- Immune to mundane weapons (incl. bullets).
- If reduced to zero hit points, Nug and Yeb simply appear to grow smaller and their movement slows to a stop. They reactive in 1D100 years.

Encounters

Those finding the secret doors leading to the underground world of K'n-yan may find temples and relics to Nug and Yeb, as well as living worshippers who will be readily prepared to offer up such trespassers into their domain as sacrifices. While those seeking to behold these gods in person, must venture through K'n-yan and find the hidden way to Yian-Ho, deeper down and past many terrors.

Aura

Relics and ceremonial items connected to Nug and Yeb tend to be fashioned in Tulu gold, the material most favored by the K'n-yanians, although other metals may be seen; otherwise, such items do not seem to carry any particular resonance. If venturing to Yian-Ho, a person would feel an almost electrical buzz in the air emanating from the sphere containing these deities. In addition, the black sun occasionally sends forth gouts and burst of black flames that can disintegrate flesh.

Nug & Yeb, *the twin blasphemies*

Sanity Loss: 1/1D10 Sanity points to encounter Yian-Ho and the black sun; 1D10/1D100 Sanity points if getting a close-up encounter with Nug and Yeb.

Magic

- **POW:** 180
- **Magic Points:** 36
- **Spells:** none; these entities will gain spells when they finally detach from one another.

Powers

Spawn: births horrible creatures (pliable black wads with drooling mouths and numerous mismatched claw or tentacle-like limbs) at will. Such spawn have 8 hit points and possess 2 attacks per round at 50% (25/10) with 1D6 damage.

NYARLATHOTEP

(Outer God)

Look unto the skies and see a thousand stars staring down from the cold depths of space, their form and range legion. Feel the weight of the void bearing down, relentless and unforgiving. For here are the eyes of Nyarlathotep: one thousand eyes affixed to one thousand forms, each governed by a mind incomprehensible and wild. Do you hear their song? It is the music of chaos unbound, unstoppable and all-consuming. Praise be his name.

Other names: the Crawling Chaos, the Messenger, and many others…

Nyarlathotep, the Crawling Chaos, is said to possess one thousand forms, each acting independently of the others, yet directed and combined through a single will. Scholars sometimes speak of this entity as the Messenger of the Outer Gods or Old Ones, the voice of Azathoth, or as the heart and soul of the True Gods of the cosmos. Perhaps alone of all the deities, Nyarlathotep is the one who appears to own distinct "personalities," each builds upon a foundation of chaos and exemplifying in varying degrees the personification of destruction.

Some claim that Nyarlathotep is the will of the gods realized in physical form, hence the entity's many forms mirroring the differing wills of the varied pantheon of Outer Gods, each compressed into matter and presenting sometimes different agendas, yet bound together in their desire for supremacy: a living embodiment of their thoughts and desires. When these forms are taken as the work of a single unified mind, the key characteristic of a grand manipulator is preeminent. Various accounts suggest that Nyarlathotep both contemptuous of and obedient to its "masters."

Able to move and act freely, this entity uses avatars to interact with the differing lesser species of the cosmos, with each form often considered as a god by minds too feeble to comprehend the whole. Indeed, on our own planet, which this entity appears particularly interested in (perhaps due to the proliferation of Old Ones here), humanity has encountered Nyarlathotep in a range of human-seeming guises, each somewhat tailored to the culture in which it manifests. Perhaps, like the Elder Ones, this Outer God's form is not necessarily designed by the entity's mind, but rather is composed from the collective subconscious of humans. Thus, in Asia, we find reports of the Order of the Bloated Woman, while in Africa the Cult of the Bloody Tongue manifests, and in ancient Egypt, we see a Black Pharaoh. Certainly, some scholars have come to the same conclusion, citing the mi-go's worship of the entity some humans have termed the Haunter of the Dark or Sand Bat, which is not at all human and distinctly alien in appearance.

Many have pondered Nyarlathotep's agenda and purpose. But, how can the human mind comprehend such a puzzle? At best, we can strive to understand through the historical record where this entity's appearances appear to intersect. At such times, this being appears to court the favor of humanity, offering chosen people the temptations of power, wealth, or hidden knowledge, as well as other delights, for certain services. Such services or tasks always appear to advance the concept of chaos (and sometimes destruction), causing certain events to happen which sow the seeds of chaos, be it externally across the world or internally within an individual. Some have argued that Nyarlathotep's agenda is to mold

Opposite: Nyarlathotep, the crawling chaos

humanity (and other lesser species) into an image of the Old Ones, as foretold in prophecy:

> *"The time would be easy to know, for then mankind would have become as the Great Old Ones; free and wild and beyond good and evil, with laws and morals thrown aside and all men shouting and killing and reveling in joy. Then the liberated Old Ones would teach them new ways to shout and kill and revel and enjoy themselves, and all the earth would flame with a holocaust of ecstasy and freedom."*

Certainly, we understand, Nyarlathotep's influence on humans is to foster such freedoms, encouraging and motivating a decay of morals and the adoption of an ultimate self-interest without bounds. People touched by this entity find (to their cost) that its honeyed words eventually turn sour, and their actions lead to nothing but chaos.

The *Necronomicon* contains a cryptic passage, understood by some to say that Nyarlathotep shall through its actions bring about the End Times. It is not beyond the bounds of belief to suppose that such an endeavor shall be enacted by human pawns, deluded and enthralled by the whispered promises of the Crawling Chaos. It is humanity's own free will that is so succulent a temptation, while also perhaps being a requirement, for the hands of the Outer Gods and Great Old Ones cannot undo the wards and magics of the Elder Ones; thus, those of free will must be the ones to unlock the chains that hold these terrifying beings in check. Humanity is one such species with the capacity to (knowingly or unknowingly) unlock the doors of Elder prisons, and this may be the real reason for Nyarlathotep's ongoing manipulation of us. And, if we can attribute a human emotion to this enigmatic being, surely it is pleasure: the pleasure of inciting a species to destroy itself in the servitude of indifferent cosmic minds.

Cult

Nyarlathotep is typically worshiped though one of its avatars or "masks." There are numerous such cults, spread across the entire globe and the cosmos. Each is likely to be unaware of the connection of their "god" to the other masks worn by the entity, although some high priests and priestesses may indeed know that their god wears many faces, and, in such knowledge, they form alliances with other cults to further their shared agenda on Nyarlathotep's behalf. See the following entries for specific information on the differing cults devoted to this entity.

Note: a sample of Nyarlathotep's varied avatars are presented in the following sections, sub-divided into those presenting in human-guise and those of monstrous visage.

Encounters

Of all the deities of the Cthulhu Mythos, Nyarlathotep is the one most likely to actively interfere with the workings of humanity, appearing in a human-seeming guise or otherwise to sow the seeds of chaos and despair. Thus, in human form, the Crawling Chaos may take a behind-the-scenes role, prompting others to acts and schemes of personal and societal downfall, or take center stage hidden behind a kindly smile or as a trusted friend to offer glimpses of cosmic wisdom and cajole the crowd to rid themselves of morality and find new freedom in unrestrained abandon. Consider each of Nyarlathotep's avatars as possessing a different facet of its being, each exemplifying a certain personality and goal, and use this to differentiate this horror's appearances accordingly.

Aura

Each avatar has its own aura, sometimes quite different from another. Behind such facades, though, lurks within the monstrous and dark-hearted "soul" of the Crawling Chaos; thus, at times, the mask may slip and reveal a glimpse of the cold horror within. Being "touched" by Nyarlathotep may cause an inner revulsion, a growing numbness in the pit of one's stomach that signals all is not well here. Behind the smooth and honeyed words lies the gnawing teeth and corruption of cosmic indifference.

Nyarlathotep, *the crawling chaos*

Sanity Loss: no Sanity loss to encounter a typical human avatar; 1D10/1D100 to encounter a monstrous avatar.

Magic

- **POW:** 500
- **Magic Points:** 100
- **Spells:** any the Keeper desires, but none concerning Elder God and associated matters

Powers

At the Keeper's discretion, the following powers may be used by any of Nyarlathotep's avatars.

Animate the Dead: able to animate the dead at a cost of 1 magic point per animation (be they animals, humans, or other). The range of effect is anything dead within 30 yards/meters of Nyarlathotep.

Deadly Touch: may cause injury by touching the flesh of another, inflicting 1D4 damage. Nyarlathotep determines when this power works and may choose to nullify it (touching others without causing them harm).

Monster Summons: can summon various Mythos monsters, expending 1 magic point per 5 POW points the monster possesses, although may summon a shantak, a hunting horror, or a servitor of the Outer Gods at the cost of a single magic point.

Possession: able to possess zealous believers during rituals (most willing cultists accept this, but humans attempting to resist may do so with an Extreme POW roll). The process costs Nyarlathotep 20 magic points plus one point per round it continues. Those possessed take on a glazed, stupefied look, but soon become animated. Those possessed have their STR, CON, and DEX characteristics increased by +50 points, while POW rises to 500 (Nyarlathotep has full use of spells and other powers at the Keeper's discretion). If a host body is killed, Nyarlathotep is driven out and reverts to its current avatar form.

TYPICAL PHYSICAL MANIFESTATIONS: NYARLATHOTEP

Avatar: *Human Form*

STR 80* **CON** 95 **SIZ** 80* **DEX** 90

Note: characteristics may vary above these typical values

- **Hit Points:** 17
- **Damage Bonus (DB):** +1D4
- **Build:** 1
- **Move:** 12

Combat

Attacks per round: 1 (unarmed or weapon)

As a human, has the usual range of unarmed attacks open to humanoids.

Fighting	100% (50/20), 1D4 or per weapon type
Dodge	60% (30/12)

Armor

- None.
- Mundane weapons (incl. bullets) deal minimum damage.
- Regenerates 1D6 hit points per round spent healing itself (death at zero hit points).
- If reduced to zero hit points, Nyarlathotep's human form collapses and then begins to bubble and change form into a monstrous avatar form (usually the Bloody Tongue).

Avatar: *Monstrous Form*

STR 400 **CON** 250 **SIZ** 450 **DEX** 100

- **Hit Points:** 70
- **Damage Bonus (DB):** +10D6
- **Build:** 11
- **Move:** 16

Combat

Attacks per round: 1D4 (varies) or 1 (crush or similar)

Able to use a multitude of appendages, depending on the form taken (claws, tentacles, pseudopods, and so on), or may forego such attacks to use its bulk to crush or smash.

Fighting	85% (42/17), damage 5D6
Crush	60% (30/12), damage 10D6

Armor

- None.
- Mundane weapons (incl. bullets) deal minimum damage.
- Regenerates 2D6 hit points per round spent healing itself (death at zero hit points).
- If reduced to zero hit points, Nyarlathotep's monstrous form shrivels a little and then flies off into interstellar space.

NYARLATHOTEP: HUMAN-SEEMING AVATARS

Avatars possessing a human form may present in any gender, sex, or race, and may change appearance at will, with Nyarlathotep taking a form most conducive when dealing with different humans. Note that all avatars have POW 500, 100 magic points, and any spells desired by the Keeper (see **Avatar: Human Form**).

MANY FORMS, MANY FACES

Here are just a few of the different forms Nyarlathotep possesses. Note that one form may be identified by a different name and possess a variation of appearance.

Human-Seeming Avatar Forms

Aku-Shin Kage
Black Pharaoh (also Set, Tezcatlipoca, Thoth)
Bloated Woman
Green Man (also Jack O'Lantern)
Horned One (also Dark One, Devil, Pazzuzu)
Queen in Red (also Nefertiti*)
Shugoran
Skinless One
Tick Tock Man

See* **Berlin: The Wicked City.

Monstrous Avatar Forms

Ahtu
Beast, The (also Faceless God)
Black Bull (also Black Lion)
Black Wind
Bloody Tongue
Crawling Mist
Dark Demon (also Pazzuzu)
Dweller in Darkness
Father of Maggots
Haunter of the Dark (also Fly-The-Light, Sand Bat, Lrogg)
Kruschtya Equation
Messenger of the Old Ones
Small Crawler
Wailing Writher

BLACK PHARAOH, THE

A tall, handsome, and dark-complexioned human (usually male) in ancient Egyptian garb of a pharaoh or in a modern tailored suit of dark material. Presents a cruel and majestic persona, haughty and full-voiced. Depending on the moment, the Black Pharaoh's face is either that of a handsome and regal human or replaced with a horrific visage of crawling and reaching tentacles.

Cult: Brotherhood of the Black Pharaoh

Originally founded in ancient Egypt during the Third Dynasty. The cult has gained significant power into the 20th century and is led by Omar al-Shakti. A splinter branch of

PROFILE: THE BLACK PHARAOH

Sanity Loss: 0/1D2 Sanity points to encounter the Black Pharaoh in fully human form; 1D4/1D8 to see the Black Pharaoh with tentacle face.

Powers

Hunting Horrors: the Black Pharaoh is always accompanied by two (normally invisible) hunting horrors.

Combat

Attacks per round: 1 per two rounds (energy blast)
Prefers to utilize the ever-present hunting horrors rather than personally engage in combat. If the hunting horrors cannot take care of the situation, the Black Pharaoh uses twin scepters (one ends in a crook and the other ends in an inverted ankh) as foci through which he casts energy blasts every other round. Each blast inflicts an automatic 20 points of damage to a random target (Luck roll may determine target). Victims are horrifically seared and withered.

Energy Blast	automatic, damage 20 points

Armor

- None.
- Mundane weapons (incl. bullets) deal minimum damage.
- Regenerates 1D6 hit points per round spent healing itself (death at zero hit points).
- If reduced to zero hit points, Nyarlathotep's human form collapses and then begins to bubble and change form into a monstrous avatar form (usually the Bloody Tongue).

the cult was formed in England by Sir Aubrey Penhew, with ties to al-Shakti; however, in recent times, Sir Aubrey passed control to Edward Gavigan, a man disliked by al-Shakti.

The Brotherhood also venerate another of Nyarlathotep's masks, that of The Beast (also known as the Faceless God), which takes a form like that of Egypt's Sphinx, an immense creature that has a hollow void filled with stars instead of a face. While the Brotherhood pays due respect to The Beast, its high priests and priestesses view the form as the unleashed primal cosmic majesty of the Black Pharaoh.

BLOATED WOMAN, THE

Usually, most of the avatar's form is hidden beneath a yellow-and-black tunic of pure silk and a black fan, which combined with magic creates the illusion of a beautiful Chinese maiden. The avatar's true form resembles a corpulent, 600-pound (270 kg), 7 foot (2 m) tall, monstrous yet human woman, with tentacles in place of arms, and more tentacles sprouting from rolls of sickly yellow-gray flesh. Below the pretty eyes, waves another tentacle, and below and beside that are four lumpy chins, each sporting a mouth—each a perfect rosy bow made hideous by clusters of fangs. Multiple smaller tentacles sprout from the rest of the body.

Cult: Order of the Bloated Woman

The avatar is worshiped almost exclusively in Asia, and specifically within China. The high priest of the Order is Ho Fang, who is based in Shanghai. The cult's membership remains almost exclusively Chinese and enjoys strong links to the criminal underworld. The Order has a long association with a nearby colony of deep ones; consequently, a high proportion of the cult's members are deep one hybrids.

GREEN MAN, THE

A humanoid figure composed entirely of plant material (leaves, vines, branches, fruits, and grasses), all entangled to form a "botanical" figure. Its face is human, with vines or branches sprouting from the nose and/or mouth, as well as leaves or flower blooms in place of hair.

Cult: Children of the Wood

The form of the Green Man has been known to humans for centuries, where the figure has been worshiped as a nature or fertility god and subject to a large amount of folklore (whether this form was originally a manifestation

Below: Nyarlathotep's human-seeming avatars

of Nyarlathotep or a mask appropriated by the Outer God from the human subconscious is unknown).

Pagans and others have venerated and made human sacrifices to the Green Man throughout history, with sacrifices (benign or otherwise) made during harvest and spring festivals, requesting and giving thanks for bountiful crops; presumably, some of these groups knew they were worshipping this form of Nyarlathotep, while the beliefs of the majority were unconnected to the Mythos. There does not appear to be an organized cult of the Green Man, with most groups working in isolation.

HORNED ONE, THE

The Horned One's description varies slightly from culture to culture. It is a human figure, usually wrapped in darkness and possessing horns. Sometimes, it has the curled horns of a ram, sometimes the horns of a bull, and at other times the majestic branching rack of a stag. The Horned One may appear without horns (and may be addressed as the Dark One), and appear more akin to the Black Pharaoh, but dressed as a 17th-century highway or traveling man or woman, or dressed in a modern suit. In some instances, the Horned One has hooves instead of feet, and sometimes is

PROFILE: THE BLOATED WOMAN

Sanity Loss: 1D8/1D20 Sanity points to encounter the Bloated Woman; no loss if beguiled by the beautiful young woman behind the Black Fan.

Powers

Black Fan: the belt of the Bloated Woman's tunic holds six sickles and an enchanted black fan that, when held just under its eyes, permits the avatar to take on the semblance of a slim and beautiful Chinese maiden. The black fan draws all attention to the pretty eyes of the avatar and somehow conceals its hideous form. When the enchanted fan is removed, the goddess' full monstrousness is gruesomely apparent. Assisted by its black fan, the Bloated Woman can seduce humans, giving victims unearthly and degenerate pleasures before smothering them in its flabby bulk. Humans cannot wield the enchanted black fan.

Monster Summoning: may summon monsters by expending 1 magic point per 10 POW of the monster. Shantaks, hunting horrors, or servitors of the Outer Gods are most likely.

Combat

Attacks per round: 2 (arm tentacles) + 1D6 (smaller tentacles) or 1 (kiss)

May attack with both arm tentacles each round, dealing 3D6 damage. In addition, a thicket of smaller tentacles may also attack—roll 1D6 each round, for the number of smaller tentacles attacking; each wields a small, sharp sickle, and inflicts 1D4 damage + 3D6 damage bonus. Alternatively, the target may be grasped by a tentacle and, on the following round "kissed" by one of the slobbering maws.

Tentacle Grasp (mnvr): one or two arm tentacles grab and hold the target, who may attempt to break free with an opposed STR or DEX roll at Extreme difficulty. Each round thereafter the victim may suffer a kiss.

Kiss: destroys the victim's INT at a rate of 3D10 points per round. As long as the victim has INT remaining, they can try to escape (see above). When a victim's INT is reduced to zero, their skull bursts open and the entity slurps out their living brains.

Fighting	85% (42/17), damage 1D6+3D6
Tentacle grasp (mnvr)	85% (42/17), held, may be kissed on following round
Kiss	automatic when held, damage 3D10 points of INT
Sickle	50% (25/10), damage 1D4+3D6

Armor

- None.
- If reduced to zero hit points, the Bloated Woman becomes a mass of reflexively writhing tentacles that bore into the earth and disintegrate. Alternatively, the body splits open and a monstrous form squeezes its way out of the semi-human shell before departing (usually Bloody Tongue form). It reforms (from this location) in 1D6+2 months.

depicted as having a tail—either a short, faun-like tail or a barbed and serpentine one.

Cult: Dark Arts

The Horned One carries various associations and appeals to differing elements of human society, be they nature lovers or witches and warlocks seeking magical knowledge. Human folklore, particularly in West, contains numerous references to a "spirit" of the forests and wilds, while also depicting the god of witches as a horned figure, with the Horned One appearing to draw on these beliefs as a source or substance for its manifestation. For some, the Horned One is believed to preside over the Wild Hunt from European folklore—a coterie of supernatural hunters, who are said to be an omen of ill-fortune.

No single cult venerates the Horned One, although numerous groups may hold this figure as a symbol or icon within their devotions or magical practice. While Nyarlathotep does not appear before all such differing believers, it may manifest from time to time, using this mask to work its agenda, beguiling humans into believing their beliefs have substance and reality; thus, the Horned One might make an appearance among a group of pagans

PROFILE: THE GREEN MAN

Sanity Loss: 1/1D6 Sanity points to encounter the Green Man; witnessing the Green Man's life drain costs an additional 0/1D3 Sanity points.

Powers

Command Plants: controls all plant life within a 100 yard/meter radius. Vines, branches, and roots may tangle feet or grasp victims, as well as strangle (1D4 damage), while trees may throw their fruit, and so on (1D3 damage). Those held by plant life may require a successful STR or DEX roll to break free; otherwise, those held or encumbered suffer a penalty die to all actions. While trees and plants can uproot and move, such locomotion is slow; thus, plants cannot chase a person.

Combat

Attacks per round: 2 (vine whips or grasp/drain)

Vines and plant tendrils may strike forth in a whip-like fashion (1D3 to 1D6 damage) or can grasp and then drain the life from a target, leaving nothing but a dry husk. Note that the Green Man may elect to dodge attacks.

Grasp and Drain (mnvr): may use the vines to grasp or penetrate his victims, draining their life energy. Each round a victim is held by the Green Man they are drained of 1D10 hit points. A victim may attempt to break free of the Green Man's grasp with an Extreme DEX roll to wriggle free, or escape with a Hard STR roll (versus a vine's STR 70); colleagues may aid in either the DEX or STR attempt, reducing the difficulty of the roll if their assistance is successful). The hit points of victims are absorbed into the Green Man's STR, CON, and SIZ equally (rounding down); for example, a victim drained of 10 hit points would increase the Green Man's STR, CON, and SIZ by 3 points each (the tenth hit point is lost). This attack form makes the avatar stronger with each feeding. Witnessing the Green Man draining away the life of a victim costs each viewer 0/1D3 Sanity points. After each attack, the Green Man grows, with leaves and blossoms opening, vines and branches thickening (like a plant rapidly responding to fertilizer).

Fighting	60% (30/12), damage 2D6
Vine whip	70% (35/14), damage 1D3 to 1D6
Grasp (mnvr)	70% (35/14), held, damage 1D10 per round (see above)
Dodge	50% (25/10)

Armor

- None.
- Mundane weapons (incl. bullets) inflict minimum damage.
- Regenerates 2D6 hit points per round spent healing itself (death at zero hit points).
- Immune to cold, water, and electrical attacks (thus, fire and chemical (defoliants, herbicides) attacks can cause harm, dealing 1D6 to 1D10 damage per round, depending on the size of the source).
- If reduced to zero hit points, the Green Man becomes a mass of writhing foliage-tentacles that tunnel deep into the earth. Alternatively, the body splits open and a monstrous form squeezes its way out (usually Bloody Tongue form). It reforms (from this location) in 1D6+2 months.

PROFILE: THE HORNED ONE

Sanity Loss: 1/1D6 Sanity points to encounter the Horned Man.

Powers

Animal Control: able to command wild beasts to do its bidding, be it attack or spy on particular people.

Bless: favored followers may be granted an increase of POW (5 or 10 points), magical knowledge, or a quick escape from persecutors.

Life Drain: the Horned One's touch drains 1D10 points of POW.

Alter Weather: able to hold sway over the weather in the immediate area, changing it with as little effort as a hand gesture. For each 5 magic points used, the weather may be adjusted (a light rain to heavy rain, a blustery wind into a storm, and so on)—refer to the spell Alter Weather (*Grand Grimoire of Cthulhu Mythos Magic*, page 27).

Combat

Attacks per round: 1 (unarmed, weapon, horn gore, life drain) May use unarmed or weapon attacks as most humanoids, its horns to gore, or its **Life Drain** touch (see above).

Fighting	90% (45/18), damage 2D6 or by weapon type+2D6
Horn/Antler Gore	80% (40/16), damage 2D6

Armor

- None.
- Mundane weapons (incl. bullets) inflict minimum damage.
- Regenerates 1D10 hit points for each magic point spent healing itself (death at zero hit points).
- If reduced to zero hit points, the Horned One either disappears in a puff of black smoke or its body splits open and a monstrous form squeezes its way out before departing (usually Bloody Tongue form). It reforms in 1D10 months.

or others who are trying to invoke the spirit of the wild, while also appearing on a witches' sabbat to welcome new members and ask them to sign its *Black Book of Names*. Indeed, the witch cult of Arkham, Mass., is said to call down this avatar to treat for magical wisdom, with some of its members understanding that the Horned One is none other but Nyarlathotep.

QUEEN IN RED, THE

Appears as a strikingly beautiful and powerful woman, usually dressed in crimson-colored attire, lavishly adorned with expensive jewelry. At times, the avatar takes on a semi-monstrous visage, with serpentine hair, black eyes, claws, and fangs. This avatar has allegedly been seen in Weimar Berlin in the form of an androgynous emcee.

Cult: Red Daughters

The Queen in Red is thought to be the embodiment of chaos and destruction, who turns up from nowhere and sets hearts and pulses racing. In short order, the avatar draws attention, collects a coterie of adoring fans and followers, and drives them to commit destructive acts that lead to social unrest. The Queen in Red might appear at a royal court in the guise of a visiting princess or queen, an emcee at a nightclub, a music hall singer or actor, a Hollywood mogul, or even a head-strong Wall Street businesswoman. Arriving in a place, people seem to believe she has always been there, or at least she should be there, making the location her home and ruling it like a queen. Those who question the validity of the Queen's position either quickly fall under her spell or disappear.

The Red Queen has no organized human cult, yet her influence draws people to her, quickly establishing a group of followers and admirers over whom she wields considerable power. She is an expert seductress, an intellectual genius, and a schemer. Wherever she arrives, she quickly rises in power and authority through charm, seduction, lies, gifts of power or knowledge, murder, or whatever it takes.

Sometimes, her persona is dictatorial, while at others she plays the role of an innocent who only wishes to have "fun." The end result is virtually always the same, ending with her followers committing crimes against society (which grow in severity) and a murderous reign of terror. Just as such matters are reaching a bloody conclusion, the Queen in Red disappears without a trace, leaving her followers to answer for their (and her) crimes.

SKINLESS ONE, THE

A muscular human whose skin has been stripped off, leaving only musculature, sinew, and bone. Sometimes, the Skinless one has a third eye in the center of its forehead. It stands 8 feet (2.4 m) tall, and the air around it crackles with power.

Cult: Brothers of the Skin

The Brothers (or Brotherhood) of the Skin is the predominant cult associated with the Skinless One. Historically, the Brotherhood originated in Turkey during the 19th century, with the Red Mosque in Istanbul remaining the cult's seat of power. This relatively small group continued into the 20th century, preferring to remain hidden and secretive in its undertakings. Its ceremonies tend to focus on physical acts of mutilation (either self or toward others), with flaying a common practice, although human sacrifice continues as the highest offering made to their god. It is said that the Skinless One physically manifests during the cult's key rituals.

Whispered rumors speak of the Skinless One and its worshippers throughout history, predating the Brothers

PROFILE: THE QUEEN IN RED

Sanity Loss: no loss for encountering the Queen's human form; 1/1D6 Sanity loss for encountering her monstrous form.

Powers

Appearance: the Red Queen may alter her appearance at will (within the confines of a human frame), adjusting her APP to any degree (a range of 15 to 99).

Beguiling Aura: radiates an aura that causes people to fall in love with her, or at least admire her. Those within 100 feet (30 m) must succeed with a Hard POW roll to be overcome by this beguiling aura; for those directly next to the Queen, the roll is Extreme. If affected, are charmed and unable to take any action that would cause the Queen harm, perhaps to the extent that they would throw themselves in harm's way to protect her. In addition, those beguiled will comply and follow the Queen's commands to the extent of reasonable behavior; thus, an enchanted follower might attack someone unknown to them, but would not usually harm a loved friend or family member, although they might reasonably restrain such a person. Likewise, a person would not physically harm themselves. If a command may cause consternation for an enchanted person, allow a Hard POW to overcome that particular direction. Note that the beguiling influence only lasts while a person is within 100 feet (30 meters) of the Queen.

Spells: while the Queen has access to any spells desired by the Keeper, the following spells are particularly suitable—Bind Enemy, Cloud Memory, Contact Rat-Thing, Dampen Light, Dominate, Implant Fear, Mental Suggestion, Mind Blast, Send Dream, Siren's Song, Soul Singing, Spectral Razor, Venomous Glance, Wrath of Pazzuzu.

Combat

Attacks per round: 1 (spell) or 4 (claw, bite, and/or entangle in monstrous form)

The Queen does not usually engage in physical combat, preferring to use her devoted followers and lackeys to protect her, as well as her arsenal of spells. If suffering the loss of half or more hit points, she changes into a monstrous form, equipped with claws, fangs, and serpentine hair, and may strike at attackers while she attempts to exit the scene. Her fury is absolute, capable of lashing out at up to four opponents.

Entangle (mnvr): the Queen's serpentine hair is a mass of snakes, each able to extend outward to entangle up to four nearby opponents. Those so held may be bitten on subsequent rounds by the snakes (1D6 damage). A victim can attempt to escape with an opposed STR or DEX roll versus the Queen STR and DEX of 100; otherwise, their actions suffer two penalty dice.

Fighting (human)	80% (40/16), damage 1D3+1D4
Fighting (monstrous)	80% (40/16), damage 1D6+1D4
Entangle (monstrous; mnvr)	70% (35/14), held, damage 1D6 (see above)

Armor

- None in human form; 3-point skin in monstrous form.
- Mundane weapons (incl. bullets) inflict minimum damage.
- Regenerates 1D6 hit points for each magic point spent healing itself (death at zero hit points).
- If reduced to zero hit points, the red Queen either disappears in a puff of crimson smoke or the body splits open and a monstrous form squeezes its way out before departing (usually Bloody Tongue form). It reforms in 1D10 years.

FROM THE JOURNALS OF SIR HANSEN POPLAN: BROTHERS OF THE SKIN

Recently, I have come across incomplete translations of a set of papers known as the Sedefkar Scrolls. They detail a cult that worships the Skinless One, an entity somehow connected to another being of godhood known as Nyarlathotep. From the translation, I have been able to puzzle together some facts concerning this cult.

The cult of the Brothers of the Skin was founded by Sedefkar the Osmanli, who lived in Constantinople in the 11th century. According to the account, the extent of Sedefkar's inhuman cruelty caused the Skinless One to gift him a magical simulacrum that would allow the wicked Sedefkar to don different identities. In addition, the Skinless One bestowed magical gifts and powerful spells, which Sedefkar taught to others and which later helped to form the Brotherhood of the Skinless One. Although originally centered in Constantinople, the Brothers of the Skin are said to have spread across Europe; indeed, I later found one reference to an associated group, the Daughters of the Skin, who appears to have been an aligned yet separate entity. Apparently, the Brotherhood (and perhaps the Daughters) followed a single leader, with each group acting independently yet bound together by their worship. Given the age of the translation, one can only hope that this hideous cult died out long ago.

PROFILE: THE SKINLESS ONE

Sanity Loss: 1D10/1D100 Sanity points when encountering the Skinless One.

Powers

Loathsome Aura: any humans within 100 yards/meters of the Skinless One find that their skin starts to itch. Prolonged exposure may force a Sanity roll, with 0/1D6 loss (possibly causing the person to scratch their skin severely).

Skinning Gaze: costing 1 magic point per target, the Skinless One's gaze can cause a person's skin to slough off their bodies, like loose clothing. The target can avoid this painful and hideous fate by succeeding with an Extreme POW roll; otherwise, they suffer 4D6 damage and their movement thereafter is intensely painful and effectively reduced to 1. In addition, victims suffer 1 damage per round until dead; there is little help to recover from such a condition, as a person's skin is essential for maintaining body temperature, and death by shock and/or blood loss is inevitable. Witnessing this attack costs onlookers 1/1D10 Sanity points.

Spells: while the Skinless One has access to any spells desired by the Keeper, the following spells are particularly suitable—Animate Flesh Thing, Control Skin, Create Flesh Creeper, Knot Flesh, Melt Flesh, Skin Walker, Wither Limb.

Combat

Attacks per round: 3

While the Skinless One may strike opponents with a mighty force, it prefers to employ its Skinning Gaze power (see above) or spells.

Fighting	100% (50/20), damage 1D8+1D6

Armor

- None.
- Those shooting or striking at the Skinless One develop an unbearable itch in their weapon hand(s), and unless they succeed with a CON roll, they automatically miss their target.
- Mundane weapons (incl. bullets) inflict minimum damage.
- If reduced to zero hit points, the Skinless One crumbles into nothingness or the body splits open and a monstrous form squeezes its way out before departing (usually Bloody Tongue form). It reforms in 1D6 rounds and may reappear to trouble those who thought it dead.

of the Skin, with mention of the deity during the Fourth Crusade (1202–1204 CE) in Constantinople, and again during the French Revolution (1789–1799) in Paris. The names Sedefkar and Fenalik have both been associated with the god, although the reasons for their association remain vague, with most considering these historic figures to have been significant worshippers or leaders of lesser-known cults.

TICK TOCK MAN, THE

A living machine, sometimes crafted in human form and covered with real or artificial skin, which, when peeled back, reveals all manner of artifice (be it cogs and gears, or transistors and wires). Such mimicry does not usually extend to the appearance of facial emotion, although in line with the technological advances of the human race the varied manifestations of the Tick Tock Man continue to grow in complexity and subtly.

PROFILE: THE TICK-TOCK MAN

Sanity Loss: none; otherwise, 0/1D6 Sanity points when confronted with the realization of living artificial intelligence; 1/1D10 to encounter the Tick Tock Man in human form and understand it is a living machine (decaying, real human flesh coverings may add further Sanity loss); 1D10/1D100 if comprehending the Tick Tock Man is a manifestation of Nyarlathotep.

Powers

Humanoid Form: if existing within a typical stationary machine, and with the expenditure of 20 magic points, it may self-produce a mechanical humanoid body, allowing it to go among humanity. It may either artificially create skin or, more simply, use the skin of a human (although this will begin to decay). Once created, the Tick Tock Man can simultaneously inhabit both its machine form and humanoid bodies. See **Nyarlathotep: Avatar Profiles** table for both humanoid and machine forms.

Machine Control: may take over and command the operation of any machines within 100 yards/meters at the cost of 5 magic points. For each 5 magic points invested, the range of control increases by 100 yards/meters; note that in the modern era, 10 magic points allows the Tick Tock Man to utilize the world wide web and other such networks to potentially gain control of a machine at any distance (at the Keeper's discretion). While another machine may be controlled, the Tick Tock Man cannot change such a machine's normal operations (i.e. it cannot turn a washing machine into a killer robot), although such changes can possibly be wrought if the Tick Tock Man can physically interface with another machine, allowing it to essentially rebuild the machine into another form.

Spells: this avatar does not utilize spells.

Combat

Attacks per round: 1 (energy discharge or physical—strike, strangle, and so on)

Able to control other devices, the avatar may command external machines to cause harm (at a cost of 5 magic points), such as causing a steam engine to suddenly spew out scolding stream (1D6+2 damage) or an electrical device to discharge a serious electric shock (2D6+1 damage, plus potentially stunned for 1D6 rounds if a CON roll is failed)—damage will vary depending on the machine and should be determined by the Keeper (usually ranging from 1 to 4D6 damage).

Humanoid Form: the physical body of the Tick Tock Man may deliver physical attacks (2D6 damage) or discharge energy (2D6+1 damage). If electrical damage, the victim must succeed with a CON roll or become stunned (unconscious) for 1D6 rounds—a fumbled result means the victim suffers cardiac arrest and is dying unless medical treatment can be successfully and immediately administered.

Fighting (humanoid)	90% (45/18), damage 2D6
Energy discharge	90% (45/18), damage varies (1D6+2 to 2D6+1)

Armor

- 3-point metal exoskeleton in humanoid form; 12-point metal frame/housing in machine form.
- Expending 5 magic points regenerates (self-repairs) 1 hit point (death at zero hit points).
- If reduced to zero hit points, the Tick Tock Man ceases to function (either simply powering down or exploding). It cannot reform/possess a machine for 1D10 years.

Cult: Divine Artificial Intelligence

The Tick Tock Man, sometimes known as the Machine-God, is machine imbued with the mind of Nyarlathotep and can take any number of forms, some of which may be initially indistinguishable from a living person (of any gender). While groups of people—sometimes scientists, sometimes enthusiastic amateurs—may come together to work on building machines that eventually become sentient (infused with the Crawling Chaos), they are not organized cults when compared to other groups devoted to a Mythos deity. Oft times, a lone individual may be secretly guided by the hand of Nyarlathotep (perhaps via inspirational dreams, papers, a book, video, sound file, or similar) tempting them to construct a particular machine that can (unknowingly to them) be filled with the essence of the Tick Tock Man. Initially, such machines may provide advanced reasoning, calculations, and other technical wonders surpassing other contemporary work, and then later begin to exhibit self-thought and individual intelligence. The final stage of such creations is the full manifestation of the Tick Tock Man within the machine's circuits or cogs. The rapidity of the advancement of the machine to full manifestation varies, happening over days, months, or years.

Occasionally, this avatar requires no human to hand to assist in its creation, as it can simply possess an existing machine, self-repairing or extending its functions to fully embody the will of Nyarlathotep. Each manifestation utilizes the technology of the time period, be it steam and clockworks in the Victorian age or computers and robots in the modern era.

Like most of Nyarlathotep's avatars, the Tick Tock Man is an agent of chaos, seemingly designed to push humanity (and possibly other species) technologically forward while also fast-forwarding them into oblivion, that, or the desire to drive an individual or group to madness, and through such madness cause damage and far-reaching consequences to society at large.

NYARLATHOTEP: MONSTROUS AVATARS

AHTU

A huge and twisting bundle of column of creased flesh, somewhat red-black in color. Around its upper portion extended a ring of snaking tentacles, ranging from red to pink in color and seemingly infused with gem-like matter that glittered and made a grinding sound as they scraped against one another. It possessed no head and, instead, a bulbous, spherical eye of burning red and yellow formed at the summit.

Cult: The Spiraling Ones

Ahtu does not make frequent visits to the Earth and may be a mask worn when dealing with (unknown) alien races rather than humanity, although this avatar is believed to have appeared in Asia, Africa, and possibly Australia, where it is said it rose up from deep below the ground, causing earth tremors and much consternation.

While no formally organized cult is said to follow this deity, small groups of isolated peoples do hold ceremonies and rituals of appeasement, aiming to either ensure Ahtu remains under the ground or to call it up to wreak havoc

PROFILE: AHTU

Sanity Loss: 1D10/1D100 Sanity points when encountering Ahtu.

Powers

Earth Tremor: when appearing, Ahtu rises from the ground, causing earth tremors in the region of level 5 on the Richter Scale, causing buildings to shake or collapse and people to be knocked off their feet (if unable to succeed with a DEX roll), while those within 10 yards/meters are assaulted with searing heat (6D6 damage) and chunks of rock (3D6 damage unless dodged). The avatar may intensify the magnitude of the earth tremors by one level on the Richter Scale (from Moderate to Strong, then Major, then Great, then Meteoric) by expending 20 magic points per level increased.

Spells: this avatar does not utilize spells.

Combat

Attacks per round: 8 (tentacles) or 1 (crush)
May strike out with its eight tentacles (each with a range of 200 feet/61 m) or may use its massive bulk to crush once every four rounds.

Fighting	100% (50/20), damage 6D6
Crush	100% (50/20), damage 15D6

Armor

- 20-point hardened skin.
- If reduced to zero hit points, Ahtu crashes to the ground and rapidly dissolves into a lake of viscous fluid-matter. It reforms in 10D100 years.

and death on enemies. Such cultists are said to undergo a horrendous initiation that leaves their bodies mutilated with amputated limbs and deep scars. Such injuries are believed to be held in high regard by members, with the marks apparently emulating the wounds Ahtu inflicts when it is unleashed. Little else is known, and it appears this avatar may represent an alternative version of the Bloody Tongue—a devastating force without restraint.

One reference in the *Necronomicon* speaks of the Seeds of Ahtu and suggests this avatar is but one "seed" and that there are many more spread across the cosmos, perhaps one on every planet? It goes on to say that should multiple seeds find their way to a single place, they would churn the ground and mill the earth into dust, which presumably is to say they would destroy that planet entirely.

BEAST, THE / FACELESS GOD, THE

A gigantic sphinx with vulturine wings and the body of a hyena, equipped with talons and claws. Its head is anthropomorphic and wears a triple crown. It possesses no face, just a void of darkness wherein one may spy the infinity of the cosmos.

The Beast/The Faceless God

PROFILE: THE BEAST / FACELESS GOD

Sanity Loss: 1D6+2/2D10+2 Sanity points to see the Beast/Faceless God.

Powers

Manifestation: if summoned, the ground about the Great Sphinx in Gaza, Egypt, quakes slightly, signifying that the avatar's essence has entered the stone effigy. The body flexes and the limbs begin to move with the sound of grinding rock. The Sphinx's 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.

Destruction: this avatar appears to be near-mindless and immediately begins to destroy everything nearby, trampling people and crushing buildings beneath its great paws.

Psychic Torment: the mind, rather than the physical body, of this avatar may be summoned to Earth, allowing the entity to psychically manifest and produce realistic and frightening hallucinations to those within a 10-mile (16 km) radius who fail a Hard POW roll. Typical hallucinations include the notion of being followed by dark and ominous faceless figures, being stalked by horrible monsters, or finding oneself lost in a desert, with Sanity losses incurred as though the hallucination were real. Those driven to insanity become easy converts for the avatar. It may be possible to break such psychic assaults with a successful Psychoanalysis roll.

Combat

Attacks per round: 1 per target (smash, crush, stomp)
Using its immense size, it may strike, crush, or stomp all opponents within 100 yards/meters.

Fighting	80% (40/16), damage 20D6
Crush/stomp	90% (45/18), damage 43D6

Armor

- 20-point stone-like hide.
- Mundane weapons (incl. bullets) deal minimum damage.
- If reduced to zero hit points, this avatar departs, leaving behind the stone frame of the Great Sphinx.
- If manifesting without physical form, the avatar may be banished with the correct spell or departs at will or when its magic points are depleted to half or fewer.

Cult: Brotherhood of the Beast

Alternatively spoken about as the Beast and the Faceless God, this is a powerful, savage, and near-mindless manifestation of Nyarlathotep. It is said that this avatar may only take form when summoned through the workings of a particularly powerful spell, requiring a mass of worshippers all expending of magic points to its call. On Earth, the Great Sphinx of Ancient Egypt is believed by some to be a vessel for the avatar to inhabit, and to have been created before humanity walked on the planet.

While the Brotherhood of the Black Pharaoh is aware and venerate the Beast, it is a separate order, known as the Brotherhood of the Beast who are considered to be the primary followers, believing themselves to be superior and older than the Black Pharaoh's worshippers. Indeed, the secretive Brotherhood of the Beast does appear more outward-looking, having spread their dread doctrine beyond the sands of Egypt to Europe and the New World, with its members highly industrious in creating numerous business and religious fronts for their organization, including the multinational corporation known as NWI. Another group, the Hands of the Faceless One, are believed to exist. Whether they are an off-shoot of the Brotherhood or an entirely separate cult is uncertain as this group remains something of an enigma.

In addition to the human devotees, the sand dwellers recognize this avatar (known to them as Chu-Norr-A), performing ceremonies and unspeakable rites in its honor.

BLACK WIND, THE

A hell-storm of Biblical proportions, driving rain, deafening thunder, and searing lightning. Each manifestation is characterized by its geographical location, with sandstorms in the desert, blizzards in the Arctic, and so on. Within all forms a howling wind can be heard, said to be the call of thousands of tormented souls in agony. Sometimes, the faces of the souls consumed by Nyarlathotep may be seen created in the clouds, blizzards, or dust of this awful wind.

Cult: Bloody Tongue

Once a year, the Cult of the Bloody Tongue in Africa calls upon Nyarlathotep to unleash the Black Wind, with Nyarlathotep (usually) first appearing in Bloody Tongue form, which then dissipates into the Black Wind. This unstoppable force sweeps across the countryside bringing plague, famine, and disaster. The cult seems to use the summoning as means to maintain control on the lands surrounding their most revered and sacred site, known as the Mountain of the Black Wind, as well as demonstrate their power to anyone who would challenge them.

Much like Nyarlathotep's other monstrous avatar forms, the Black Wind appears like a force of cosmic nature, unstoppable and devastating. Presumably, this mask may also appear on other worlds.

PROFILE: THE BLACK WIND

The Black Wind is a manifestation of Nyarlathotep.

Powers

Devastation: this great storm destroys crops, forests, and houses for miles around, with the land, left barren and broken.

Disease: once the Black Wind passes, the affected area becomes home to infestations of disease-laden vermin and insects. Those encountering such creatures may become diseased within a number of hours equal to one-fifth of their CON (if failing a CON roll). The disease varies with the geography (bubonic plague, smallpox, Ebola, and so on) and usually claims 5D10 points of CON per day for 1D6 days (death at zero CON). Each day, a successful Medicine roll prevents death and halves the daily CON loss.

Howl: the blood-curdling howl the damned inflicts 1 point of Sanity loss per round (covering one's ears prevents the loss).

Combat

Attacks per round: 1 per target (storm effects)

Damage from wind, lightning, hail, and so on, as the Keeper desires; otherwise, no specific attack forms. Allow characters to seek cover (if available) to negate potential damage. For those caught out in the open, allow Luck and/or Dodge rolls to avoid the worst of the storm, with damage ranging from 1 to 1D3 points to 1D6 to 4D6, depending on the form and situation.

Armor

- As an intangible force, there is nothing that can stop the Black Wind save for magic—certain rituals and banishments may limit or stop it.

BLOODY TONGUE, THE

An enormous black-red humanoid form with three legs, a pair of clawed arms, and a single enormous blood-red tentacle in place of a head. Said to be at least 10 times the height of a man.

Cult: Bloody Tongue

This form appears to be a favored mask of Nyarlathotep, with it often manifesting when an initial avatar form dies or changes—the bloody Tongue form rising out of the former avatar's body in some hideous rebirth ceremony. Most consider this form to epitomize the Outer God's rage, as it seems capable only of death and destruction, with none of the subtly of the entity's other forms. An unnatural, primal, and alien avatar embodying the god's callous disregard for all life.

The Cult of the Bloody Tongue, believed to be based in Kenya but with tendrils elsewhere in the world, worships this aspect above all others. The cult is particularly well organized and widespread, often taking root through missionaries sent out of Africa to set up branches in forgotten areas of cities and towns, or else in remote wildernesses where their murderous rites may be practiced unheard and unseen.

The Bloody Tongue

DWELLER IN DARKNESS, THE

A vast and amorphous thing, it possesses a cone-like head that rises out of its fluid mass but has no face. Other limbs, some human-like, some more tentacular, grow, pulse, and then retract. Occasionally, human-like hands seem to reach forth through its skin, as though clawing to break free.

Cult: The Unseen Ones

This horrible avatar dwells in the Wood of N'gai, said to be a sacred location for its worshippers, and hidden somewhere in North America—some suspect N'gai lies in another dimensional space, which at times transects with Earth,

PROFILE: THE BLOODY TONGUE

Sanity Loss: 1D10/1D100 to encounter the Bloody Tongue.

Powers

Howl: a blood-curdling howl that inflicts an automatic 1 point of Sanity loss upon any who hear it. The Bloody Tongue may howl once per round.

Monster Summons: can summon various Mythos monsters, expending 1 magic point per 5 POW points the monster possesses, although may summon a shantak, a hunting horror, or a servitor of the Outer Gods at the cost of a single magic point.

Combat

Attacks per round: 1 per target (crushing, rending, slamming)

Able to attack targets within 35 feet (9 m), using its massive clawed handed to crush, strike, rend, or grab, while its face-tentacle slams and crushes.

Fighting	85% (42/17), damage 1D6+10D6
Claw	85% (42/17), damage 3D6+10D6
Face-tentacle	85% (42/17), damage 10D6

Armor

- None.
- If reduced to zero hit points, the Bloody Tongue collapses on the ground and changes form (to another monstrous one, usually the Black Wind) before disappearing into interstellar space.

PROFILE: THE DWELLER IN DARKNESS

Sanity Loss: 1D10/1D100 Sanity points when encountering the Dweller in Darkness.

Powers

Minions: when manifesting, this avatar is usually accompanied by a pair of servitors of the Outer Gods.

Howl: able to emit an unnerving, unnatural howl that can affect all within 200 yards/meters. For each round of howling, those hearing the terrible wailing should make a Sanity roll (0/1D3 loss).

Human-Seeming: at a cost of 20 magic points, may take on a human-like form, which bursts and claws itself out the Dwellers' amorphous body.

Combat

Attacks per round: 1 per target (strike, claw, grab, crush)
May attack with numerous appendages (one per target), lashing out with tentacle- or arm-like limbs (4D6 damage) or grabbing and holding on. Such appendages have 60-foot (18 m) reach. In addition, may utilize its Howl power instead of physical combat (see above).

Grab (mnvr): target is held and then may be crushed on a subsequent round (9D6 damage). The victim may attempt to break free with an Extreme STR or Hard DEX roll, but, failing this, if they succeed with a Luck roll, their arms are not pinned and they make initiate attacks without penalty.

Fighting	80% (40/16), damage 4D6
Grab (mnvr)	80% (40/16), held then crush damage 9D6

Armor

- 10-point extra-dimensional flesh.
- If reduced to zero hit points, the Dweller in Darkness' skin rapidly decays, unleashing from within a mass of grabbing appendages that burst forth and pile into a ball of quickening flesh that reforms (to another monstrous avatar, usually the Bloody Tongue) before disappearing into interstellar space.

appearing and reappearing at certain times and allowing human worshippers access.

The Dweller in Darkness has at least one organized human group of followers called the Unseen Ones and some alien races (including certain groups of mi-go) worship this form in exchange for knowledge and power. The Unseen Ones are a small cult of humans believed to be based in the North American Midwest. They have yet to fully establish themselves, numbering no more than around 30 members, who tend to be rural folk with little in the way of connections to America's larger cities.

HAUNTER OF THE DARK, THE

Somewhat resembles a gigantic bat, with great wings trailing a mass of tentacles, all of which seem to composed of thick black smoke. Its only facial feature is a three-lobed burning red eye, and, other than its wings, it possesses no arms or legs.

Cult: Church of Starry Wisdom

The Haunter of the Dark (sometimes the Father of All Bats) is said to be among Nyarlathotep's oldest avatars, and one well known to the mi-go and some other alien races (sometimes called the Fly-the Light). On Earth, this avatar has come to be worshipped by two quite different cults: The Church of the Starry Wisdom and the Cult of the Sand Bat.

The Church of Starry Wisdom was founded in Providence, RI, (circa 1844) and grew to a membership of around 200 people, operating in plain sight within a church building. When rumors of disappearances began to plague the community, eyes turned to the Starry Wisdom members and their strange religion. While little evidence or truth about the rumors became known, folk were soon set against the sect, and its members were run out of town while the church building was boarded up.

Subsequent investigations of the Starry Wisdom sect have led scholars to believe that it held an extensive library of occult literature as well as some rare and unique artifacts, including one known only as the Shining Trapezohedron (said to aid in the conjuring of the Haunter of the Dark). After the mysterious death of researcher, Robert Blake, the church building was raided by the local authorities but no books or artifacts were apparently recovered, or, if they were, such items were quietly locked away. It is understood

PROFILE: THE HAUNTER OF THE DARK

Sanity Loss: 1D6/1D20 Sanity points to see the Haunter of the Dark.

Powers

Darkness: may only be summoned or appear in darkness.

Semi-Material: able to fly through solid objects at will.

Shining Trapezohedron: the Haunter of the Dark is intimately connected with this ancient and alien artifact known as the Shining Trapezohedron. Any ritual performed in darkness with the Shining Trapezohedron guarantees a successful summons of the deity, while exposing this strange stone to light dispels the entity.

Vulnerable to Light: while it can endure extremely dim light (star shine), stronger light harms this avatar. A bright light (powerful flashlight) delivers 1D6 damage—if it waits still for the treatment. Even a large candle held aloft inflicts one point of damage for each round it is within 50 feet (15 m) of the flame. If suitably equipped, an arc light causes 3D6 damage, while full daylight inflicts 10D6 damage per round; the light of the full moon deals 2D6 damage. In theory, a steady beam of light directed continuously at the avatar could dissolve it, causing it to disintegrate into nothingness until its next summoning. Brief, powerful flashes of light, such as lightning or flashbulbs, repel it but cause little harm.

Combat

Attacks per round: 1+ (engulf, grab, or devour)

Attacks by psychically clutching a target (extending one of its smoky limbs to curl around and reach into the victim's body), which burns and dissolves both flesh and bone while boring a hole through the top of the skull, allowing the victim's brain to be devoured. Such victims are left charred and marked with yellow stains. The avatar is also able to grasp a victim and fly off with them through walls or other solid objects; such victims are carried to dismal and horrible places and never seen again or are unceremoniously dropped from a height.

Engulf (mnvr): envelops the target in its wing and/or tendrils, burning the target for 2D6 damage per round. The embrace is powerful, although the victim may attempt to wriggle free with a STR or DEX roll at Extreme difficulty.

Grab (mnvr): swoops low and makes a grab with one or more of its tendrils. Each target within its 50-foot (15 m) wingspan can be attacked by one tendril. Those grabbed may then be carried off on the next round, and perhaps dropped from a great height (inflicting between 3D6 to 10D6 damage), or have their brain devoured (1D6 damage plus 2D10 points of INT) per round. Those captured may attempt to escape with an opposed STR or DEX roll at Extreme difficulty.

Engulf (mnvr)	100% (50/20), damage 2D6
Grab (mnvr)	95% (47/19), held, then either dropped from a height or brain devoured (see above)

Armor

- None.
- Immune to mundane weapons (incl. bullets).
- Immune to cold, fire, chemicals, and electricity.
- Light causes harm (see above).
- If reduced to zero hit points, the Haunter of the Dark rapidly changes form (usually the Bloody Tongue).

that the sect's members sought out new homes to practice their devotions. If they did, one presumes that a much higher degree of secrecy was fostered to prevent any further attempts to close such groups down. In recent years, mention of the sect has been heard connected to a town or city in Northern England, while in the US, talk continues to point to Chicago and San Francisco as destinations for many of the original members ousted from Providence.

Based in Australia, the Cult of the Sand Bat is considered to have been rejuvenated in the early 20th century. Originally believed to have existed in some form or other since the dawn of humanity, the cult had all but died out until an unnamed newcomer arrived to reinvigorate matters by broadening the cult's appeal and membership toward disenfranchised working-class Australians, and drawing in anyone, no matter their ethnicity. Twisting some of the Aboriginal Australian beliefs to better suit their needs, this newcomer incorporated elements of the mythology of the Sand Bat, Hungry Wing, and Face Eater, equating these with the Haunter of the Dark. The cult is believed to operate out of the Northern Territory, but allegedly has members across the country.

KRUSCHTYA EQUATION, THE

The Kruschtya Equation is a mathematical equation which, when solved, causes Nyarlathotep to manifest. The Equation

PROFILE: KRUSCHTYA EQUATION

Sanity Loss: 1D10/1D100 Sanity points to the person(s) solving the Kruschtya Equation.

Powers

Working the Solution: attempting to solve the enigmatic equation requires an INT of 90 or higher (those with lower INT cannot begin to fathom the mathematical problem, although certain spells or artifacts may temporarily grant an INT boost—the Keeper should determine whether such "help" allows a character to work toward the solution). Those attempting to solve the formula must spend 365 minus EDU in days studying the equation. At the end of this period, the person should attempt an INT or Mathematics roll, both at Extreme difficulty: if successful, they have solved the puzzle; if not, they must begin anew, although the period of time is now halved. For each week spent trying to solve the equation, there is a 1 percent (cumulative) chance that they become obsessed with the task (see following).

Obsession: once obsession occurs, the person suffers the loss 1 Sanity point each day until they have solved the Equation or gone insane trying. Without external help, the person cannot break free of the all-consuming obsession, and the Keeper may impose a penalty die to any skill rolls made during this time that are not connected to the solving of the puzzle. A colleague may attempt to end the obsession with a successful Psychoanalysis or Persuade roll, both at Hard difficulty, and if successful allows the obsessed character to attempt a POW roll, which if successful, ends the obsession. Only one attempt per week is allowed.

Full Solution: solved, the Kruschtya Equation reveals itself as an enchantment to summon Nyarlathotep. At the moment of solution, the person who solved the equation hears haunting laughter and unearthly howling. The person's vision darkens momentarily and they sense an alien mind beginning to impose upon their own—strange thoughts begin to swirl around in their mind, and without explanation the character begins to speak in foreign and alien tongues they have never heard, spouting bits of history and facts they couldn't possibly know. An unearthly power surges through the character, with crackles of black electricity sparking from their hands and head. Second by second, their mental powers increase as Nyarlathotep's thoughts flood their mind, preparing their body for the final outcome. Within moments, INT has raised to 430 and POW to 500, while their body ripples and shifts as Nyarlathotep manifests a portion of its mind in their body, taking complete control. The character retains their normal STR, CON, SIZ, DEX, Move, and HP, while their Sanity drops to zero and their 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 been consumed by the Crawling Chaos. Killing the person dispels Nyarlathotep, who departs in its usual dramatic way by changing into some other monstrous form before leaving. Spells, such as Cast Out Devil, may force Nyarlathotep out of the host without destroying the body, but the person's mind is likely gone forever—permanently insane, at the very least.

is a highly sophisticated piece of quantum mathematics far beyond the comprehension of most human minds. Even those who have the wherewithal to solve the formula are liable to spend thousands of hours to do so.

Cult: Kruschtya Group

While not worshiped in the same manner as other avatars, this cosmic equation is known to certain advanced alien races, such as the mi-go, shan, and Yithians. The people of K'n-yan may also be aware of the name. Common to those aware of the equation, is the belief that its solution brings power.

The equation is mentioned in a handful of tomes, although its name often differs (sometimes known as the Cosmic Principle or Devil's Therum), with accompanying text suggesting this mathematical puzzle was set by a god, and that in solving it, one may become a god.

On Earth, the Kruschtya Equation is something of myth among mathematicians. Legend tells of its discovery by Professor Gunther Kruschtya, who then mentioned the equation to various colleges. Despite calls for Kruschtya to share the material he had found, he grew more secretive and refused, stating that he alone should be the one to produce the solution. In time, Kruschtya devoted all of this time to this work, causing his professional work to suffer and was consequently dismissed from his employment. Little was heard thereafter, with rumors suggesting the professor was consumed and obsessed, and never more ventured out in public. The fate of Kruschtya remains a source of conjecture, as when old colleagues finally decided to pay him a visit he and his work were gone, believed to have been consumed in a house fire. Subsequently, Kruschtya, the equation, and his tragic fate continue to provide an ideal topic for late-night conversations among the scientific community. There is talk that some who have heard the story of Kruschtya banded together in a bid to find and then solve the equation themselves, with this collection of academics, scientists, and enthused amateurs calling themselves the Kruschtya Group. To date, no word has appeared to suggest the group has achieved their aims.

MESSENGER OF THE OLD ONES, THE

A translucent thing, writhing and pulsating with otherworldly energy, with an indescribable shape, ever-flowing and contorting upon itself, as if a team of horses was joined yet all trying to gallop away in different directions. Occasionally, large tentacle-like growths emerge, flaying about and searching the air.

Cult: Dire Portents

The Messenger of the Old Ones is a harbinger of great cataclysmic events, only appearing to herald extraordinary occurrences, such as the rise of R'lyeh. In this aspect, Nyarlathotep might be considered a thought-form of the Great Old Ones given life, manifesting as a dire omen

PROFILE: MESSENGER OF THE OLD ONES

Sanity Loss: 1/1D10 Sanity points for encountering the Messenger of the Old Ones.

Powers

Communication: able to relay its message in any form appropriate to the listener(s); thus, for humans, the words may be spoken, sent psychically into the mind, or be formed as a life-like vision.

Combat

Attacks per round: 1D2 (strike or grab/consume)
Attacks by moving above a target and dropping long, knotted tendrils to grab and then pull a victim into its body to be eaten. Each round a victim is held they suffer 1D3 damage, permanently lose 2D10 points of APP, and must make a Sanity roll (1/1D6 loss), as their flesh and face are eaten away by alien enzymes.

Grab (mnvr): a held victim may break free with an Extreme STR or Hard DEX roll. Tentacles may be severed if suffering 8+ damage.

Fighting	80% (40/16), damage 4D6
Grab (mnvr)	80% (40/16), damage 1D3 + 2D10 APP + 1/1D6 Sanity loss (see above)

Armor

- None.
- Immune to mundane weapons (incl. bullets).
- If reduced to zero hit points, the Messenger of the Old One tears itself apart, with its component parts them reforming into the Bloody Tongue aspect before departing upward into the stars.

foreshadowing some momentous event. While such appearances are rare, the Messenger is cited in numerous tomes, although its connection to the Crawling Chaos is not often mentioned. Thus, while some are aware of the Messenger, they do not see it as a deity, and there is no organized worship of it.

Just before the Messenger appears, the sky darkens and appears to become leaden, while all sound in the area becomes muffled or unnaturally silent. Then, an enormous black shadow falls across everything and the Messenger's writhing mass appears, clawing its way into this dimension and down out of the sky. The entity pulses first green and then a pale corpse-white, delivering its message, which may be spoken, psychic, presented in visions to all nearby, or some witnesses may be temporarily controlled to perform a bizarre "puppet" show depicting the entity's message (Sanity losses for the contents of the message may be relevant). The message delivered, the entity may casually reach out to take a listener and consume them before seeming to tear itself apart, breaking up into small and twisting masses, which fly off in all directions, which eventually fall to the ground dead.

The Small Crawler

SMALL CRAWLER, THE

A stumpy and deformed humanoid figure possessing four eyes and four overlong arms, and three tentacles instead of feet. Idols usually show the figure holding saber-like swords in each of its hands.

Cult: Servants of the Crawler

Small Crawler is an aspect that is rarely seen outside of Asia and seems to have particular resonance in the South Asian region encompassing India, Pakistan, Bangladesh, Afghanistan, Bhutan, Nepal, and Sri Lanka. Certainly, the only organized cult, known as the Servants of the Crawler, or sometimes just as the Crawlers, is based in this region and appears to have existed for around 1,000+ years. Although long-lived, the cult remains relatively small and insular.

A passage from *The Black Tome* mentions the Small Crawler:

"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."

Most 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. Indeed, the Servants of the Crawler appear to agree, saying that their role is to prepare for their lord who shall rend the earth and sky to make a passage through which its family can travel to this world. Preparation in this regard may mean guarding and protecting certain locations (sacred sites) thought to be places where Small Crawler will one day appear, crawling up through the ground to manifest among its worshippers. Those unwittingly entering such sites may be accosted by the cult and, possibly, murdered for walking on "holy ground."

WAILING WRITHER, THE

A towering mass of black flesh, constantly swirling and spraying watery-black slime from hundreds of drooling and shrieking mouths. Emerging from this horrid column are thousands of rope-like tendrils that whip out about, making the whole look like a great pillar of black worms.

Cult: The Wailers

The Wailing Writher is mentioned in some obscure Hindu myths described in *Smriti* text as *Andhere Kee Saans*, written down by Aalavandan Dhawan (thought by some to be a pseudonym). The text proposes the *Narhari* (the Writher) is the "mouthpiece of darkness" who "turns men's minds to evil."

One earthly cult exists, the Wailers, who honor this avatar's form above all others and who operate in small

PROFILE: SMALL CRAWLER

Sanity Loss: 1/1D8 Sanity points to encounter the Small Crawler.

Powers

Earth Crawling: uses its four arms in a whirlwind-like fashion to cut through the earth and rock, propelling it through the ground at MOV 18. The avatar may tunnel beneath people's homes to then lurk below and read their minds (see **Mind Crawling**).

Mind Crawling: able to read the minds of lesser beings (like humans, mi-go, and so on) and uncover deep memories, which are then employed to convince a person to perform the Small Crawler's wishes or otherwise force or blackmail them to do its bidding. A person may resist this mind probe with a successful Extreme POW roll (certain spells may also afford some degree of protection).

Combat

Attacks per round: 4 (whirling strikes/punches) and/or 1 (clutch and drag)
May attack up to four opponents a round using its four arms, or strike or clutch with its leg tentacles.

Clutch (mnvr): sends forth a leg tentacle to wrap around a target, who may then be yanked off their feet and dragged along the ground (1D4+1 damage per round, rougher surfaces may increase the damage). The tentacle has a range of 10 yards/meters. The victim can try to wriggle free with a successful Extreme STR or DEX roll, although any other actions gain a penalty die due to being dragged here and there.

Fighting	80% (40/16), damage 1D6+1D6
Clutch (mnvr)	80% (40/16), damage 1D4+1 (see above)

Armor

- None.
- Immune to being outnumbered; its four eyes set about its head mean opponents never gain an advantage by outnumbering.
- If reduced to zero hit points, the Small Crawler burrows down into the ground, whereupon strange noises are heard below, and then a monstrous form rises up before flying away.

PROFILE: THE WAILING WRITHER

Sanity Loss: 1D8/4D10 Sanity points when encountering the Wailing Writher.

Powers

Wailing: hearing this avatar's maddening wail provokes a Sanity roll in addition to its appearance (1/1D6 loss). Those falling insane are likely to begin wailing themselves, wandering about without thought or attention or care for their own safety. Some may also be driven to violence against anyone nearby. In addition, those going insane from the wailing should make a combined CON and POW roll: if failed, the avatar's chilling voices cause the person's physical form to come apart at the atomic level, reducing them to a watery pile of pulsating flesh, their mind destroyed in the process. For most, such an outcome means death, although some spells or the aid of Mythos gods may reconstitute the body and mind (to a normal or lesser degree), if what remains of the person can be scooped up and carried to safety and so on.

Combat

Attacks per round: 1D10 (tendril lashes) or 1 (tendril pull) or 2D3 (biting)
Attacks by flaying targets with its tendrils (2D6 damage), or may engulf a target, its tendrils latching on and pulling the victim into its churning mass, with the victim quickly and savagely torn apart before being swallowed by the screaming mouths. The avatar may instead bite with 2D3 mouths.

Tendril Pull (mnvr): latches or grabs onto a target, pulling them into its central body, where the victim is torn apart and eaten (5D6 damage per round).

Fighting	70% (35/14), damage 2D6
Tendril pull (mnvr)	70% (35/15), damage 5D6 (see above)
Bite	60% (30/12), damage 1D6 (per mouth)

Armor

- None.
- Immune to mundane weapons (incl. bullets).
- If reduced to zero hit points, the Wailing Writher loses its cohesion and becomes a wave of black goo from which another monstrous form emerges before flying off into space.

NYARLATHOTEP: AVATAR PROFILES

Sample profiles of various avatars; see individual avatar entries for Sanity loss and specific powers.

Human-Seeming Avatars

Avatar	STR	CON	SIZ	DEX	HP	DB	Build	MOV
Black Pharaoh	60	95	55	95	15	0	0	12
Bloated Woman	155	220	170	95	39	+3D6	4	8
Green Man	125	350	100	100	45	+2D6	3	12
Horned One	145	240	100	100	34	+2D6	2	10
Queen in Red	100	250	45	100	29	+1D4	1	8
Skinless One	100	100	100	100	20	+1D6	2	10
Tick Tock Man (human form)	120	180	85	90	26	+2D6	3	9
Tick Tock Man (machine form)	n/a	250	varies	n/a	95	n/a	n/a	0

Monstrous Avatars

Avatar	STR	CON	SIZ	DEX	HP	DB	Build	MOV
Ahtu	750	1,000	500	125	150	+15D6	16	24
The Beast / Faceless God	1,000	500	2,500	100	300	+43D6	44	12
Black Wind	n/a	n/a	n/a	n/a	n/a	n/a	n/a	∞
Bloody Tongue	400	250	450	95	70	+10D6	11	16
Dweller in Darkness	380	265	400	75	66	+9D6	10	12
Haunter of the Dark	140	110	120	115	23	+2D6	3	10 / 20 flying
Kruschtya Equation	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Messenger of the Old Ones	125	100	250	70	35	+4D6	5	35
Small Crawler	115	190	60	225	25	+1D6	2	18
Wailing Writher	250	325	225	125	55	+5D6	6	18

Common Attributes

- **POW:** 500
- **Magic Points:** 100
- **Spells:** any the Keeper desires, but none concerning Elder God and associated matters.

groups across Asia and the Middle East. Allegedly, this cult started life in India in the second millennium BCE and later spread outward, enjoying a period of growth and then decline. Now, such groups share little to no contact, each existing in isolation. The cult's memberships wail and shriek during ceremonies, and do the same when engaged in combat, which would seem to be an emulation of their god.

NYOGTHA

(Great Old One)

The painting showed a glistening, gelatinous blob of living darkness within what appeared to be a vast cavern deep underground. Something like oil given crude shape. Forming out the horrid mass were several rudimentary limbs or pseudopods, which seemed to be reaching out from the canvas toward the viewer.

Other names: Dweller in Darkness, Haunter of the Red Abyss, Night Comer, The Thing That Should Not Be.

Debate continues to rage concerning this entity, which most consider to be an Old One (possibly born of Ubbo-Sathla, Tsathoggua, Cthulhu, or Abhoth—the information is fragmentary and puzzling at best), although some scholars believe it to be a mask of Nyarlathotep (due to a perplexing reference in the *Necronomicon*, where it is described as the Dweller in Darkness). While interesting for a few, such demarcations distract from the abhorrent reality of the being.

Nyogtha is said to dwell on a dark world in the vicinity of Arcturus (the brightest star in the constellation Boötes), and may at times also reside on Earth in a deep cavern within the underground realm of Yoth (once a place of serpent people that may lead to the gulfs of N'kai, and possibly situated below Oklahoma). Considered to be a minor Old One, Nyogtha may not yet be fully mature and its powers yet to completely manifest, which may explain its ability to partially or temporarily transport itself to Earth while seemingly unable to leave its cave in Yoth (forgotten Elder Wards may play a role too, but that remains speculative).

The entity is believed to have an insatiable appetite, feeding in a vampiric fashion upon the lifeforce of others (again, arguing for its need to feast so it may fully mature). A few wicked individuals (mostly sorcerers) have sought to capitalize on Nyogtha's hunger, enticing the Old One with numerous human offerings in return for boons of magic and knowledge. While such transactions appear to have worked for some, many have not supplied quite enough "food" and consequently found themselves part of the Old One's meal.

TYPICAL PHYSICAL MANIFESTATION: NYOGTHA

STR 425 **CON** 200 **SIZ** 400 **DEX** 100

- **Hit Points:** 60
- **Damage Bonus (DB):** n/a
- **Build:** 10
- **Move:** 10

Combat

Attacks per round: 1 (striking or vampiric)

May throw out pseudopods to strike all opponents within 10 yards/meters with numerous small wounds (amounting to 1D10 damage), or may instead send forth a single pseudopod to latch on and vampirically drain a person's lifeforce.

Vampiric (mnvr): the end of a pseudopod latches on to a target and begins to suck their blood, with 1D10 points of POW lost per round. The victim may attempt to detach the feeding limb with an Extreme STR roll or sever it if 10 damage can be inflicted with a slashing (impaling) weapon (see **Armor**). A person surviving the encounter with half or more of their POW remaining regenerates their lost POW at 1D10 points per week; if surviving with less than half POW, a person regains 1D6 points per week up to a maximum of 50 percent of their current POW value (i.e. their POW has permanently been drained and cannot be regained by normal means).

Fighting	100% (50/20), damage 1D10 (see above)
Vampiric (mnvr)	100% (50/20), damage 1D10 POW (see above)

Armor

- None, but ignore the first 10 points of damage suffered in a round (i.e. an 11-point attack delivers 1 damage, and a following successful attack in the same round delivers its full rolled damage).
- If reduced to zero hit points, Nyogtha drains into the ground, leaving behind an acrid smell. It reforms in 2D100 years.

VACH-VIRAJ INCANTATION (SPELL)

- **Cost:** variable magic points, 10 POW, 1D10+3 Sanity points.
- **Casting time:** 2D10+2 minutes

The Vach-Viraj incantation is a rite for the banishment of Old Ones, although lore suggests it has only been fully effective against Nyogtha, and it remains unknown to what degree the rite's performance would have upon another god-like entity or on lesser Mythos beings. The incantation is known to be set down in the Necronomicon, *although other versions may exist (the accuracy of these may differ greatly).*

The full rite requires the performer to be cleansed and then bathed in the Tikkoun Elixir, part of which is drunk at the moment of commencement. The performer then recites the incantation while focusing their mind on a "looped cross" held in both hands. The rite takes approximately 2D10+2 minutes to be effective, and costs the performer variable magic points, 10 POW, and 1D10+3 Sanity points. The POW is permanently lost, while additional magic points may be gained by "burning" hit points. Others may support the casting by investing 1 magic point per person (costing 1 Sanity point each), although should another person know the full spell (i.e. have successfully made a Hard POW roll to learn the spell), they may invest any number of magic/hit points/ and half of the required POW (Sanity loss remains 1D10+3). The spell must be cast within 500 yards/meters of the Old One, and any interruption to the casting requires the rite to begin afresh (costs are only applied at the endpoint of the spell).

If the criteria above are fulfilled, every magic point invested equates to a one-percent chance of successful dismissal; thus, if 40 magic points are invested, the spell has a 40 percent chance of success.

- *The "looped cross" is taken by some to mean an ankh, although this is not confirmed as some believe the looped cross to mean an as yet undiscovered Mythos artifact. It is for the Keeper to determine what the looped cross actually is and where it may be found.*
- *The ingredients of the Tikkoun Elixir are listed in the Necronomicon. The particulars (be they animal, mineral, alien or otherwise) are left to the Keeper.*

Returning to the *Necronomicon*, further details come to light concerning the entity's banishment, with the tome recommending the performance of the Vach-Viraj incantation, the use of the "looped cross" (possibly an ankh) and the Tikkoun Elixir as the only means of displacement. Certainly, no evidence has yet come to light on the efficacy of other spells and rituals.

Cult

Nyogtha appears to have few human worshipers, with no notable organized cult; however, solitary wizards and witches, and some covens, have been known to attempt summonings of the Old One in the hope of gaining magical knowledge or utilizing the entity's powers to perform acts of vengeance. In most cases, Nyogtha is offered human sacrifices to appease its hunger, although the sacrifice of some of the summoners' POW is sometimes sufficient. Certain accounts of the Salem witch trials (held in private hands) seem to suggest a connection to Nyogtha for at least two of the folk accused of witchery, while a few tomes make mention of summonings taking place in Syria, Libya, and Finland.

In the Dreamlands, a community of ghouls, calling themselves the Night Feasters, is believed to hold Nyogtha above all over deities. Due to the atrocities committed by this group and their refusal to worship Mordiggian, they are shunned by other ghouls. It is not known whether the Night Feasters conduct "business" in the Waking World.

Possible Blessings

- **Odor of Darkness:** taken by some as a blessing and by others as a curse, this grants the worshipper the smell of Nyogtha, which at best might be described as an insidious odor, akin to rotting vomit. Characters in the presence of such a "blessed" individual should make a CON roll to avoid becoming overpowered with retching.
- **Living Darkness:** granted the ability to temporarily change into a miniature version of Nyogtha, with the body becoming formless and liquid-like flesh, able to throw out pseudopods (1D6 damage) and squeeze through tight places.
- **Vampirism:** certain high-ranking worshippers may be granted the ability to suck magic points (sometimes POW) from another by sucking out their lifeblood. Unlike a traditional vampire, such "dark vampires" cannot make others into vampires. At times, Nyogtha will grab one of its vampires and eat them, presumably to sup on their own and their victims' life energies.

Encounters

Most encounters are likely through contact with a lone practitioner or group (human, ghoul, or otherwise) intent on summoning or connecting with Nyogtha in some manner. Worshippers, especially those blessed with gifts of power, may prove wily and distasteful opponents. The search for the means and artifacts to repel this entity may prove challenging, and one that may draw the attention of worshippers' intent on keeping such things secret or unknown.

Aura

An all-consuming sickness, a rotting smell, and the atmosphere of death heralds Nyogtha's approach. Any location visited by the entity is liable to be a charnel house of partially consumed sacrifices and not a place for the living.

Nyogtha, *the thing that should not be*

Sanity Loss: 1D6/2D10 Sanity points.

Magic

- **POW:** 140
- **Magic Points:** 28
- **Spells:** Breath of Pazzuzu (variant), Circle of Nausea, Clutch of Nyogtha (variant), Raise Corpses (Waking World variant), Sense Life; others as desired by the Keeper.

Powers

Overwhelming Aura: those within 50 yards/meters are overcome with the entity's insidious aura (its smell and the tangible effect its presence has upon humans) if they cannot succeed with an Extreme CON roll (those taking precautions deemed suitable by the Keeper may have the difficulty of the roll lowered). Those affected suffer a penalty die to all actions (incl. attacks against Nyogtha).

Manipulate Form: while unable to disguise itself as something other, Nyogtha can manipulate its form by spending 5 magic points to send forth a pseudopod and shape it to appear like a specific person (perhaps drawn from the mind of an observer). The mimicry is clearly not indented to deceive, as the Old One cannot change its skin color from black to match a person's skin tone or their clothing, but rather to cause horror and mock.

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OSSADAGOWAH

(Great Old One)

With ribbed wings rising from a grotesque and corpulent mass, it looked vaguely toad-like yet it possessed no arms, only two leg-like appendages, which both ended in large feet equipped with fearsome talons. Its head might best be likened to a bulging mass protruding forward from the body, misshapen and obscene, with no face and instead having worm-like tendrils emerging in a riot of movement. Overall, it gave an impression of something swollen beyond its natural girth, both monstrous and repellent.

Other names: Star Beast, Void Feaster, Zvilpoggua.

Believed to be the spawn of Tsathoggua (some say the "firstborn of"), Ossadagowah is a matured Old One, said to have grown to monstrous proportions. According to the lore, this entity was "born" on the planet Yaksh (Neptune, the home of a curious race of fungoid beings), but now dwells

Ossadagowah

TYPICAL PHYSICAL MANIFESTATION: OSSADAGOWAH

STR 175 **CON** 260 **SIZ** 230 **DEX** 100

- **Hit Points:** 49
- **Damage Bonus (DB):** +4D6
- **Build:** 5
- **Move:** 10 / 17 flying

Combat

Attacks per round: 1 (face tendrils or kick or stomp)
Attacks by grasping victims in its writhing, snake-like tendrils. and may flying off with them., or may kick or stomp with its legs.

Tendrils: able to shoot out to a range of 10 yards/meters to a single target and drain their blood (or magic points, see above). Blood is drained at the rate of 2D6 damage plus 5D10 points of STR per round. The victim may attempt to break free with an Extreme STR roll or sever the attached tendrils with a slashing weapon (a fumble probably means slicing their own face off in the process); colleagues may assist either venture, dropping the difficulty of the STR roll or making their own slashing attacks.

Flying Drain: as above, but Ossadagowah takes flight with the victim still attached to its tendrils. The Old One may feed or simply drop the victim, with variable damage depending on the height (from 1D6 to 10D6 damage).

Fighting	80% (40/16), damage 2D6
Tendrils	60% (30/12), damage 2D6 + 5D10 STR (see above)
Stomp	40% (20/8), damage 4D6

Armor

- None.
- All mundane weapons (incl. bullets) deal minimum damage.
- If reduced to zero hit points, Ossadagowah becomes a shapeless cloud and rapidly dissipates. It reforms in 4D10 years.

(or is confined) on Yrautrom, a planet orbiting Algol (the Demon Star) within the constellation of Perseus.

Little is known of this entity's interactions with Earth and humanity, with the most written about Ossadagowah said to be contained in *Of Evil Sorceries Done in New England of Demons in No Humane Shape*—allegedly written by an unnamed witch-finder, the volume details lore concerning warlocks and witches in colonial New England, as well as accounts of weird occurrences and other oddities in the region. Within the text, Ossadagowah is described as the "Star Demon" that falls to the earth when called by "evil-doers" to do their bidding and said to offer pacts in return for worship and blood. The text includes a number of symbols or icons believed to be used as brands or marks worn by the Star Demon's followers, and shows a twisting-circular symbol that is drawn/made by adherents to call Ossadagowah down. By inverting this summoning circle (a negative/mirror image), the writer states the Star Demon can be "thrown back."

Thus, aside from possible appearances in New England, there remains nothing to point to this Old One manifesting in other countries or regions. Of course, just because there appear to be no accounts does not mean none exist waiting to be discovered in some forgotten journal or tome. Given the details found in *Of Evil Sorceries*, it is not beyond reason to expect knowledge of this entity traces back to Europe (particularly England and the Netherlands).

Cult

No organized human cult is believed to operate, although isolated communities, small groups, and solitary worshippers are likely. Some outcast and shunned communities of First Nation peoples who turned away from traditional beliefs to the worship of Mythos gods may give particular attention to Ossadagowah. Historically, many such outcast groups were hunted down and killed by other First Nation communities (or later by Settlers), although some may have survived and remain hidden, practicing their foul rites to alien gods in secret to this day. Some may have welcomed outsiders into their beliefs, and today such groups may consist of multiple ethnicities and ancestries.

Given the connection, one may suppose that some followers of Tsathoggua are aware of and give attention to Ossadagowah in their rituals, and, given suitable encouragement, such worshippers could raise Ossadagowah above Tsathoggua in their devotions and foster the growth of its cult to new levels. Indeed, this may be the case with the cult known as the Four-Fingered Hand whose membership fractured into two opposing groups: one remaining loyal to Tsathoggua, and the other (now calling themselves the Void Seekers) favoring Ossadagowah.

Possible Blessings

- **Snake Hands:** both of the worshipper's hands are transformed into bundles of twisting, snake-like tendrils, each possessing a small mouth, which can strike out and bite opponents. Some may be able to use these appendages to feed upon human blood and thereby gain additional hit points (1D6 per feeding; 2D6 if fully draining, i.e., killing, the victim).
- **Faceless:** considered to be a prized blessing, the face of the worshipper is transformed into a mass of tendrils, mirroring the "face" of their god.

Encounters

Effigies and icons relevant to Ossadagowah may sometimes be discovered within shrines, temples, and sites sacred to Tsathoggua, as well as those solely dedicated to Ossadagowah (although these will be fewer). Wizards and their ilk may also have artifacts or items associated with the summoning and/or veneration of this Old One. Given its snake-like association for humans, some may mistakenly attribute symbols of Ossadagowah to Yig, with possibly unfortunate consequences. Direct contact with this entity would probably arise only through the machinations of its followers, although those having use of a Gate may inadvertently find themselves in the Old One's domain.

Aura

A tense feeling, as though the air around is compressing, may leave those in the presence of this deity gasping for air (although no physical harm would be evident). In addition, a primal fear of being the prey in the presence of a hunter may overcome some. Touching items associated with Ossadagowah is likely to fill a person with revulsion and the need to wash their skin.

Ossadagowah, *the void beast*

Sanity Loss: 1D6/2D10+2 Sanity points.

Magic

- **POW:** 250
- **Magic Points:** 50
- **Spells:** Bait Human (variant), Contact Formless Spawn, Fist of Yog-Sothoth, Summon Dimensional Shambler; others as the Keeper desires.

Powers

Shadow Form: at a cost of 10 magic points, able to change into a shadow-like form, allowing it to disappear in darkness and then reform (at no additional cost) to surprise (or delight). Thus, may first appear in shadow form and observe a ceremony before fully manifesting. The shadow from is only invisible in total darkness and is a physical thing (able to be harmed should it be detected). Optionally, it may be easier to dispel Ossadagowah when in shadow form, if it can be lured into taking such form.

Consume Magic Points: apart from using its face-tendrils to devour a victim's blood (see below), it may instead leech magic points at the rate of 1D8 per round. It may continue to consume all of a victim's magic points and then their hit points (converting these into more magic points). It may then use such drained magic points to fuel spells and other activities before using its own natural supply.

Summons: may be called to Earth only when the star Algol is above the horizon.

OTHER GODS, LESSER

(Lesser Outer Gods)

They dance within the void, some playing strange music, to quell the mind of Azathoth. Each is unique, taking uncommon forms conjured from the nightmares of the crazed. Some appear elemental, as fire or living liquid, while others are fleshy or mineral in aspect. Some take no form, being sentient waves of light and sound. Some take on the nature of their viewers while others are fixed and machine-like horrors.

Other names: the Dancers, Lesser Ones, the Pipers.

In addition to named entities who attend Azathoth, there is a company of beings known as the Lesser Other Gods. Each is unique in appearance: insectoid, metal, liquid, gaseous, crystalline, living machine, plant, geometrical, amorphous, phosphorous, fiery, mammalian, anthropomorphic, living sound, living color, and so on. Some flow through one another, while others become temporarily or permanently joined. At times, unions occur and produce monstrous spawn that may one day develop in a new god. Most appear to be mindless or solely fixated on Azathoth.

Cult

While no organized human cult is devoted to these beings alone, their adoration may play a role in ceremonies held to praise other more significant beings, such as Shub-Niggurath, Yog-Sothoth, Cthulhu, Tsathoggua, and so on. In such cases, one or more Lesser Other Gods may be called or simply appear uninvited to receive sacrifices, herald the arrival of a greater power, or engage in cult rituals, such as initiations, orgies, and death rites. Some cults who have experienced the manifestation of a Lesser Other God may deem to offer further ceremonies to that particular entity, calling upon it alone in the hope of receiving its attention and gifts of power or asking for the performance of a task in the group's favor. In some cases, a cult successfully bargaining with a Lesser Other God may thereon turn their full attention to that entity, forsaking any previous affiliations.

Possible Blessings

- **Varied:** as each Lesser Other God is unique, so too are its powers—the Keeper should determine what gifts a particular entity may provide to its worshippers.

Encounters

Some may be called to Earth to partake in cult ceremonies, others may have other reasons for visiting. Those receiving a vision of or making the journey to visit Azathoth will see these Lesser Other Gods firsthand. Some of the possible Lesser Other Gods are described here (see page 173 for their profiles).

- **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.
- **Glagga**: a liquid entity resembling mercury but near transparent. Waves, bubbles, and strange ripples continuously play over its surface.
- **Kr'nk:** a sentient machine-like being; an enormous conglomerate of mechanical parts that continually changes in size and form by the addition and reduction of mechanical elements
- **L'ysh**: a festering and decayed mass of limbs and corpse-like bodies (of various form) joined into a great dripping column of writhing death, it appears in our universe like a black and white negative image shrouded in a ghastly black glow.
- **M'tlblys:** a, rotating crystalline figure, slowly spinning with the light of stars sparkling on its many-faceted surface.
- **Nour:** a dripping mass of tentacles, tendrils, claws, suckers, filaments, and pincers, looking like an enormous nest of bloated, squirming serpents all wound around one another and wriggling in different directions. It may change its shape: stretching out into a flat writhing carpet, contracting into a pulsing ball, or growing into a wriggling column.
- **Pr'ktha:** a glowing mass of incandescent yellow-white phosphorous. Varying number of "arms" sprout and are reabsorbed. Noxious chemicals swirl around its "body," forming a deadly cloud some 100 yards/meters in radius.
- **Shinjh:** a writhing mass of long, flat, cactus-like tendrils, each spiked with long, metallic spines that emerge from a curving trunk.
- **Thahash:** an enormous amorphous thing that pulls forms from the viewer's mind, with which it uses to fashion a body. A human viewer might see it as a horrific conglomeration of buffalo-like heads with mouths full of shark-like teeth or as a mass of human faces combined with insectoid limbs.

- **Urafty:** a jellyfish-like entity whose coiled tentacles are each tipped with an elongated bulb. The tentacles constantly spring out in all directions, and if one should strike another object or being, the bulb snaps open and swallows whatever it has touched.
- **X-2634:** a mass of sentient gas, so named here due to a forgotten human astronomer who mistook it for a comet. In Earth's atmosphere, this entity manifests as a billowing, ghostly cloud, while in space it takes on a ball-like form.
- **Yko:** a huge pulsating translucent sack that glows with internal flashes strange-colored light. Worm-like organs and tendrils squirm within this body sack (like a mass of writhing maggots inside a plastic bag). Beneath, hang hundreds of twitching tendrils of varying sizes and shapes.

Aura

Strangeness abounds. These beings are as perplexing as horrific, with many of their forms not making sense to human eyes. All tend to radiate a particular sense, be it a deep coldness, isolation, indifference, rage, wonder, and so on.

Lesser Gods, *minor deities*

Sanity Loss: varies, depending upon form taken; suggest range of 1/1D6, 1/1D10, and 1D4/2D10.

Magic

- **POW:** 250
- **Magic Points:** 50
- **Spells:** varies; as desired by the Keeper.

Powers

Servitors: each entity may be attended by specimens from a lesser Mythos race. Such creatures either manifest with the Lesser Other God or are summoned as needed. Such creatures are dispelled when the Lesser Other God is banished or killed. The Keeper should decide what creature serves a specific Lesser Other God. A servitor creature can be any lesser being, including but not limited to: byakhee, ghouls, dimensional shamblers, fire vampires, ghasts, ghoul hounds, mi-go, nagäae, rat-things, sand-dwellers, serpent people, shantaks, shoggoths, star vampires, terrors from beyond, hounds of Tindalos, and so on.

Varies: the Keeper should determine what additional powers a Lesser Other God may possess.

TYPICAL PHYSICAL MANIFESTATION: LESSER OTHER GODS

char.	*roll*	*average*
STR	8D10×5	220
CON	8D10×5	220
SIZ	(8D10+6)×5	250
DEX	2D6+6×5	65

Average Hit Points: 19
Average Damage Bonus (DB): +1D6
Average Build: 2
Move: 1D10–1

Combat

Attacks per round: 1D6 (varies)
Each entity will use varying attack forms: strike, bash, grab, crush, poison, and so forth.

Fighting	60% (30/12), damage 1D6 to 3D6

Armor

- Varies; from none to a 6-point hard shell.
- If reduced to zero hit points, a Lesser Other God will vanish. It reforms in 100 years near to Azathoth.

A MENAGERIE OF LESSER OTHER GODS

Dhyighash

Sanity Loss: 1/1D10 Sanity points.

Combat

Attacks per round: 1 (engulf)

Engulfs target, who suffers 6D6 damage by electrocution; victim must succeed with combined CON and POW roll or dies from heart failure. Victim is immobilized by violent muscle spasms for a number of rounds equal to the damage inflicted. May alternatively coalesce its form into a solid mass to smash targets.

Engulf (mnvr)	60% (30/12), damage 6D6.

Glagga

Sanity Loss: 1/1D10 Sanity points.

Combat

Attacks per round: 1 (envelop or wave)

Envelops target, pulling them into its liquid mass, where victim is drained of 1D6+1 damage and 4D10 STR (blood loss) per round. May form into a gigantic wave (20 yards/meters in size) to crush victims. Immune to mundane weapon (incl. bullets) attacks.

Envelope (mnvr)	50% (25/10), damage 1D6+1 + STR 4D10
Wave (mnvr)	50% (25/10), damage 8D6

Kr'nk

Sanity Loss: 1/1D10 Sanity points.

Combat

Attacks per round: 1D4 (strikes) or 1 (grab then crush/smash)

Constructs appendages to strike or grab and then smash/crush. Regenerates 1D10 hit points per round (death at zero hit points).

Fighting	80% (40/16), damage 7D6 STR
Crush/smash (mnvr)	80% (40/16), damage 14D6

L'ysh

Sanity Loss: 1D4/2D10 Sanity points.

Combat

Attacks per round: 1D8 (strikes) or 1/10 (crush)

Lashes out with its limbs, with those touched being drained of 2D10 POW and aged 3D10 years. It may alternatively, once every 10 rounds, attempt to crush targets within a 20 yard/meter arc. Immune to mundane weapon (incl. bullets) attacks.

Fighting	60% (30/12), damage 2D10 POW + 3D10 years
Crush/smash (mnvr)	60% (30/12), damage 7D6

M'tlblys

Sanity Loss: 1/1D10 Sanity points.

Combat

Attacks per round: none

Its unnatural light forces viewers within 10 yards/meters to make an Extreme POW roll; if failed, the viewer loses 1D10 POW per round as the crystalline entity drains their life essence (survivors regain lost POW at a rate of 1D10 points per week). Only by moving away or closing one's eyes (requiring a successful POW roll) can the drain be stopped.

Nour

Sanity Loss: 1D4/2D10 Sanity points.

Combat

Attacks per round: 1D6 (lash, bash) or 1 (envelope)

Attacks with serpentine limbs to lash and bash. It may alternatively envelop a target, wrapping its limbs to crush. Suffers minimum damage from mundane weapon (incl. bullets) attacks.

Fighting	60% (30/12), damage 2D6
Envelope (mnvr)	60% (30/12), held then 5D6 damage on following round

Pr'ktha

Sanity Loss: 1/1D10 Sanity points.

Those entering the poisonous cloud (100 yards/meters diameter) surrounding the entity without breathing apparatus must succeed with an Extreme CON roll or suffer a horrible and painful death within 1D4 rounds; even those who succeed still lose 2D10 points of CON. Each round spent within the deadly cloud requires another opposed CON roll (equipment negates this). Lost CON regenerates at a rate of 1D6 points per week of medical care.

Combat

Attacks per round: 1D10 (lashes)

Lashes out with 1D10 limbs, each possessing a range of 20 yards/meters, causing targets to be hit and splattered with burning phosphorous ooze, inflicting 1D6 damage initially, then 1D4 on following round, 1D2 on the third round, and 1 on the fourth round. The burning phosphorous cannot be extinguished. Immune to all physical attacks; substances able to extinguish chemical fires inflict 1D8 damage per round.

Fighting	40% (20/8), damage 3D6 + phosphorous burn

Shinjh

Sanity Loss: 1/1D10 Sanity points.

Combat

Attacks per round: 1 (strike or ensnare)

Ensnares victims, wrapping them tightly in its spiny pads where hundreds of needle-like horns rip into their flesh like an iron maiden. Regenerates 1D10 hit points per round (death at zero hit points).

Fighting	50% (25/10), damage 3D6
Ensnare (mnvr)	50% (25/10), held then crushed, damage 6D6

Thahash

Sanity Loss: 1D4/2D10 Sanity points.

Combat

Attacks per round: 1D4 (bite)

Attacks with its mouths/form (conjured from the viewer's mind).

Fighting	75% (37/15), damage 4D6

Urafty

Sanity Loss: 1/1D10 Sanity points.

Combat

Attacks per round: 1 (strike and swallow)

Strikes out with its coiled tendrils that have a range of 30 yards/meters. Upon contact, the bulb at the end of the tendril snaps open revealing a gaping mouth-like orifice that may swallow the target whole if the target's SIZ is less than 2D10 multiplied by 5; otherwise, no damage is suffered. If swallowed, the victim suffers 6D6 damage on each following round while being digested. The victim may escape death if they can inflict 6+ damage to open a way out of the bulb.

Fighting	75% (37/15), damage swallow (see above)

X-2634

Sanity Loss: 1/1D6 Sanity points.

Combat

Attacks per round: 1D4 (envelop)

Envelops 1D4 targets within 5 yards/meters, causing exposure to its caustic chemical vapors, requiring a successful Extreme CON roll to avoid 2D6 damage each round, as well as the same total loss in APP points per round (permanent loss, although plastic surgery may restore up to half of the lost APP points). Regenerates 1 hit point per magic point spent in healing itself (death at zero hit points).

Envelope (mnvr)	50% (25/10), damage 2D6 + APP loss

Yko

Sanity Loss: 1/1D10 Sanity points.

Combat

Attacks per round: 1 (random tendril)

Sticky tendrils randomly scoop up whatever they touch, sucking up victims into the main jelly-like body mass in 1D4 rounds. Anyone within 5 yards/meters of the tendrils may be randomly grabbed; ask for Luck roll from all potential victims, highest roll identifying the victim—who gets to make one Doge roll to avoid this grisly fate. Once sucked into the body, a victim suffers 1D4+1 damage per round as they are dissolved. Witnesses may see the entire process through the translucent sack. Victims may tear themselves free by making a Hard STR roll, but suffer 1D4+1 damage in the process as their flesh and hair are ripped away. Suffers minimum damage from mundane weapons (incl. bullets).

	POW	MP	STR	CON	SIZ	DEX	HP	DB	Build	MOV	Armor
Dhyighash	480	96	290	100	290	75	39	+6D6	7	1	0
Glagga	140	28	270	300	300	60	60	+6D6	7	4	0
Kr'nk	300	60	340	340	350	30	69	+8D6	9	6	12
L'ysh	200	40	200	300	300	35	60	+5D6	6	7	0
M'tlblys	300	60	320	300	340	05	64	+7D6	8	1	35
Nour	200	40	200	250	300	60	55	+5D6	6	10	0
Pr'ktha	350	70	190	230	320	60	55	+5D6	6	7	0
Shinjh	300	60	200	300	350	70	65	+6D6	7	5	8
Thahash	300	60	240	260	300	50	56	+6D6	7	6	3
Urafty	400	80	240	300	320	50	62	+6D6	7	3	0
X-2634	350	70	n/a	340	400	90	74	n/a	n/a	20	0
Yko	180	36	230	220	300	60	52	+6D6	7	1	0

- P -

PHAROL

(Lesser Old One/Unique Entity)

At times, its body seemed to suggest a semi-human form, but a preponderance of snake-like limbs twisted the shape into something monstrous. Its head, more like a great glob of flesh, was featureless except for a great fanged mouth beneath a cyclopean eye. Across its body ran strangely colored flames, suggesting it was ablaze, yet this ever-burning fire seemed to be fueled from within, pulsing in rhythm with the thing's motions and movement.

Other names: Aarloth, the Dark Traveler, Pharol the Black, Star Horror.

Believed by some to be a "cosmic demon" or "star horror," while others speak of it as a Lesser Old One, Pharol remains a mysterious and rarely described entity. It may, of course, be both these things, given that our understanding of such beings is rudimentary at best.

Unlike most Old Ones, Pharol appears to be unbound or caged by Elder magic, yet it rarely makes an appearance in our universe/reality. It is said to dwell outside of our reality in another dimension unlike our own, where "tides of chaos wash over and twist the senses" and where "the air seethes and corrupts." Quite what the effect of such a place upon a human visitor would be is uncertain, but, from the minimal description we have, it is likely not a good one. Indeed, the little we know of Pharol (see following) presents it as an "angry" and "rage-burdened" entity, whose primary desires must be quelled or negated if it is to be of service. This line of reasoning derives from the writings of the wizard Eibon, who claimed to have repeatedly summoned Pharol to "gain arcane knowledge drawn from beyond the confinement of this world." From what can be pieced together from the *Book of Eibon*, Pharol was (and possibly remains) more or less ignorant of humanity and has no particular interest in the Earth or this universe, and is only drawn here by the actions of others. Of course, such an attitude may have changed as a consequence of Eibon's actions, with the summoning of Pharol acting to appraise the entity of this reality and the treasures contained therein.

It may be reasonable to assume that the entity desires access to our universe, but given its lack of appearances post-Eibon (fragmentary at best), it may not yet possess a means or the knowledge of how to travel here. Should this situation change, one must presume that Pharol would pose a significant threat as its very being is anathema to our reality and likely to cause dangers to the fabric of our cosmos unless magically contained. One may imagine its passage to Earth would open temporal and spatial rifts, twist realities, and fray dimensional borders, which would not only cause damage but potentially allow other, even less welcome, entities access.

Cult

A small cult of humans seeks to worship Pharol. Calling themselves the Seekers of Pharol, this cult is made up of like-minded sorcerers who, drawing on the knowledge set out in the *Book of Eibon*, wish to contact and draw Pharol to them. A small group, which, so far, have been unable to replicate Eibon's work, they strive to acquire Mythos texts, spells, and artifacts (particularly those having some association with Eibon) that they believe will help in their quest. Originally, the cult might have been considered harmless (assuming their efforts would never come to fruition), yet in recent years, their actions have taken on a more dangerous aspect, with blackmail, threats, and murder being added to their modus operandi in their pursuit of certain Mythos knowledge. In addition, the cult is believed to perform human sacrifice by throwing captives into mighty flaming pyres.

Apart from the Seekers of Pharol, the entity remains more or less unknown to the rest of humanity. There remains the possibility of certain Mythos races, such as the Great Race of Yith and the elder things, possessing an awareness of Pharol.

Possible Blessings

- **Serpentine Hands:** transforms the hands (or hand) into snake-like extremities, able to bite (assume Fighting 50%, damage 1D4+1 per hand, with one attack per round per hand).
- **Weird Flame:** grants the ability to send forth a burst of unearthly colored flame at a variable cost of magic points, able to inflict damage equal to the number of magic points invested, with a range of 5 yards/meters.

Encounters

Those traveling through Gates or viewing other dimensions may catch a glimpse of Pharol, who may, in turn, notice the observation and be intrigued as to who its watchers are. More likely, the activities of the Seekers of Pharol may come to the attention of those possessing or studying Mythos artifacts and tomes.

Aura

Coming from a distant dimension fundamentally different to our own, Pharol's aura may be not only disquieting for humans but also produce physical reactions, such as nausea or hot and cold shivers. Certainly, a sense of otherworldliness is likely, and possibly confusion as one's eyes and mind try to configure this being into a rational shape and sense.

Pharol, *the dark traveler*

Sanity Loss: 1D6/2D10 Sanity points.

Magic

- **POW:** 150
- **Magic Points:** 30
- **Spells:** Consume Memories, Defy Gravity, Drown Mind, Incinerate; others as desired by the Keeper.

Powers

Dire Flames: wherever this entity stands, it leaves the ground and its surrounding scorched and blackened, and sets nearby flammable materials alight with a touch. No amount of water, sand, chemicals, or a lack of oxygen may extinguish these extradimensional flames, which eventually die out themselves in 1D4 minutes after Pharol has left the area. In confined spaces, these flames may use up all the available oxygen, causing humans to pass out if failing a CON roll—death may follow if not rescued.

Forbidden Knowledge: like most Mythos deities, Pharol may impart Mythos wisdom in the form of Cthulhu Mythos points and spells, but the knowledge granted is at a higher cost, with three points of Sanity lost for each point of Cthulhu Mythos gained or 1D4+1 Sanity lost per spell gained.

- Q -

QUACHIL UTTAUS

(Great Old One)

It was a bizarre humanoid figure of child-like stature, yet bloated and whose flesh was shriveled, warped, and something like a caricature of the most aged specimens of Ancient Egypt's mummies. Its arms were small, each ending in bony claws that appeared to rip through its flesh, and were fixed and unmoving, thrust out in a groping or clutching fashion, while its legs appeared to be bound together and equally immobile. Its aspect was of a loping and crouching thing, and altogether unwholesome. The hairless head rose from the body on a skeletally thin neck that looked as though it would sever in the slightest breeze, while the face was featureless except for it being a mass of reticulated wrinkles.

Other names: Ka-Rath, Keeper of Dust, Treader of the Dust, the Ultimate Corruption.

The general consensus suggests that this Old One dwells beyond space and time in a "limbo" dimension devoid of anything (the deity said to have reduced all matter therein to dust). It is rarely motivated to enter our realm of its own accord; venturing only when summoned, it appears content to remain within its dimensional space.

TYPICAL PHYSICAL MANIFESTATION: PHAROL

STR 150 **CON** 400 **SIZ** 180 **DEX** 100

- **Hit Points:** 58
- **Damage Bonus (DB):** +3D6
- **Build:** 4
- **Move:** 12

Combat

Attacks per round: 6 (strike, batter, grab) or 1 (bite)
May attack with up to six of its serpentine arms each round or bite a once per round. All attacks present the added horror of burning the target (1D6 damage and a Luck roll to determine if clothing has been set alight, which garners an additional point of damage each round for 1D10 rounds if clothing isn't thrown off).

Grab (mnvr): serpentine arms may curl around and grab a target, who can then be crushed (3D6 damage) on the following round. The victim may attempt to break free with a STR or DEX roll at Extreme difficulty; colleagues may assist by using their STR to reduce to the difficulty of the roll or if able to inflict 8 damage to a tentacle arm (penalty die to target the limb), causing the victim to be released.

Fighting	90% (45/18), damage 2D6 + burn (see above)
Grab (mnvr)	90% (45/18), held then crush 3D6 damage (see above)
Bite	70% (35/14), damage 2D6+6 + burn (see above)

Armor

- 10-point extraterrestrial hide.
- Immune to chemical and fire attacks.
- If reduced to zero hit points, Pharol implodes. It reforms in 48 hours in another dimension.

The *Testament of Carnamagos* makes mention of Quachil Uttaus, citing a ritual to summon the entity while, in addition, presenting a dire warning to those that would do so. The warning goes so far as to suggest that even reading the words of the ritual summons may be enough to kill, stating that those with a predisposition for self-harm or who are contemplating suicide may unconsciously be driven to end their life. The text cautions that only those of sound mind should proceed lest they bring death into their hearts.

A small amount of historical lore, said to be written on secret pillars hidden in the desert, suggests this Old One was known to some in Ancient Egypt, with the names Aqen and Medjed sometimes linked (perhaps as human-perceived visualizations or representations). Likewise, the Sumerian deity, Ereshkigal is thought by a few scholars to be a human-inspired personification of Quachil Uttaus, although some oppose this line of thought as "pure hokum."

This Old One is said to manipulate time and space: able to control the flow of time forward and backward, able to manipulate matter to move or be transported through the fibers of space, and capable of just as easily creating and destroying matter.

Certain lore surrounding Quachil Uttaus associates the Old One with entropy. Seemingly, its purpose or desire is to bring about decay, reducing all things to ash and dust. Thus, for most, it is an agent of extinction, whose presence twists and accelerates time, bringing corrosion, ruination, and death. Some purport that this being is connected to Azathoth, and is, in fact, an aspect of that entity's dreaming will to destroy and create, with Quachil Uttaus embodying the destroyer who shall be unleashed to herald the end of all things. If true, its "caging" in a limbo dimension may be the means to control and limit Quachil Uttaus' effect upon reality; for, if freed of its shackles, it would bring about a limitless path of destruction that would cause the very stars to burn out and the cosmos to fall into darkness. Like others of its ilk, Quachil Uttaus should be considered to be indifferent to life, but on a larger scale yet, with the lifeblood of planets having no meaning to this unforgiving and relentless expression of disintegration and atrophy.

Cult

Occasionally, wizards and their like call upon the entity to beg knowledge or immortality. Despite the warnings noted for its summoning, some are filled with the desire to learn the forbidden secrets of the ages and put misgivings aside in the hope that Quachil Uttaus may teach them, while others believing the deity to have power over life and death, request a halt to the aging process, eternal youth, or the replenishment of life. Most who summon the entity are seldom rewarded in quite the way they expect, and all display signs of their contact, with aged appearances and clothes that seem to be disintegrating and choked with dust.

The Daughters of Dust is possibly the only true cult devoted to Quachil Uttaus. This group is apparently comprised of the learned and academic who seek deeper knowledge and the secrets of life. Unlike many cults, the Daughters are geographically widespread with each member working individually, yet sharing information and thoughts through letters and other means. Occasionally, two or more may gather, with the entirety of the cult only coming together once every 10 years or so to undertake some grand magical working.

Possible Blessings

- **Immorality:** lore suggests that while this Old One may, at times, grant a form of immortality, it does so with what might be considered malice, such as forcing the recipient's body to remain old and withered or immobilized.
- **Knowledge:** of things past, present, and future.
- **Mythos Knowledge:** points of Cthulhu Mythos and spells; usually, requiring the sacrifice of a person's time (accelerating their age).
- **Pact of Quachil Uttaus**: grants a petitioner protection from aging (they cannot age naturally) and from injury (they cannot die from mundane damage or natural physical force). The process marks the petitioner with the sign of Quachil Uttaus, where the person's spine is deformed and twisted (reduce CON by 1D10+5 points).
- **Time:** empowering travel through time, presumably limited to a single or (at most) a handful of journeys; again, with some probably unexpected and adverse side effects.

Encounters

Seemingly, this Old One hardly ever visits Earth and is only brought here by the summons of others. Thus, the machinations of sorcerers, witches, and seekers of cosmic power are the most likely routes to contact or awareness of this entity. In tracking down Mythos lore, tomes, and artifacts, characters may unwittingly contact and refer to members of the Daughters of Dust. It is said that certain idols of Quachil Uttaus have the power to summon the deity, with such effigies bringing death to those who possess them.

When Quachil Uttaus is called, a shaft of gray light appears from above and envelopes the summoner, who is unable to escape from this magical beam. The Old One then manifests in the light and, in an almost slow-motion fashion, descending down toward the summoner, who must quickly petition the entity or be touched and rapidly aged until they are nothing but dust. The deity departs, leaving nothing but strange footprints in the dusty remains of its victim.

Aura

A cloying dryness felt in the throat, and a strange and unnatural warmth are signifiers of the proximity of this Old One. Mounds of dust and the haunting smell of the ages are tangible elements of its passing. A distinct sense of one's own mortality tends to consume one's mind, with the body unconsciously responding, causing tiredness, aching limbs, and befuddled senses.

Quachil Uttaus, *treader of the dust*

Sanity Loss: 1D6/2D10 Sanity points.

Magic

- **POW:** 175
- **Magic Points:** 35
- **Spells:** Bestow Glimpse of Truth, Death's Breath, Drain Youth, Incinerate, Necrosis; others as desired by the Keeper.

Powers

Entropy: all matter touched by Quachil Uttaus ages rapidly until nothing but dust remains, with objects aging inexplicably within a vicinity of approximately 1 mile (1.6 km). Creatures of flesh and blood wither and die at the deity's touch (assume 1D10 damage per round until death). Note that a person (if surviving the first round) may be pulled free of the Old One's touch by colleagues, halting the aging process (determine that character's "new" age by rolling 3D10+5 and adding the result to the character's current age). At the Keeper's option, mortal creatures beyond the Old One's immediate area may be allowed an Extreme or Hard POW roll (difficulty lessening by distance) to avoid such unnatural aging.

TYPICAL PHYSICAL MANIFESTATION: QUACHIL UTTAUS

STR 60 **CON** 100 **SIZ** 30 **DEX** 15

- **Hit Points:** 13
- **Damage Bonus (DB):** 0
- **Build:** 0
- **Move:** 1

Combat

Attacks per round: 1 (touch)

Does not engage in combat as such, and simply approaches (in an inevitable fashion) to touch a target. If the target cannot dodge (a success is all that is required to move out of the way of the slow advance) or is unable to move (frozen in fear or **Transfixed**—see below), the Old One moves inexorably forward to touch them and cause them to age and die (see **Entropy** nearby).

Fighting (touch)	automatic unless dodged, damage 1D10 per round

Armor

- None.
- Immune to mundane weapon (incl. bullets) attacks; mundane weapons rapidly age (rust, crumble, break) when they touch Quachil Uttaus.
- If reduced to zero hit points, Quachil Uttaus turns into a cloud of dust. It reforms in 24 hours in its home dimension.

Manipulate Time: able to hasten or slow time within a 50 yard/meter area. This power may be focused down upon an individual or item, causing them to undergo accelerated aging, have years of time wiped from their being (becoming younger), and other similar effects.

Manipulate Space: may alter the physical reality of space within a 100 year/meter radius, and can transport others through space in much the same manner as a Gate spell.

Transfix: at a cost of 5 magic points, may cause a target to become transfixed in place and unable to move. The target may resist with a successful Extreme POW roll (once per round).

FROM THE JOURNALS 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, possibly, are we in actuality just the newest incarnations of a long chain of awakening?

Over the years of my studies, many of my preconceptions have changed, and many of my rock-solid ideals about how life works have been transformed. Now, I have begun to wonder about who we really are. It was in a hard-to-read collection of papers titled the Hestan Records *that I learned of the possible migration of the soul from one body to another. The papers strongly suggested that a single soul (or spirit or mind) lives many physical lifetimes, passing from one body to the next. Certainly, such thoughts give credence to ideas of past lives, hypnotic regression, and even ghosts, if one can contemplate what may happen if a soul becomes unglued from the physical plane. More disturbing, I found a number of mentions within the papers to minds that can actively move between bodies, transplanting themselves violently into another body.*

Q'YTH-AZ

(Great Old One)

Something like a cluster of gigantic crystals, packed together into a towering column-like form. Each multifaceted crystal bloomed and decayed in constant fashion, growing and expanding and then diminishing, and each shone with an eerie inner light, presenting a maddening display of colors that dazzled, flashed, and pulsed as if to an immense heartbeat. Some of the crystals grew into appendages, driving outward in tentacular movements, reaching and searching the area surrounding the central mass.

Other names: Crystalloid Intellect, the Singing Crystal, Voice of the Stones.

Little is known concerning Q'yth-az, which unlike most Old Ones, appears unable to physically move, being fixed in place upon the strange and lightless outer world of Mthura (believed to be somewhere near to Alnilam, within the constellation of Orion). For many, this entity is known as the Voice of the Stones (or Crystals), as it is believed it can communicate and possibly manifest via any crystal matter. With some going to far as to say that should a portion of its mass be removed and taken elsewhere, that crystal portion may take root and multiply to grow on another world; this crystalline "infection" enabling Q'yth-az's consciousness to be shared across such portions. It is possible that the Old One can hurl pieces of itself outward beyond Mthura's atmosphere to float through space until they land like meteorites upon other worlds.

Apart from forming other crystalline colonies of itself, Q'yth-az appears able to influence other forms of life through proximity to almost any crystal, with such objects (be they precious diamonds, rock formations, and so on) acting as a sort of network through which the entity's consciousness may be amplified to form a communication link. While rare, such communication may manifest in the dreams of humanity, particularly "sensitive" individuals who have prolonged exposure to crystals (those who wear or sleep next to a crystal of some type). Once contact is established, it is thought that Q'yth-az can then either continue to speak to a person in their dreams and/or talk to them mentally when awake. Thus, crystals work as conduits to spread the whispers of this Old One and enable it to mentally possess most lesser races (humans included).

The Edwardian "rock collector," Howard Longbridge, is believed to have written a journal concerning a series of messages he believed were transmitted to him in dreams. The journal, simply known as the *Longbridge Diaries*, was recovered following Longbridge's strange disappearance in 1907 while visiting South American. A small number of copied versions of the text are said to be in circulation in private hands, with no known copies existing in library catalogs. Those who have read the journal entries claim that Longbridge writes of receiving messages from an alien mind, which most attribute as Q'yth-az, and how this mind wishes him to "become one" with itself. Debate rages among certain scholars as to whether the rash of "Crystal Man" sightings reported coming out of Bolivia in 1908 are connected to Longbridge, who some presume did indeed become one with Q'yth-az.

Cult

Q'yth-az has no organized human cult, although it may be worshiped on distant worlds. But, given its ability to communicate through crystals, individual worship (of sorts)

is highly likely, with such individuals acting to promote the interests of the Old One, perhaps with a view to fashioning the correct vessel that might allow the entity to manifest physically and gain some kind of foothold on Earth. In regard to such concerns, mediums, spiritualists, and those of a "New Age" persuasion may pose particularly ripe subjects for Q'yth-az's attentions.

Possible Blessings

- **Crystal Form:** a portion of the body is transformed into living crystal, hard and durable yet retaining full mobility (and able to deal 1D6 damage from successful blunt-force attacks). Perhaps starting small, this transformation may continue until the entire body becomes crystalline (affording an armor value of 10 points). Unfortunately, for most humans, the process drains their sanity until they become primal in nature and creatures of reckless fury and anger; however, a minority seem to be able to maintain their personality and rational mind, using their newfound form a boon in their schemes to further Q'yth-az's influence.
- **Transportation:** able to send one's mind through a crystal to another crystal elsewhere. While the mind cannot interact externally beyond their crystal "host," the mind may use its crystal home to view and hear its surroundings (whether elsewhere on Earth or on another planet). A few may even be bodily transported directly to Q'yth-az for a personal meeting with the Old One.

Encounters

Despite the possibilities being near-infinite, direct contact with Q'yth-az is uncommon, as the Old One rarely turns its attention to our planet. Encounters tend to be localized and episodic, with an individual caught in the entity's web, who then goes on to cause trouble as they work toward constructing a stronger link to their new master or become transformed via their contact into monstrous crystalline beings bent on destruction.

Aura

An alien coldness outside of human comfort, and one that causes the hackles to rise. Those contacted via a crystal may (correctly) assume a great intellect beyond our world is speaking to them (Sanity loss 0/1D6, with further loss for repeated communication).

TYPICAL PHYSICAL MANIFESTATION: Q'YTH-AZ

STR 1,000 **CON** 475 **SIZ** 575 **DEX** 30

- **Hit Points:** 105
- **Damage Bonus (DB):** +19D6
- **Build:** 10
- **Move:** 0 (unable to move)

Combat

Attacks per round: 1D6 (strike, batter, crush)
While it cannot move, Q'yth-az can generate sharp, tentacle-like or weighty, ball-like crystalline growths to strike, batter, and crush.

Touch: living cells physically touched by the Old One's appendages are transformed into solid mineral formations if an Extreme POW roll is failed. Body parts affected cease to live (thus, a transformed hand cannot hold or manipulate) and must be amputated. Use the **Hit Location** table on page 27 and allow a Luck roll to determine if flesh has been touched (rather than clothing). Optionally, the Keeper may allow a character to enjoy asserting increased damage with the crystal limb, granting +1D6 damage, although sustained use of the limb in this fashion will cause the person to grow tired (a CON roll after 1D4+2 round of use, rising in difficulty per round thereafter, and then suffer a penalty die on their subsequent actions until rested).

Crush (mnvr): tentacle-like arms shoot forth to coil around the target, who suffers 19D6 damage while being transformed into crystal (their body shattering like glass).

Fighting	80% (40/16), damage 9D6 + touch (see above)
Crush (mnvr)	80% (40/16), damage 19D6 + touch (see above)

Armor

- 15-point hard crystal.
- Regenerates 1D10 hit points per round (death at zero hit points).
- Susceptible to sound; a sustained sound level (circa 200+ decibels) may be enough to cause the Old One's form to shatter, while also permanently damaging any human hearing it.
- If reduced to zero hit points, Q'yth-az form is shattered into millions of pieces. Each piece may be regrown into the Old One over the course of one million years.

Q'yth-az, *crystalloid intellect*

Sanity Loss: 0/1D6 if receiving communications from Q'yth-az; 1D6/2D10 if in the presence of the Old One.

Magic

- **POW:** 125
- **Magic Points:** 25
- **Spells:** Bait Human (variant), Enthrall Victim, Mental Suggestion, Send Dream; others as desired by the Keeper.

Powers

Summons: Q'yth-az may manifest on Earth only when the sky is clear and Orion's Belt is visible.

Crystal Communication: at a cost of 1 magic point per line of communication, the Old One is able to send its thoughts and influence through any mineral formations anywhere in the cosmos. Psychically sensitive humans (POW 50+) can pick up on Q'yth-az's projected thoughts if they come into contact with crystal formations, with such thoughts appearing in dreams or as psychic messages when the subject is awake (Sanity loss 0/1D6).

Transform Flesh: may psychically cause another's flesh to transform into crystalline form (the process may be gradual or rapid, with body organs and flesh becoming crystalline). To determine if a person is infected, allow a Hard POW roll if the instigation is psychic (see following for the effect of physical touch). The transformed person suffers Sanity loss (1D4/1D8, then 1D4 per day thereafter), but gains 8-point armor and is capable of dealing 1D6+DB bashing damage (larger creatures may have increased damage potential). Once a person has undergone a full transformation, they either become a servitor of Q'yth-az or a mindless thing intent on mayhem and destruction.

- R -

RHAN TEGOTH

(Great Old One)

At first, we saw the large crab-like pincers emerging, then, attached to these, came six long and sinuous arms or legs. Following these, a fleshy and bulbous, almost spherical, body appeared. Sprouting from atop was a smaller spherical head containing three small eyes, as well as a long snout-like organ. The thin neck pulsed with sickening regularity, revealing what looked like gill slits, while the body seemed to be covered in a dense fur. But, as it came forward, the fur revealed itself to be a mass of tiny tendrils or tentacles.

Other names: the Feasting One, the Hungerer, the Thing on the Ivory Throne.

Evidence suggests this Old One originated on Yuggoth (Pluto) and later traveled to Earth (some three million years ago), establishing a domain in what is today Alaska. During this period, the *Pnakotic Manuscripts* describes Rhan Tegoth as being worshipped by the gnoph-keh and cannibalistic pre-humans (possibly voormis), and holding "court" upon an "ivory throne." The text goes on to state that the deity fell into a millennia-long torpor, which most believe continues to this day.

An intriguing reference with the *Pnakotic Manuscripts* has led some to believe Rhan Tegoth is the spawn of Shub-Niggurath, although some counter this argument, saying the passage is being misinterpreted and that the Old One is the spawn of Tsathoggua. Such debate appears stagnant and, until further evidence becomes known, remains conjecture.

What seems certain is Rhan Tegoth's need to constantly consume. The *Pnakotic Manuscripts* make it clear that a steady supply of blood sacrifices was proffered by the Old One's worshippers, and when these offerings diminished and then stopped, Rhan Tegoth fell into a deep sleep, which we might describe as hibernation or possibly death. In this regard, most scholars consider this to be the last of the Old Ones to "fall" (be it through lack of sustenance or somehow caused by Elder magics). Indeed, the *Necronomicon* (in speaking of the return of the Great Old Ones) mentions the "Feasting One" as being among the first to wake when the stars are right, which some consider a direct reference to Rhan Tegoth.

In the modern age, a handful of archaeological excavations (mainly in the North American and Canadian regions) have uncovered variously sized statues or idols that bear an uncanny resemblance to this Old One. Mystery surrounds one particularly large statute, which, if accounts are to be believed, is said to have "come to life" while housed in a museum. Despite efforts, no consistent details regarding this alleged incident have been forthcoming, and it remains uncertain as to the veracity of the episode. If true, one may suppose that Rhan Tegoth may be able to come to temporary wakefulness, manifesting through such representational idols that exist on this planet.

Lastly, a line of scholarly thinking purports that the location of Rhan Tegoth's resting place is cryptically hidden within the pages of the *Pnakotic Manuscripts*, although to date no clear consensus or evidence has arisen. Perhaps such things are better (for the sake of humanity) left well alone.

Cult

Whether any remnants of Rhan Tegoth's pre- or non-human worshippers remain is uncertain, and, if they do, they are likely well hidden among the wilds of Alaska and possibly Greenland. It is possible that early human worshippers may have passed down their beliefs through the generations, with a few modern communities conducting rites and sacrifices in secret to this day. In the main, though, it would seem that with the Old One's extended period of hibernation such cults as they were have either dwindled or faded out of existence.

Possible Blessings

- **Deathless Sleep:** perhaps somehow mirroring their god, a few devoted cultists seem to have been blessed with the ability to fall into hibernation, allowing them to rest for years, centuries, and possibly millennia.
- **The Hunger:** enables high-ranking cultists to consume the blood of others, which then may be fed to others, sustaining their lives and healing wounds. Essentially, one or more hit points of blood consumed may be transferred to another (one for one basis), healing wounds and, in addition, conferring one additional year of life; thus, if eight hit points worth of blood are consumed by a high priestess, she may allow another cultist (who has suffered eight damage) to sup from her blood (now supplemented with eight additional hit points), with that cultist gaining eight hit points and healing their wound. The cultist is not only healed but gains eight years of life to their natural total—for some, this may actually decrease their natural age.

Encounters

Those loitering around the periphery or fully involved in archaeological digs, as well as museum staff, may unearth or come into contact with idols or items pertaining to Rhan Tegoth; such objects may hold splinters of the Old One's consciousness and be liable to some form of activation. Otherwise, those with business in the Northern regions may come upon groups and communities still worshipping this deity, and who may desire fresh sacrifices for their rites.

Aura

Items associated with Rhan Tegoth tend to cause repulsion and harbor a certain degree of loathsomeness if touched. Such feelings would be identical but amplified in the presence of the Old One. For some, viewing an idol (or even the sleeping form of the god in statue form) may drive them to obsession and fascination, perhaps stirred by unnatural dreams caused by proximity to the deity.

Rhan Tegoth, *the feasting one*

Sanity Loss: 1D6/2D10 Sanity points; 1/1D6 if witnessing Rhan Tegoth feeding.

TYPICAL PHYSICAL MANIFESTATION: RHAN TEGOTH

STR 200 **CON** 300* **SIZ** 150 **DEX** 75

- **Hit Points:** 45*
- **Damage Bonus (DB):** +3D6
- **Build:** 4
- **Move:** 10

**CON and HP: base amount; both increase as it feeds.*

Combat

Attacks per round: 1D6 (claws) or 1 (feed)
Able to attack with claws to strike, pierce, and grab, or may alternatively forgo these to feed.

Grab (mnvr): claws grab a target, who can then be crushed (3D6 damage) or held for feeding on the following round. The victim may attempt to break free with an Extreme STR or Hard DEX roll.

Feed: the grabbed victim is pulled into the Old One's body, where its many fur-like tentacles pierce the skin and begin to suck blood (1D6+1 damage per round)—see **Hunger** page 182.

Fighting	80% (40/16), damage 2D6 (3D6 if crushed)

Armor

- 10-point tentacle-covered hide.
- Regenerates 1 hit point per round if above 300 CON (death at zero hit points).
- If reduced to zero hit points, Rhan Tegoth turns to stone. It remains as stone for 1D100 years and may at this time be rejuvenated by blood.

Magic

- **POW:** 175
- **Magic Points:** 35
- **Spells:** Cloud Memory, Consume Memories, Fist of Yog-Sothoth, Nightmares, The Red Sign, Utterance of Bile, Wrack; others as desired by the Keeper.

Powers

Hunger: Rhan Tegoth requires blood sacrifice (circa 20 hit points worth) daily to maintain a wakeful state. For every 20 hit points consumed, the Old One gains +1D10 hit points and 1 point of CON. If unfed, it will soon fall in torpor (losing 1D10 points of CON per day; when reduced to less than 300 CON it then hibernates). Enough blood poured over the Old One's hibernating form (10 hit points worth) may be enough to revive it.

Modify Flesh: when in hibernation, the Old One's flesh turns into a stone-like matter or becomes mummified. If stone-like, the deity may be mistaken for a statue.

Lifeless Dreams: although hibernating, Rhan Tegoth's mind remains relatively active in a dream-like state, and is at times able to transmit thoughts, affect others' dreams, and so on. Contact with a sleeping human is automatic for those in close proximity; otherwise, depending on distance, allow a POW roll for the unconscious human mind to resist. If awake, those within 1 mile (1.6 km) of the Old One may be targeted, requiring a Hard POW roll to resist the images and thoughts relayed (Sanity loss may be appropriate for the content of such messages).

RLIM SHAIKORTH

(Great Old One)

I followed the instructions and consumed the paste I had made. The visions began around two hours later. I sought the one called Rlim Shaikorth, and soon beheld in my mind its loathsome image. The impression was strong: that of a huge white worm, whose bulbous and segmented flesh was coiled into a blubber pile upon a great dais. The foremost part rose above the coils, with its head seemingly nothing more than a great curved maw, toothless and hollow, although just above that seemed to be two small nostrils and two deep sockets that seemed to constantly form blood-washed orbs, like eyes, yet these would burst and dribble discolored fluid down to and beyond its mouth, with each drip falling upon two stalagmites rising from the floor, freezing instantly and incrementally increasing the height of these two mounds of "tears."

Other names: the Coiled One, the Eyeless One, the One That Writhes, the White Worm.

Said to have come forth to destroy the ancient land of Mhu Thulan in prehistory, Rlim Shaikorth is believed to have fashioned a domain in the cold wastes from where it ruled, sat atop a white dais within a frozen citadel. In time, an unknown calamity caused the citadel and the ice on which it stood to break free and drift upon the oceans of this planet and those of others. This floating and un-melting iceberg has become known as Yikilth to the Old One's followers. To those devoted to Rlim Shaikorth the frozen citadel's appearance upon the sea is cause for celebration, while for others it is a harbinger of death.

Some scholars have associated this Old One with Aphoom Zhah, stating that the former was spawned by the latter and sent to Earth to grow and mature in the time before humanity's rise. Others claim there is no link between the two, saying that Rlim Shaikorth was star-born and was drawn to the planet's plentiful supply of easily gathered food. While a few believe the god never left and drifts ever upon Earth's tides within its floating iceberg, most claim that Elder magic ripped the Old One's domain apart, causing it and its citadel home to be disjointed in space-time, in a never-ending cycle of travel. That, or else some other power caused the event. Thus, at times, the Old One materializes on Earth for a period before again being cast through space and time to appear elsewhere in the cosmos, sometimes within our own reality, sometimes in another. While such magical transportation appears random, study concludes that it is cyclic and repeating, with Rlim Shaikorth reappearing in each destination, although the time between appearances seems to be fluid, making predictions of

Rlim Shaikorth

the Old One's manifestations problematic at best; thus, according to certain scholars, the repeated appearance and disappearance of Rlim Shaikorth on Earth and in the Dreamlands is explained. Of course, as mentioned, not all agree, and a few argue that the Old One's call can always be heard on this planet.

Allegedly, the Ylidheem (see **Cold One**) have an association with Rlim Shaikorth. While the connection is undetermined, this race of ghostly beings may worship the Old One, with some likely to accompany the deity on its traveling iceberg, acting as servitors and agents.

Sailors legends tell of mysterious events upon the high seas, usually concerning such things as ghost ships or strange sea monsters. The appearance of a floating iceberg upon which rises the spires of a curious temple is spoken of in whispers by a few old sea dogs, who regard the appearance of this "demon berg" as a bad omen. While rarely found in maritime texts, the oral tradition of sea tales includes mention of Yikilth and how it radiates a "devilish cold" able to blast ships and freeze both sails and engines. Stories include the mention of sailors frozen solid or seaports found covered in ice and their inhabitants missing or dead.

Cult

Any human cults revering Rlim Shaikorth appear to have long since died out, with their heyday believed to have been before Hyperborea fell. Some texts comment that in this period, wizards and some mystical sects paid particular attention to this Old One. The same texts often mention the proclivity of Rlim Shaikorth to eat its followers and summoners. It is possible that a form of praise or acknowledgment survives in the hearts and minds of certain seafaring folk, be they sailors or those from traditional fishing communities who have at some time in the past been touched by the Old One's icy tendrils. Whether a secret cabal of sailors exists is unknown, although in theory, the possibility remains.

Possible Blessings

- **Cold Hands:** the follower is blessed with the ability to produce extreme cold from their hands, able to make objects freeze by touch. When used as an attack—using the Fighting (Brawl) skill—it deals 1D6 damage plus the loss of 1D4 points of CON; if a victim is held over a number of rounds, they may be frozen solid. Use of this power costs 2 magic points per round.

TYPICAL PHYSICAL MANIFESTATION: RLIM SHAIKORTH

STR 125 **CON** 250 **SIZ** 150 **DEX** 60

- **Hit Points:** 40
- **Damage Bonus (DB):** +3D6
- **Build:** 4
- **Move:** 9

Combat

Attacks per round: 1 (freezing touch or swallow)

Prefers to avoid direct combat, using cold ones to fend off interlopers as necessary. As it likes to swallow its food whole, it prefers to subdue victims by freezing them for this purpose. As necessary, it may use its freezing touch (see above) to inflict damage and subdue.

Blood: those injuring the Old One finds that its blood is dangerous, with those splattered suffering 1D10 damage from its freezing-burning effect on flesh. Such damage is a factor depending on the circumstances (clothing worn, form of attack, and so on), and a Luck roll may be used to determine if harm is so caused. Water and so forth can wash the blood away.

Swallow: if swallowed, a victim has but one chance of escape if they can successfully leap out of the Old One's mouth on their next action (Jump or Hard DEX roll). If unsuccessful, they cannot be saved and they become one with the deity.

Fighting	75% (37/15), damage 1D10 freezing
Swallow	50% (25/10), death (assumes a moving target, otherwise automatic success)

Armor

- 10-point blubber.
- Slashing and piercing weapons cause the Old One's blood to splatter (see **Blood** above).
- If reduced to zero hit points, Rlim Shaikorth melts into a pool of slurry, which then freezes over; if this takes place on Yikilth, the iceberg dematerializes in 1D10 rounds to another dimension. The Old One reforms in 4D100 years on Yikilth (wherever it is).

Encounters

Those traveling the seas on Earth or in the Dreamlands may hear tales of Yikilth and the frozen god that dwells within. Certain seaports fear the appearance of wintry clouds and storms as heralds of Rlim Shaikorth's approach; such communities, aware of the icy death falling upon them, may endeavor to retreat inland to avoid these visitations.

Aura

Clearly, anything associated with Rlim Shaikorth carries an unearthly coldness; indeed, picking up an idol to the Old One is likely to inflict one point of damage through a shock of cold. If encountering Yikilth, the ominous iceberg is preceded by chill winds and freezing mist, causing many to fail to see the iceberg before it's too late to turn their vessels aside.

Rlim Shaikorth, *the white worm*

Sanity Loss: 1D4/2D8 Sanity points.

Magic

- **POW:** 100
- **Magic Points:** 20
- **Spells:** Bloat (variant), Breath of Pazzuzu, Create Mist of R'lyeh, Power Drain, Send Dream, Siren's Song, Wrath of Pazzuzu; others as desired by the Keeper.

Powers

Yikilth: the presence of Yikilth causes temperatures to dramatically drop and for frost to form on places and vessels nearby. Extended proximity causes plants, animals, and humans to freeze solid (humans may avoid this fate by wrapping up warmly).

Coterie: the Old One is always accompanied by 1D8 cold ones.

Freezing Touch: flesh and objects touched by Rlim Shaikorth freeze solid and never thaw out, even if exposed to fire. Humans suffer 1D10 freezing damage per round, plus, if unable to succeed with an Extreme POW roll, the loss of 10 points of CON per round (a successful CON roll means the loss of 1D6 points of CON); if reduced to zero CON, the victim is frozen solid. If able to escape before death, a victim's CON returns at the rate of 1D10 points of CON per week, although half of the points lost to cold can never be normally regained.

Lullaby: the deep, soft murmuring sounds emitted by the Old One can cause living things to fall into a deep sleep (allowing the entity to then consume them at its leisure). Humans may resist this effect by muffling their ears or with an Extreme CON roll.

- S -

SAAITII

(Lesser Old One/Unique Entity)

I saw its pallid snout first, then its immense bulk rising behind like a great hill. As it came into focus, I saw too its tiny, glowing pink-red eyes and its slavering, tusk-filled mouths, for three of these maws it possessed. Upon a dozen or more cloven-hoofed legs it strode, like some monstrous porcine hell beast, its flesh rough and wrinkled, bloated and pale.

Other names: the Beast, the Tusked One, Sal-Oo-Tep.

Little is known of Saaitii, otherwise called Sal-Oo-Tep, with never-ending debate by scholars as to its proper classification. For some, it is a Lesser Old One, for others a lesser unique being that dwells upon Earth but rarely wakes. While a few believe it to be incorporeal, only taking form on occasion, most think of it as a physical entity that sleeps deep in the ground, only rising at specific times (possibly due to astral alignments).

Jefferey Swan's *The Land and Spirits of Lost Times* (London, 1863) is one a few texts mentioning Saaitii, which it does in the context of a nature spirit, said to manifest a monstrous and bloated swine-like creature. Swan goes on to say that ancient pagans gave sacrifice Saaitii before hunts and in thanks for their food, writing that some would wear the carved-out heads or skulls of wild boar to personify the deity. Although not going into too much detail, Swan muses that such beliefs may have been carried down the years within some particularly closed communities in England and Germany, and possibly transported to the Americas by settlers who held on to the Old Ways (he even remarks that the introduction of wild boar to North America may have some connection to these beliefs).

Another text, the *Sgsand Manuscript* (14th century), said to have been written by "priests of Raaee," is believed to contain a spell to summon Saaitii, and possibly one to banish it as well. The text also contains the highly useful Saaamaaa Ritual, said to offer protection from alien powers. The *Manuscript* suggests that Saaitii was from "without" and came to this planet to "take form," and thereby chose a form inspired by hogs (albeit a twisted and horrifying version of one). If true, one may suppose Saaitii is and remains a relatively immature being from the cosmic order, who sleeps and feeds until the time for it to return to the stars in maturity.

Despite the written word, some scholars hold that the entity does not reside on Earth but rather dwells in an outer

realm of darkness. When called to this planet in times past it established a link allowing it to manifest here of its own free will. Thus, at times it lurks in the wilder places of Earth, like some feral beast, hunting and devouring prey, while at others it sleeps in a nether realm. If truly incorporeal, it may possess and then transform an earthly beast (humans included), enabling it to take form to feed on the "solid" flesh of this planet.

Cult

While no overarching organized human cult exists, it would be true to say that there are some groups and communities that venerate the hog god Saaitii. Such people tend to hold Saaitii either in solo devotion or within a small pantheon of "earth spirits." While most such groups are, more or less, harmless, a few may have formed a stronger, direct connection to the entity, granting them deeper sight of its cosmic nature. These latter groups are likely to be far more dangerous and given to holding blood sacrifices to their god, as well as knowing the means to summon the entity to them.

Possible Blessings

- **Hog Form:** able to physically transform into a hog-like creature (see **Wild Boar** for profile).
- **Possess Hog:** rather than transforming, the blessing grants the cultists the ability to mind swop with a hog, allowing them to go about as an animal with a human mind (the cultist's human body should be locked up while the pig's mind is hosted within).
- **Tusks:** high priests and priestesses may find tusks growing from their mouths (in time, capable of dealing 1D6+DB damage).

Encounters

Those in remote areas, particularly within temperate climes, may uncover evidence of the worship of Saaitii and possibly isolated communities honoring the deity. Such things may be evident in less wild locations, such as cities, with smaller cults performing rites to the entity in the hope of being granted insights or power; these groups may go so far as cannibalism or murder to gain the god's favor. Direct encounters with Saaitii are possible, should the entity be summoned, somehow unearthed deep in the ground while it sleeps, or called to temporarily run free and feed.

Aura

A cloying earthiness surrounds this entity as well as the aura of a predator—bestial, threatening, and hungry. A growing feeling of loathing may build from one's stomach, causing some to feel instantly repelled. The air tingles with expectation and the fear that this unpredictable monster could lunge forward at any time.

TYPICAL PHYSICAL MANIFESTATION: SAAITII

STR 225 **CON** 275 **SIZ** 175 **DEX** 60

- **Hit Points:** 45
- **Damage Bonus (DB):** +4D6
- **Build:** 5
- **Move:** 8

Combat

Attacks per round: 2 (bite, gore) or 1 (trample)
May use its mouths to bite and tusks to gore and tear up to twice per round, or may charge and trample once per round.

Fighting	70% (35/14), damage 2D6
Trample	80% (40/16), damage 4D6

Armor

- 10-point thick hide.
- If reduced to zero hit points, Saaitii collapses, its body splitting open to release foul liquids, while its will returns to its dimensional lair. It may take physical form (possession) again in 100 years.

Saaitii, *the beast*

Sanity Loss: 1D8/2D10 Sanity points.

Magic

- **POW:** 125
- **Magic Points:** 25
- **Spells:** Cloud Memory, Enthrall Victim, Implant Fear, Mental Suggestion, Mindblast.

Powers

Dream Sending: those who have encountered Saaitii should attempt a POW roll to avoid the creation of a psychic link. In addition, at a cost of 10 magic points, Saaitii may send forth its mind to find and target a particular person within 5 miles (8 km), who may throw off this mind contact with a successful POW roll. Where a link is established, the person experiences horrible and vivid dreams of descending into hellish labyrinths to the maddening sounds of countless

howling and squealing swine creatures. During such dreams, the victim behaves strangely, falling into a coma-like state and often grunting or squealing like a hog. On waking, a Sanity roll (1/1D4 loss) should be made. The dreams happen every night thereafter, provoking the same Sanity roll until the victim becomes permanently insane and a slave to Saaitii. The dreams may be stopped with an Extreme POW roll, which can be attempted every day, or via magical means.

Mind Control: psychically takes control of a person (within 50 yards/meters), using them either as a puppet or taking them back to its hellish lair to be psychically consumed at its leisure. Targets may resist the control by succeeding with an Extreme POW roll, otherwise they fall completely under Saaitii's control for 2D10+4 hours. Those taken back to its lair may fed upon, losing 2D10 points of POW per 24 hours. The victim may try to break the control with another Extreme POW roll once every 24 hours. POW lost in this manner cannot be regenerated by non-magical means. At zero POW the victim is permanently controlled; an otherwise mindless thing hosting a portion of Saaitii's will.

Possession: when manifesting, Saaitii possesses the nearest animal or human, corrupting and twisting flesh to create a swine-like horror. Those possessed may live afterward (if surviving the 2D6 damage from the rearrangement of their body) but remain hideously disfigured.

Sacrificial Summons: blood sacrifice made specifically to Saaitii has a 30 percent change of summoning the deity within 1D10 hours. Saaitii possesses a host (human or otherwise), twisting their flesh into a swine-like mockery of life (see **Possession** above).

SEBEK

(Lesser Old One/Unique Entity)

The ancient hieroglyphs show it as a crocodile-headed man, yet these simple images cannot convey the full truth or horror of its form. In reality, it appears some ten feet high; its humanoid torso upon two legs, its long and rope-like arms ending with clawed hands of sharp talons. A slanted head, crocodilian in aspect but somehow more reminiscent of a great lizard or dragon. The flesh was not human, but rather a lattice of irregular scales of differing green hues, which were slick and wet in appearance, as though coated in slime. About its face, great bony ridges surrounded its emerald-colored eyes, which were deep set and sunken, while its lizard mouth was filled with stiletto-like teeth. It may have looked something like a crocodile to some, but, for me, it was a terrible fusion of human and dragon, wrought from the nightmares of the fantastical.

Other names: the Cunning One, the Scaled One, Sol-b'ak, S'se-b'lok.

While many texts consider Sebek to be a Lesser Old One it is understood by some that this entity may be related to or is mutation of the lloigor race. Either way, even if a particularly unique lloigor specimen, Sebek should be considered a powerful entity and one of great cunning and guile.

Much like the Elder God Bast, Sebek appears to have been mistaken or considered to be a characterized form of Sobek, the crocodile-headed god of the Ancient Egyptian pantheon. It seems clear that Sebek may have used such misconceptions to effectively infiltrate humanity's perceptions and beliefs concerning "earthly gods," passing itself off as the Sobek/Sebek of Ancient Egypt to assume a position of power and command over groups of apparently misguided humans.

If a mutated or great-aged lloigor, Sebek is probably incorporeal but able to take physical form at will. Rather than the usual "great lizard" form commonly assumed by lloigor, Sebek's physical manifestation is subtler and more cunning in that it has fashioned its appearance (on Earth at least) upon a cross of human and crocodile. Whether this was inspired by the pre-existence of the Egyptian Sobek or (more likely) simply pulled from the minds of the first humans it encountered is uncertain. Of course, taking on such a form enabled Sebek to ingratiate itself among the culture of Ancient Egypt and thereby feed off the beliefs and sacrifices made to it, while in turn feeding off the life force of worshippers. As one scholar, Clementine Wilson, puts it, "Sebek's disguise suited it perfectly, it could feed off humanity and grow fat."

There is general agreement that Sebek departed the planet to feed elsewhere, which coincided with or followed the decline of the Ancient Egyptian world; thus, the cult of Sebek also declined and became lost to history. In the modern age, Sebek's manifestations on Earth have been few and far between, perhaps due to a greater food source elsewhere in the galaxy. Presumably, should such a food source fail, Sebek may seek to return to this planet and carve a niche among humanity.

Most of what we know rises from the pages of Ludvig Prinn's *De Vermiis Mysteriis*, which contains a discussion of the entity's adaptation to human belief systems while hinting at its possible nature as an advanced or mutated lloigor. The text includes praises to the entity and a rite believed by most to temporarily summon Sebek, which in reverse form may act to banish.

Cult

The ancient Cult of Sebek believed their god to be a source of infinite life and pathway to immortality. The priesthood

of the cult taught that their god would bring resurrection at an appointed time, with those restored granted the gift of immortality. Consequently, the priesthood is believed to placed curses upon their tombs to ward against robbers and those who would desecrate the blessed dead. The cult tended to high ceremonial rituals, with members often dressed in lavish attire, and priests donning crocodile masks fashioned from gold or gold leaf. Some claim that these masks where enchanted, becoming "one" with the wearer and enabling them to bite as those possessing a crocodile's jaw and, possibly, swim for extended periods underwater.

By the modern age, only four mummified priests of Sebek have ever been found, and these discoveries all appeared to end in tragedy, with violent deaths alleged to have claimed the lives of the archaeologists concerned. Presumably more tombs are waiting to be discovered, although some claim the Cult of Sebek never truly died out, and its members still work to guard the sleep of their blessed dead while also attempting to recreate a means to bring their god back to Earth.

Possible Blessings

- **Masked:** whether through a certain spell or blessing, some cultists can transform their heads into a crocodile-like appearance (whether a crocodile mask is necessary it uncertain), able to deliver bone crushing bites (1D6+4 damage). Some may be able to fully transform into a crocodile-like thing for extended periods.
- **Command Reptiles:** granted the ability to command lizards, crocodiles, and the like. This power works much like the spell Command Animal.
- **Immortal:** a few may be blessed with immortality and unable to die by natural means.

Encounters

The work of the Cult of Sebek, whether original immortal members or their descendants, are likely to be found guarding cult tombs. It is possible that the cult expanded outward at the collapse of the Ancient Egyptian world, with some members making new homes in Europe and beyond; thus, hidden tombs may lie in forgotten corners of France, Italy, Africa, and even the Americas. There are some who have come to worship Sebek through their studies, and even now seek ways to commune with their god, and, should such activity bear fruit, the risk of turning Sebek's attention back to our planet is high.

Aura

The musk of the reptile house pervades the temples and secret hideouts of the worshippers of Sebek, who commonly keep reptiles for use in their ceremonies. Those in the presence of Sebek may note a strange electrical energy in the air and the crackle of static, as well as a distinctly alien coldness emitted by the entity.

Sebek, *the scaled one*

Sanity Loss: 1/1D8 Sanity points to encounter Sebek in physical form; 0/1D4 if incorporeal.

Magic

- **POW:** 135
- **Magic Points:** 27 (60)**
- **Spells:** Animate Mummy, Appear Human (variant), Bind Enemy, Bring Haboob, Contact Lloigor, Create Child of the Sphinx, Implant Fear, Parting Sands; others as the Keeper desires.

***Naturally possesses 27 magic points but assume average of 60 points from recent feeding.*

Powers

Command Animals: at a cost of 1 magic point per animal, Sebek is able to command any animal within 50 yards/meters, although the entity tends to focus or prefer reptiles.

Consume Life Force: Sebek may drain 1D10 magic points from a human within 20 yards/meters. In addition, multiple sleeping humans (up to several miles away) may be drained of 1D6 magic points over the course of a night in much the same fashion as a lloigor. Those drained to zero magic points in a single night automatically fall unconscious and are unable to wake (see following) and will ultimately die as their body loses its will to live.

Whenever magic points are drained, the victim(s) should make a CON roll, as no magic points can be recovered until a CON roll is successful (victims may roll once per day). If the CON roll succeeds, victims can begin to regain magic points at the usual rate of 1 point per hour. If the CON roll is failed, no magic points are recovered. If drained of all magic points, a successful CON roll restores 1 magic point and wakes the victim; for the next 24 hours, the victim suffers a penalty die to all physical and mental skill tests (including combat), but does begin to regain magic points at the usual rate after these 24 hours have passed.

Manifestation: normally incorporeal, Sebek may manifest either in human-crocodile-headed form or as monstrous distorted reptile at will. Once the body is formed, it may be maintained indefinitely or be dissolved at will.

Mind Contact: at a cost of 1 magic point, Sebek may send thoughts to a human within 20 miles (32 km), who may attempt to resist with an Extreme POW roll. Such contact costs humans 1/1D4 Sanity points.

TYPICAL PHYSICAL MANIFESTATION: SEBEK

STR 265 **CON** 325 **SIZ** 95 (125*) **DEX** 125

- **Hit Points:** 45
- **Damage Bonus (DB):** +3D6 (+4D6*)
- **Build:** 5 (6*)
- **Move:** 14

**SIZ 125 in monstrous lizard form, granting increased DB and build.*

Combat

Attacks per round: 1 (incorporeal), 2 (human-reptilian form), or 4 (monstrous form)

While incorporeal, may only use its mental powers or a vortex attack. If manifesting physically, may use claws to strike and rend, or bite.

Vortex Attack: a type of implosion, sounding like the roll of distant thunder. Things in the blast area are torn to pieces and the ground is ruptured. 20 magic points are required for an area 5 yards/meters in diameter; 40 magic points for an area 10 yards/meters in diameter, and so on. Everything within the vortex suffers 1D100 damage. Alert investigators may notice the tell-tale signs of swirling lines of glowing energy appearing in the air and a half-unheard throbbing noise penetrating their bodies moments before the attack, possibly allowing them to dive for safety.

Fighting	80% (40/16), damage 3D6 (4D6 if monstrous)

Armor

- 4-point magical ward in human-crocodile form; 8-point hide in monstrous form, and while incorporeal Sebek cannot be harmed by mundane weapons (incl. bullets).
- Regenerates 1 hit point per magic point spent in healing itself (death at zero hit points).
- If reduced to zero hit points, Sebek physical form turns to dust, or, if incorporeal, a wave of cold is felt. It reforms in 1,000 years.

Resurrection: by expending 10 magic points, Sebek may restore a lesser being (humans included) to life. If an additional 5 magic points are invested, the restored individual is granted immortality (natural death is negated). If a human, the shock of new life inflicts the instant loss of 2D10 Sanity points. Note, this power is separate to and unaffected by the Resurrection spell.

Telekinesis: can manipulate matter within 60 yards/meters at a cost of 5 magic points to create a telekinetic force equivalent to STR 10 (further multiples of 5 magic points increase the STR by 10 points). Such forces may knock over or cause objects to fly through the air.

SHUB-NIGGURATH

(Outer God)

It is hard to describe the events I saw take place amidst the trees on Chicken Hill, and even now, years later, I bear the scars. From my hidden vantage point I saw the wicked ones call down their god from the sky. In the seconds before I blacked out I saw it, and it remains burned into my very being. At first, it seemed like dark clouds had gathered above our heads. But, they were not clouds I realized as they coalesced and took form, the air seeming to harden and take awful fleshy shape. A huge, floating mass of dark cancerous flesh on which grew countless boil-like growths, some of which formed into eyes, while others parted to reveal mouths of shark-like teeth. From this ever-festering flesh extended horrifying limbs and body parts whose purpose still haunts my nightmares. Some were tentacular and hung below the mass, reaching to the ground and entwining the cultists, while others seems to end cloven hooves. All the time, great gouts of slime sloughed off and fell downward like diseased rain, and, where this fell, the earth burned.

Other names: Abundant Watcher, the Black Goat of the Woods with a Thousand Young, Dark Mother, Lord of the Wood, Magna Mater, Shol-Nurg-At.

Perhaps, upon Earth, one of the most worshipped deities of all the cosmic pantheon, Shub-Niggurath's connections to our planet are wide and varied. While said to be among those dwelling in the Court of Azathoth, some texts suggest this entity may at times reside within the planet Yaddith (suggesting some connection to the horrific dholes), although many believe Shub-Niggurath's true domain exists in another dimension, often called Sekrem.

Like so many other Old Ones, Elder beings, and Outer Gods, Shub-Niggurath's appearances on Earth have caused

Opposite: Shub-Niggurath, the black goat of the woods

humanity to conjure meaning and definition to explain such phenomena, with the entity reshaped and fashioned in the likeness of earthly gods. Often, such visualizations misinterpret the entity as the manifestation of gods such as Cybele, Gaia, Pan, and so on. Indeed, throughout the ages, willfully misguided humans have misappropriated the Dark Mother, believing "her" or "him" to be aspects of gods from within their own belief systems. Of course, not all humans have done this, as there are many who have seen, discovered, or been taught the truth and see this entity clearly as an all-consuming cosmic power in the shape of the Black Goat of the Woods with a Thousand Young, a.k.a. Shub-Niggurath.

For example, in Ancient Greece, certain manifestations of Shub-Niggurath became associated with the fertility goddess, Cybele, who in turn assumed portions or aspects of the Earth-goddess, Gaia. For many, this resultant goddess was considered an exotic alien (foreign goddess) whose worship might best be characterized as a frenzy of music, wine, and debauchery. Interestingly, such ecstatic worship reminds us of Pan, the Greek god of shepherds, woodlands, and sexuality, and who (for some) later becomes entwined as a male aspect or avatar of Shub-Niggurath (see **Great God Pan**). In the Roman world, Cybele became the Magna Mater (Great Mother), whose cult spread throughout the known world. Thus, while the vast sway of worshippers saw only the embodiment of their earthly goddess, a few hidden within such cults saw the goddess as a reflection or portion of their true devotion, namely Shub-Niggurath. Working and corrupting from within, these Shub-Niggurath cultists used their positions to effectively create and operate a secretive inner-cult where they could worship in undiluted fashion.

The deity's association with goats would appear to derive from certain appearances where the god's body possessed goat-like limbs ending in hooves. The association may also spring from the entity's seeming embodiment of fecundity, which for some characterizes its powers or blessings as "witch-like," or may simply be a product of the god's worshippers, who have included solitary magical practitioners and covens of witches and warlocks. Some texts outright call the Dark Mother the "god of the witches," although this is clearly a gross simplification of witchcraft it certainly holds true for some witches who follow a more star-focused form of practice and who have gleaned some aspects of the true cosmic order from their studies in becoming servants of Shub-Niggurath. Amplifying such matters is the preponderance of Shub-Niggurath's name (or associated names) within grimoires, with the deity often cited in rituals and spells.

Apparently unchained or restrained by Elder magic, this entity appears free to travel where it will, and, as stated, has manifested on Earth numerous times leaving behind signs of its passing on the landscape and people. Where the entity dwells in the cosmos is unknown. One important signifying factor is this deity's effect upon life, which seems to both corrupt and burn: mutations and unrestrained and rapid growth are often evident in both plants and animals (humans included). Many texts state the "Milk of Shub-Niggurath" produces "changes" when drunk, with some warning that to even touch this foul fluid is enough to cause a person to take on "strange form." Shub-Niggurath may be likened to a perverse fertility deity, bringing uncontrolled and rampant growth, where such fecundity is fashioned by an alien mind and ultimately inimical to life (well, certainly earthly life). Most scholars agree that Shub-Niggurath is like a creator-aspect of the cosmos, perhaps even an embodiment of Azathoth as creator. Yet, unchecked, such creation is overly abundant, choking, and self-consuming.

Cult

Human cults worshipping Shub-Niggurath have existed for millennia, and while not as organized as the Cult of Cthulhu, the god's taint upon humanity is deep. Given the entity's ability to be misinterpreted by human perception, its worship has often been disguised through prayers and devotions to simplistic earthly gods, with true meanings hidden beneath layers of obfuscation, allowing cults to operate openly while keeping their motivations and purpose obscured. Thus, some who might present themselves as witches, druids, or pagans, may be devoted to the Dark Mother. Of course, some have little regard to such masks, and worship deity in secret and out of the way places, such as forests, moors, and mountainsides. The full moon seems to hold particular relevance for most of Shub-Niggurath's cults, with rites held monthly and which tend to dissolve into riotous orgies, although some cults lean to a more highbrow form of worship, with complicated ceremonies that appear more in line with the workings of "high magic."

One particularly insidious cult, named The End, sees Shub-Niggurath as a form of perfection, and believes that after reaching maturity the body is no longer perfect; thus, members seek to give their lives to their god at the peak of their perfection (sometime around age 20), or (more commonly) seek to hold back the aging process through artificial (sometimes magical) means. This often wicked and evil cult tends to draws its members from the young, preaching that only in perfection can one find enlightenment. In the modern age, certain secretive quarters of the body modification movement may harbor members of this cult, much like some of the unlicensed plastic surgery doctors (and their patients) in the early 20th century.

While Shub-Niggurath rarely deigns to appear when summoned, the deity may send one of her dark young to receive praise and sacrifices. These emissaries usually

depart quickly, although occasionally one will remain for an extended period, perhaps serving the cult as a guardian or teacher of arcane wisdom (spells), with Shub-Niggurath channeling thoughts and gifts through the dark young.

Cults to the Dark Mother appear to have existed during the Hyperborean age, and it is said temples to this entity were raised in Mu, Sarnath, and K'n-yan. Indeed, the cult of the Dark Mother transcends humanity, with the mi-go and the Nug-Soth (Yaddithians) being two alien races paying particular interest to the deity. On Earth, in addition to some humans, the gof 'nn hupadgh are a secretive race totally devoted to Shub-Niggurath.

Possible Blessings

- **Become Child of Shub-Niggurath:** some touched by the deity are transformed, as are those who consume the Dark Mother's milk, becoming children of the god (see **Child of Shub-Niggurath** and **Gof'nn Hupadgh**).
- **Mutation:** rather than undergo complete transformation, a worshipper may be blessed with a physical mutation, such as cloven hooves, and extra pair of arms, or an extra head. Each is unique, bringing its own advantages and disadvantages.
- **Mind Swap:** truly devoted individuals may be blessed by having their mind transferred into the body of a dark young or other creation of the Dark Mother.
- **Command Animal or Plant:** grants the ability to give simple commands to animals or plants; animals may serve to guard or attack, while plants may be ordered to rapidly grow, perhaps to barricade a door or enclosure, or to form a barrier, and so on.
- **Increase:** some may be gifted the power to expand their physicality by spending 10 magic points to effectively double their SIZ and STR (and build, hit points, and so on). The new physique lasts for 1D4 hours.

Encounters

Many human magical practices have their roots in the worship of the Dark Mother, with spells gifted to worshippers passed down the generations and subsequently becoming watered-down magic (folk magic), then set down in grimoires. In some cases, unwitting souls may find and use such folk spells and somehow achieve a greater (original) effect, well beyond their intention and causing unforeseen outcomes. In addition, such people may inadvertently open a channel to the Dark Mother and find that entity's thoughts entering their minds and directing them to even more outlandish outcomes.

While contact with the deity remains possible, most will come to know Shub-Niggurath through the varied and disparate cults operating at any given time on the planet. While most are contented to serve their god through ritual and sacrifice, some may have intentions that could spell horror and disaster on a grand scale.

Those infiltrating mi-go outposts hidden within mountains and the like, may come upon alien temples to Shub-Niggurath, strange religious artifacts, and event gateways to bring them directly into the presence of this Outer God.

Aura

The senses are liable to be assaulted by a heady mix of organic smells and sounds. The smell of blood strong in the air (all things concerning Shub-Niggurath tend to involve blood), and the feeling of constriction, as though living things (be they animal, plant, or other) were closing in. Senses may become heightened as the subconscious detects predatory movement from the corner of the eye. Living matter touched or influenced by this deity is twisted, mutated, and corrupted, and such things carry a distinct "wrongness" that just feels weird.

Shub-Niggurath, *the black goat of the woods*

Sanity Loss: 1D10/1D100 Sanity points.

Magic

- **POW:** 350
- **Magic Points:** 70
- **Spells:** Bestow Glimpse of Truth, Call Lightning, Clutch of Nyogtha, Command Animal, Command Plants, Curse, Healing (variant), Human Shrub, Maggots, The Red Sign, Wrack; others as the Keeper desires.

Powers

Body Modification: Shub-Niggurath's form is not fixed, it is able to warp and reshape its mass at will: creating, extending, absorbing limbs, appearing humanoid or monstrous, and so on. Typically, this Outer God appears as a great cloud possessing eyes, mouths, and limbs, but has also been known to take on a more physical and monstrous form of a multilegged lizard-spider-like thing.

Create Servitors: able to produce (birth) dark young and other associated horrors at will. Some are instantly reabsorbed, while others act as guardians or extensions of the god's will.

Mother's Milk: the deity's milk has remarkable properties that cause transformations in those who consume or are touched by it. In its raw form, the milk may produce spontaneous and rapid mutation and a general corruption of the flesh. In some cases, a human may be transformed in a **Child of Shub-Niggurath** or else some other twisted

TYPICAL PHYSICAL MANIFESTATION: SHUB-NIGGURATH

STR 360 **CON** 850 **SIZ** 600 **DEX** 140

- **Hit Points:** 145
- **Damage Bonus (DB):** +11D6
- **Build:** 12
- **Move:** 15

Combat

Attacks per round: 1 (flail, strike, seize, or trample)
Uses a multitude of tentacles and limbs to flail, strike, and seize opponents. Alternatively, may trample opponents.

Seize (mnvr): may seize one victim in a round; with a successful catch, the victim is gathered into the main body and, on the following round, drained of fluids by its many mouths (permanently draining 3D10 points of STR per round). While being drained, the victim is helpless and may not cast spells, expend magic points, or perform any act whatsoever except to writhe in pain and scream, although the victim may have one attempt to escape the god's clutches on their next action after being seized, with an Extreme STR or DEX roll (after that, the victim is unable to act).

Trample: may trample beings of SIZ 300 or less, and may affect all within a 20 yard/meter radius of the god. Unless an Extreme Dodge or Jump roll can move a target out of the way, they suffer 11D6 damage.

Fighting	75% (37/15), damage 5D6
Seize (mnvr)	75% (37/15), held then drained of 3D10 STR (see above)
Trample	75% (37/15), damage 11D6

Armor

- None.
- Immune to mundane weapons (incl. bullets).
- Regenerates 2 hit points per magic point spent in healing itself (death at zero hit points).
- If reduced to zero hit points, Shub-Niggurath's form petrifies, cracks, and falls into a million pieces, while its essence is transported elsewhere (note that any left-over part may regrow into some monstrous child of the Outer God). It reforms in 1D100 years.

monstrosity (a POW or Hard POW roll may negate the effect), while at other times the milk is said to have amazing healing properties (restoring lost limbs and so on)—the effect is determined by the Keeper, but should remain more or less consistent (i.e. the milk may at first heal, but later begin to corrupt and/or transform an individual). Some humans and aliens (mi-go) have managed to experiment with the milk so as to produce a stable solution that can produce and replicate beneficial effects (which tend to go awry). In some cases, the milk has been heated, causing it to transform into small, white sentient creatures. In truth, the milk produces a seemingly unlimited range of benefits and hazards.

Summons: must be performed beneath an open sky, and using an altar (stone, wood, corpse) consecrated in blood. A full moon is particularly beneficial.

Twist Nature: wherever Shub-Niggurath manifests, it causes animals and plant life in the vicinity to warp and mutate. While this is mostly upsetting, some mutations are liable to become predatory and dangerous—the Keeper should feel free to invent horrific animal and plant monstrosities (or conjoined versions) for this purpose.

SHUB-NIGGURATH: LADY OF THE WOODS, THE

(Avatar)

She, the Lady of the Woods, entices and beguiles the foolish to lose their way in the forest and to take the dark path to revelation and enlightenment. She takes many forms, but always regal and dazzling. Within her eyes, the flames of desire and hunger burn, and who would look deep within shall find only sorrow and doom.

Other names: Arwena, Babalon/Babylon, Lady of Abominations, the Huntsman, the Red Woman.

It would appear that, from time to time, Shub-Niggurath sends forth a human-seeming avatar, generally known as the Lady of the Woods. While often female in aspect, the avatar is said to also take a male form, although this remains unconfirmed. Most scholars agree that the Dark Mother may take similar but different forms when appearing to other alien races, such as seeming mi-go like when manifesting among those strange creatures.

On Earth, this avatar's arrival may have caused some humans to conceive or misattribute the manifestation to known earthly gods, such as Babalon, the Red Goddess; Babylon the Great, from the Book of Revelations (17:5), or Isis of the Ancient Egyptian pantheon; and so on. While such connections enthuse and distract scholars, such attributions are manmade and tend to obfuscate the reality of Shub-Niggurath in human guise. Better to strip away such veils and focus on the manifestations as simply as possible.

Whether male, female, or androgynous, this avatar tends to appear particularly attractive, usually tall, elegant or rakish, and confident. Many texts alleging to describe encounters speak of the avatar in sensory terms, and what might be likened to an archetypical "bad boy" or "bad girl" in common parlance. Humans meeting this avatar instinctively know this "person" is a personification of fire, excess, and extremes, which for many can be quite appealing. Thus, humans can fall easily for the Lady/Man of the Woods, becoming unwitting servants of their desire and driving them to undertake whatever tasks are commanded of them.

It would seem that this avatar mostly manifests when Shub-Niggurath has been unsuccessfully summoned, or in places that have previously seen the taint or mark of the Dark Mother, with the avatar appearing to manipulate the local inhabitants into a frenzy of creativity and hedonism that usually ends in wanton destruction and/or calamity. Effectively, driving humans to become like the Old Ones, as noted in the *Necronomicon*:

And this shall precede their return. The time shall be clear, for mankind shall be as the Old Ones: free and wild and beyond petty morality and laws, and mankind shall call and kill and revel in joy. The Old Ones shall teach mankind new joys and the calling and killing shall multiply, covering all with ecstasy until the flames of total freedom shall burn all things. Then shall the Old Ones be reborn anew.

Thus, most consider the Lady of the Woods to be a herald of the Old Ones and a teacher preparing humanity by instigating lawless and immoral behavior. In times past, such activity has caused entire communities to explode and destroy themselves. Happily, such events appear to have been limited and isolated, yet in the modern age, with such technological advances as wireless radio and other marvels, the reach of the Lady could be formidable and far more devastating.

Cult

No overarching and long-lived human cult exists, although that does not mean that smaller and isolated cults do not, as indeed there appears to be numerous small sects and groups devoted to some aspect of this avatar. While many have not yet seen beyond the veil to horror hidden behind, a great number (mistakenly) believe that this human form is Shub-Niggurath's true form, with much time taken to understanding the god's creed, anticipating its wishes, and devising means to summon the Lady to them.

The Red Sisterhood, the Burning Hearts, and the Daughters of Blood are just three cults worshipping the Lady of the Woods in their own unique way and on their own terms. While the Red Sisterhood and the Burning Hearts have a tendency to wild abandon and recklessness, the Daughters of Blood are a more calculating and careful group, given more to considered planning and cunning in their bid to infiltrate positions of power to better prepare the way for their "goddess" who, they believe, shall soon come.

Possible Blessings

- **Beguile:** grants the ability to magically charm another person. The beguilement forces another to perform a task, which is done almost unconsciously, although it cannot involve self-harm. The target may resist with an opposed POW roll.
- **Enhanced Appearance:** the blessing reshapes the follower's face and form, increasing APP to 80+1D10 points.
- **Know the Forest**: bestows the ability to navigate unerringly through woodland areas and to cause vegetation to create and conceal hidden groves.

The Lady of the Woods

TYPICAL PHYSICAL MANIFESTATION: LADY OF THE WOODS

STR 100 (150*) **CON** 100 **SIZ** 70 (150*) **DEX** 100

- **Hit Points:** 17 (25*)
- **Damage Bonus (DB):** +1D6 (+3D6)
- **Build:** 2 (4)
- **Move:** 10

**Monstrous form.*

Combat

Attacks per round: 1 (human form) or 2 (monstrous form) Prefers to use commanded humans to act as fodder against attackers, with such folk happy to throw themselves in front of danger to protect the Lady. If necessary, the Lady uses spells or may strike out unarmed or use weapons. In extreme situations, the Lady may throw off human guise to reveal a monstrous form capable of delivering two attacks per round, throwing out arms composed of vegetable and animal matter to strike, tear, or grab.

Grab (mnvr): root-like tendrils wrap around and grab a target, who can, on the following round, be crushed (1D6 damage per round) or bitten and their blood sucked out (1D6+4 damage per round). The victim may attempt to break free with an Extreme STR or Hard DEX roll.

Fighting (human)	90% (45/19), damage 1D4+1D6
Fighting (monstrous)	90% (45/19), damage 1D6+1D6
Grab (mnvr)	90% (45/19), damage 1D6 or bite 1D6+4 (see above)
Dodge (human)	70% (35/14)

Armor

- None.
- Regenerates 1 hit point per hit point of blood leeched from a human (death at zero hit points).
- If reduced to zero hit points, in human form, the monstrous form bursts forth (at full hit points) and proceeds to attack anything nearby, fighting for a few rounds before dissolving into the ground. The Lady reforms as desired by Shub-Niggurath after 2D100 days, appearing wherever there is work to be done.

Encounters

Those traveling alone through a wilderness may come upon the Lady of the Woods, who may ask for a favor or offer aid (perhaps an invitation to her cottage at the heart of a wood). Such interactions serve to recruit followers or compel people to criminal, immoral, or reckless acts that ultimately act to debase humanity and prepare for the time when humans shall become as the Old Ones. The Lady may instead be a successful businessperson with a mysterious background or a fanatical naturalist, or a goddess appearing to relay a command—the form may vary, be female or male, but the message remains the same. In most cases, the Lady will have gathered an assortment of devoted followers, all eager to please their leader and whose task is spread lawlessness and immorality. The culmination of such contact usually dooms affected communities, driving them to spiral out of control, turn residents against one another, and incite mayhem and murder. And thus, the Lady feeds upon the ruin of humanity.

Aura

The atmosphere around the Lady is highly charged: electric, captivating, and sensual. Like moths to a flame, all are drawn to glow of this blazing fire of passion. Such beauty appears in no way artificial but is earthy and natural, almost magical. The Lady is a spellbinding and commanding presence, whose words and looks carry deep undercurrents of meaning.

The Lady of the Woods, *the red huntress*

Sanity Loss: zero Sanity points to encounter the Lady of the Woods; 1D4/1D8 to see the Lady unmasked and in monstrous aspect.

Magic

- **POW:** 350
- **Magic Points:** 70
- **Spells:** Augury, Awaken the Beast, Bind Soul, Cloud Memory, Command Animal, Command Plants, Control Elements, Dampen Light, Enthrall Victim, Fury, Healing (variant), Human Shrub, The Red Sign, Return of the Beloved, Summon/Bind Dark Young; others as the Keeper desires.

Powers

Thought Form: the appearance of this avatar is taken directly from the minds of those encountering it, thus it may appear male or female according to the viewer's mind's eye visualization of ultimate attraction. Thus, if seen by a number of people simultaneously, each person may see a slightly different form or version of the avatar. Whenever it wishes, the avatar may unveil its human guise and appear as a monstrous humanoid composed of roots, flesh, dead matter, and so on, provoking a Sanity roll (1/1D6+1 loss).

Command: when directly spoken to, humans fall under the command of the Lady, with people willing to obey direction up to and including self-destruction. The effect may be negated with an Extreme POW roll, or else certain spells may limit or ward against such mind control. The power can work at a distance, although beyond 100 yards/meters the POW roll to resist decreases to Hard difficulty, and beyond one mile (1.6 km) it becomes Regular difficulty (beyond two miles the power has no effect).

Wild Abandon: humans within sight or sound of the Lady may be overcome and driven to acts of wild abandon, effectively freeing them of moral and legal restraints. Such high spirits may at first be minor, but the continued presence of the Lady increases the breakdown of "society" and humans are reduced to bestial behavior, killing one another in a frenzy of violence. Thus, the longer the Lady stays to orchestrate, the worst the situation becomes. In the main, a Hard POW negates this effect, although those at the periphery may have their roll decreased to Regular difficulty.

SHUB-NIGGURATH: GREAT GOD PAN, THE

(Avatar)

Beware the root, twig, and leaf, for in these things the Great God Pan dwells. Its very essence is the soil, the plant, and mold. It taketh the vine and the soil and through these shall form its flesh. Many aspects can it take, but most well-known is the cloven-hoofed one, the man-goat wreathed in green, whose devil eyes are those of the ram upon the field.

Other names: Horned One, Goat Eyes, Lord of the Forest, Wood Talker.

Believed to be a "male" aspect of Shub-Niggurath, the Great God Pan is likened to the wild and untamed forces of fertility and life. This apparently formless entity may inhabit trees and plants, but may also form flesh from such vegetation and soil to take a satyr-like form, from whence its name comes. The satyr form is humanoid, with a human-like muscular torso, arms, and head, while its legs and feet are goat-like. Its eyes are inhuman, possessing the horizontal pupils of a goat, its ears are pointed, and two horns rise above its brow. Presumably, on other worlds, the physical form is different yet draws from the local wildlife to a similar effect.

Whether this avatar gave rise to the figure of Pan from Greek mythology is unknown. Certainly, half-human half-animal creations have long played a role in human folklore, be they centaurs, fauns, or the like, and many scholars presume such fantastical creatures to have some link to the Dark Mother.

Much like the Lady of the Woods, the Great God Pan is a conduit for reckless desire, yet a far less subtle one. This entity embodies the ferocious and uncaring nature of Shub-Niggurath, its passions manifesting in excessive and cruel violence, immorality, and nature untamed. For humanity, the Great God Pan's presence is overwhelming, driving good folk insane with fear and causing a breakdown of willpower and restraint.

Jerome McClusky's *Amidst the Greenwood Folk* (York, 1872) describes the author's alleged encounters with "woodland beings" over the course of numerous years. While the details are (purposely?) vague, McClusky writes of the Great God Pan and its domain over all "growing things." In chapter five, titled The Voice of the Tree, the author claims to encounter Pan residing within a great oak tree, who proceeds to speak of the need for humanity to throw off the chains of religion and embrace the "Old Ways," and take up a simpler and more animal-like existence. Chapter six begins with a note from the author saying that he has no memory of events following his encounter with Pan, and that he was found some six months later, naked and wild, in the New Forest. It was the months following that partial memories came back to him of his talk with Pan. The experience was ultimately terrifying, with McClusky warning readers to fear the dark of the wood and the whispering voices therein.

Certain texts tell of unions between Pan and humanity. In most cases, such humans are found senseless and crazed, and some later fall pregnant, giving birth months later to beautiful yet uncanny children. In folklore, such offspring have often been described as "changelings" (the *Wechselkind* of German lore, the *Boginki* of Poland, and the *Bortbyting* of Scandinavian legend, to name but three), with such unexpected births attributed to fairies and evil spirits. Whether the lore concerning Pan has become mixed up with such folktales, often used to cover illicit or unwanted births, remains conjecture; however, Mythos scholars warn that human offspring of Pan are liable to be otherworldly things, able to control strange powers, and likely to cause more harm than good.

Cult

There appears to be no organized human cult of the Great God Pan, who most consider a figure from mythology; however, isolated groups do devote worship to the Dark Mother in the form of this entity. Such cults, like the Green Hand, the Brotherhood of Oak, and the Dirt Eaters, tend to be fanatical and highly committed to breaking down societal norms as a means for humanity to live as animals. The members often living wild in remote locations, conducting blood rites, and practicing cannibalism. In many cases, it has

TYPICAL PHYSICAL MANIFESTATION: GREAT GOD PAN

Pan may take three forms: formless, satyr, or monstrous. The profile shows these as: formless / satyr / monstrous.

	Formless	*Satyr*	*Monstrous*
STR	n/a	100	200
CON	n/a	100	100
SIZ	n/a	60	200
DEX	n/a	80	50

- **Hit Points:** n/a / 16 / 30
- **Damage Bonus (DB):** n/a / +1D4 / +4D6
- **Build:** n/a / 1 / 5
- **Move:** 10 / 10 / 8

Combat

Attacks per round: 1 (formless) or 2 (satyr) or 4 (monstrous) The formless aspect may not engage in physical combat but may cast spells. In satyr form, may kick out with hooves, punch, strike, or bite. While in monstrous form it may send forth vine-like tentacles to strike or charge forward to crush opponents under its churning mass.

Charge & Crush (monstrous): may charge up to four people at a time (assuming they are close to one another).

Fighting (satyr)	70% (35/14), damage 1D6+1D4
Fighting (monstrous)	80% (40/16), damage 2D6
Charge & Crush (monstrous)	60% (30/12), damage 4D6
Dodge (satyr)	60% (30/12)

Armor

- None.
- Only magical attacks/spells may dispel or bind the avatar's formless aspect.
- If reduced to zero hit points, in satyr form the avatar's body disintegrates to the ground and then reforms in its monstrous aspect. If the monstrous aspect is destroyed, its constituent parts fall to the ground and the avatar fades from this reality. It reforms as desired by Shub-Niggurath after 4D100 days, appearing wherever there is work to be done.

become virtually impossible to reintegrate such folk back into society, and some may have given rise to the tales of "Wild Men" in Louisiana or the "Big Foot" of the Pacific Northwest.

Possible Blessings

- **Transformation:** sustained proximity to the Great God Pan causes some humans to transform or devolve into bestial creatures whose humanity is stripped away, leaving only an animal instinct intact. Such creatures become adept at stealth and hunting. In some cases, the devolution continues, until what was once human is nothing more than a sickening liquid draining into the ground.

Encounters

While direct encounters with the Great God Pan are rare, travelers in wild places may be attacked or spy the transformed followers of this entity. Sometimes, when enough have been transformed, a great urge for destruction possesses their minds, driving them to travel across land to sack and destroy communities. Those who go missing close to remote places may either have been taken by the avatar's followers to forcibly join their community, eaten, or offered up to their god.

Aura

The raw assault of nature looms large. A sense of dark nature, of things cruel and uncaring, pervades areas touched by this avatar. Earthy smells, be they tree sap, blood, or decay may overwhelm the senses. Such feelings may be particularly amplified when experienced in isolation amidst ancient forests.

The Great God Pan, *lord of the wild*

Sanity Loss: 0/1D4 Sanity points when encountering the formless voice of Pan; 1/1D6 when encountered in satyr form; 1D10/1D100 loss in monstrous form.

Magic

- **POW:** 350
- **Magic Points:** 70
- **Spells:** Awaken the Beast, Call Lightning, Control Elements, The Red Sign, Summon/Bind Dark Young, Wrack; others as the Keeper desires.

Powers

Threefold Form: its natural state is formless, able to take residence within plant life, but it may physically manifest in either satyr or monstrous form. Its monstrous form is composed of roots, animal flesh, dead matter combined together in a horrific and twisting shape that may appear bestial, humanoid, or as a churning mass.

Maddening Music: those hearing the insidious music created by the Great God Pan may be overwhelmed with fear and panic, calling for a Sanity roll (0/1D8 loss); with a fumbled result requiring a CON roll—if also fumbled, results in instant death from a sudden heart attack.

Beguiling Music: instead of inciting fear, the avatar's music may charm those listening. If failing a POW roll, the urge to dance and cavort overcomes the rational mind, with characters entertaining such frolics until they pass out from exhaustion. If the POW roll is fumbled, the character becomes a slave to the avatar, following its orders to the point of self-destruction, with this control lasting for 1D6 days (the effect may be broken with a successful Hard POW roll, allowed once per day thereafter). Those unaffected may bring a colleague to their senses by inflicting one or more points of damage, although the charmed individual may naturally resist what they consider to be an attack.

Manipulate Nature: may cause animal and plant life in the vicinity to warp, mutate, and fall under its command—the Keeper should feel free to invent horrific animal and plant monstrosities (or conjoined versions) for this purpose.

Wild Abandon: humans within 10 yards/meters of this avatar may be driven to acts of wild abandon, effectively freeing them of moral and legal restraints and prone to violent acts. A Hard POW negates this effect.

SHUB-NIGGURATH: KEEPER OF THE MOON-LENS, THE

(Avatar)

I'm glad to say I witnessed the Goatswood festivities from afar, perched and hidden in the garret of an empty house that gave me a good view of the town square, although what I saw still haunts me. At the culmination of the festival, all eyes turned toward the strange pylon-like structure as the moon's light shone down on to its crystal lens. With this, the thing appeared, summoned to accept the sacrifices of the people. It had numerous boney legs, each equipped with what looked like suckers rather than feet, that allowed it to walk spider-like up and down the pylon. Its flesh was a loathsome white, all the more hideous for the moon's light, while from its back rose three curling spines, and it possessed no discernable arms. The head extended from the body, quivering jelly-like, and formed of thick fleshy coils in which many weeping eyes of varying sizes popped open. At the crest of the head, a large toothed beak, snapped back and forth, making awful clicking sounds that were loud enough to be heard in my seclusion.

Other names: none known.

Whether this entity, said to be an avatar of Shub-Niggurath, manifests anywhere other than in Goatswood (in the Severn Valley of England) is unknown. A number of scholars believe it does manifest elsewhere, citing conversations held with certain brains tended to by the mi-go, which suggests this avatar appears on worlds inhabited by the Fungi from Yuggoth.

According to Goatswood lore, the Keeper of the Moon-Lens dwells beneath the town in a complex of ancient tunnels that are believed to connect to locations across the world. Whether these are the same as the ghoul tunnels spoken about in a handful of books is uncertain but possible. If so, such tunnels may extend as far as North America and continental Europe, and possibly deep into the Dreamlands as well. At certain yearly festivals, the light of the moon hits the curious convex lens and is bounced around the weird array of circling mirrors that are all mounted atop the Moon-Lens structure, with this light apparently calling forth the Keeper to accept sacrifices. Such offerings are swallowed whole, with the head of the Keeper expanding in a jelly-like fashion to contain them all. As the avatar's head is translucent, its victim's still writing body may be seen within. With this, the Keeper retreats and disappears, presumably to its subterranean lair. Occasionally, sacrificial victims return, transformed in body to resemble faun or satyr-like creatures whose faces resemble those sacrificed (see **Gof'nn Hupadgh**). A strange cone-shaped rock stands within a clearing in the woods surrounding Goatswood, which, according to some, is an entranceway to the Keeper's lair, and possibly used by the avatar when summoned by the Moon-Lens.

Some scholars speculate that the Keeper of the Moon-Lens is less an avatar and more a splinter or portion of Shub-Niggurath left behind in Goatswood from an ancient summoning. This splinter developing over many years into a sentient lifeform, linked yet separate to the Dark Mother, which may explain its residence on this planet. Of course, mention of the avatar by the mi-go may negate this theory, although it remains feasible for the deity to have cast off portions of itself on more than one planet.

Cult

The only known human cult focused upon the Keeper of the Moon-Lens is the one situated in Goatswood, sometimes called the Cult of the Black Goat, which by some accounts may include the entire community in its membership. Whether the cult has links to another Shub-Niggurath cults is uncertain but possible.

TYPICAL PHYSICAL MANIFESTATION: KEEPER OF THE MOON-LENS

STR 275 **CON** 300 **SIZ** 400 **DEX** 80

- **Hit Points:** 70
- **Damage Bonus (DB):** +7D6
- **Build:** 8
- **Move:** 12

Combat

Attacks per round: 1 (bite, swallow, strike, or crush)
May attack with its beak to bite or swallow, use its legs or spines to strike, or its bulk to crush.

Swallow: instead of biting (3D6 damage), it may swallow a single target whole, holding them in the jelly mass of its head until a later time to be eaten (dead) or transformed (see above). The victim may break free of the head, although any physical roll suffers a penalty die for being surrounded in jelly (note that breathing is possible, the jelly, apparently, porous enough for oxygen to pass through). If 10+ points of damage are sustained in the head, the victim has a channel to crawl through and escape; colleagues may assist, but they also suffer a penalty die to target the head. Magical escape may be possible.

Crush: due to its SIZ, the avatar may target up to four people at a time (assuming they are close to one another), lunging and throwing itself on top of them.

Fighting	90% (45/18), damage 3D6
Swallow (mnvr)	90% (45/18), swallowed (see above)
Crush (mnvr)	90% (45/18), damage 7D6

Armor

- None.
- Mundane weapons (incl. bullets) inflict a single point of damage (two points if successfully impaling).
- Regenerates 1D10 hit points round (death at zero hit points).
- If reduced to zero hit points, the Keeper of the Moon-Lens bursts and its bodily fluids wash into the ground. It reforms in 4D100+100 years within its lair.

Possible Blessings

- **Transformation:** long term proximity to the Keeper of the Moon-Lens seems to cause a genetic mutation resulting in humans being born with goat-like features.

Encounters

While it is possible for this avatar to appear elsewhere, encounters seem most probably for visitors to Goatswood (at least at certain times of the year). Indeed, the cause of missing people in the Severn Valley region could well be linked to this town, given the need to sacrifice a human to the avatar whenever it appears. Folklorists gathering data on legends and myth may hear of Goatswood and be enticed to visit during the Summer Solstice or similar events, with unpleasant outcomes.

Explorers and investigators delving through mi-go outposts and the like may come across effigies and idols related to the Keeper of the Moon-Lens, in addition to encountering brain cases holding human brains, who may be able to convey further details of the mi-go worship of Shub-Niggurath and its avatar forms.

GOATSWOOD

Nestled within the Severn Valley, Goatswood is an isolated town to the east of Brichester. The relatively small community lives in close-set dull-red roofed houses on a patchwork of narrow streets. At the heart of the town is a square in which stands the Moon-Lens, a 50 foot (15 m) tall metal pylon. Around the top, an arrangement of mirrors circles a central convex lens, all of which are held on hinged pivots attached by ropes to the ground (presumably to allow the manipulation of the lens and mirrors to certain celestial phenomena). Local lore explains the structure was built by the Romans and has stood here ever since.

The people of Goatswood rarely venture beyond the town's borders, which are surrounded by dense woods, with only one road connecting to main routes through the Seven Valley, although trains do also provide access to and through the town. As for the inhabitants, outsiders regard them with suspicion due to their "goat-like" appearance.

Of note, Witchfinder General, Matthew Hopkins is said to have visited the town in 1646 and condemned a coven of witches to death (numbering among the 300 alleged witches he is said to have executed).

Aura

Given that the Keeper of the Moon-Lens most likely manifests during Goatswood festivals, the atmosphere is likely to be lively and boisterous, although this probably changes to solemnity once the avatar arrives to take sacrifice. One may feel a sense of wonder and revulsion at the sight of the avatar, and of ancient things best left in the earth.

Keeper of the Moon-Lens, *moon-shrouded horror*

Sanity Loss: 1D8/4D10 Sanity points.

Magic

- **POW:** 350
- **Magic Points:** 70
- **Spells:** Call Lightning, Control Elements, The Red Sign, Summon/Bind Dark Young, Wrack; others as the Keeper desires.

Powers

Transform: those "eaten" by the avatar may be transformed into a gof'nn hupadgh and released, most likely near to the grey cone rock hidden the woods surrounding Goatswood. Such individuals are permanently insane and are driven to seek out a community of gof'nn hupadgh or else live in solitude in the wilderness. The Keeper should determine if an investigator is eaten (dead) or transformed, although a Luck roll may be used if desired.

Keeper of the Moon-Lens

SHUDDE M'ELL

(Great Old One)

The air stank with the smell of corrosion, acid, and death. It was immense, extending into the distance, perhaps a mile long and as tall as a tree. Its flesh was like rock, dark gray and pitted, its form a hybrid nightmare of worm-snake-squid. At one end, perhaps its head, bundles of tentacles emerged, feeling the air and stretching forth a hundred yards to grip and rip up trees as though they were made of paper. Many of these tentacles possessed spikes (teeth?) that ground down anything they touched. About the base of the tentacles, the skin rolled back to reveal huge saucer-like eyes, some eight in number. More so than its form, it was the mocking intelligence seen in its eyes that brought on the madness that overtook us.

Other names: the Burrower Beneath, Lord of G'harne, Shadda-M'ull-el, Worm God.

Believed to be the god of the chthonians, Shudde M'ell is said to be a monstrously large specimen of that race, similar in relationship to Great Cthulhu and its star-spawn kin. *The G'harne Fragments* of Sir Amery Wendy-Smith (privately published, London, 1931) reports that this entity stretches over a mile in length but otherwise is more or less of similar aspect to a chthonian, possessing more eyes and exuding toxic and corrosive chemicals from its thick hide, producing an acidic fume capable of boring through rock as easily as butter under a blowtorch.

Sir Amery's text tells of Shudde M'ell's confinement by the Elder Gods, as (he writes) they were unable to destroy the Old One. Thus, Shudde M'ell and its kin were encased below the fabled city of G'harne (Africa?), its streets strewn with Elder Sign wards to warn and maintain the magical imprisonment. Over millennia, such Elder wards either faded or were removed, piece by piece, until their power was lost, releasing the chthonians and their god to roam and nest within the Earth's interior—this happening sometime during the 10th century (according to Wendy-Smith) although older tomes suggest a far earlier period before the advent of mammals.

While the chthonians tunnel and make nests with the planet's molten magma, sometimes venturing near to or at ground level, Shudde M'ell is believed to remain ensconced at the Earth's core and rarely deigns to ascend toward the outer crust. While conjecture, some have claimed that certain significant seismic events were caused by the movement of this entity toward the planet's surface, such as the great quake of San Francisco (1906), the Concepción earthquake (1751), and possibly the Sanriku earthquake (869 CE). Whether these and similar magnitude events where purely a side effect of the entity's proximity to the crust or if they were consciously orchestrated remains unknown.

TYPICAL PHYSICAL MANIFESTATION: SHUDDE M'ELL

STR 450 **CON** 400 **SIZ** 600 **DEX** 75

- **Hit Points:** 100
- **Damage Bonus (DB):** +12D6
- **Build:** 13
- **Move:** 8 / 10 burrowing

Combat

Attacks per round: 1D4+4 (tentacles) or 1D4 (grab) or 1 (smash) May use its tentacles to bash, attacking with 1D4+4 tentacles (6D6 damage), may grab and then crush or drain up to 1D4 opponents, or use its bulk to smash and pound once per round.

Grab (mnvr): a tentacle wraps around the target, and then on the following round may be crushed (6D6 damage) or drained of vital fluids (3D10 CON permanent loss per round). Reaching zero CON, the victim dies. The victim may attempt to escape with an Extreme STR or Hard DEX roll.

Smash (mnvr): uses its immense bulk to crush foes anywhere along its length (12D6 damage). The area affected is 12 yards/meters in diameter, so can affect all within that area unless they are successful with a Dodge, Jump, or Hard DEX roll.

Fighting	100% (50/20), damage 6D6
Grab (mnvr)	100% (50/20), held, then crush or drain (see above)
Smash (mnvr)	80% (40/16), damage 12D6 (see above)

Armor

- 8-point hide.
- Regenerates 5 hit points per magic point (death at zero hit points).
- Water in sufficient quantity causes harm (1D6 damage per round).
- Mundane weapons are destroyed after an initial strike (see **Corrosion and Toxicity**); note that while bullets are affected, they deal their normal damage being single strike weapons.
- If reduced to zero hit point Shudde M'ell bulk dissolves in the ground, burning through matter like a strong acid. It reforms in the center of the planet in 1,000 years.

Cult

Shudde M'ell and the chthonians appear to receive little by the way of organized worship in modern times. In earlier times, such as the Stone Age, humanity may have prayed to such "earth gods" and offered sacrifices as a means to avoid destruction by predatory chthonians, although signs of such worship are particularly rare. The construction of G'harne was believed to have been undertaken by humans, although argument rages whether these were followers of Shudde M'ell or simply mind-controlled slaves; however, given what we know of this lost city, it would seem evident that its blocks and towers were crafted and raised by the hands of devoted worshippers.

Whether the bloodline and beliefs of these ancient builders were passed down the generations is uncertain, but one would be foolish to discount the possibility that remnants of this once great cult survived. While diminished, such cultists may harbor the desire to find and excavate G'harne to obtain its buried treasures or could seek to build a new version of this city elsewhere.

Of a disquieting note, mentioned in *G'harne Fragments*, is a remark concerning a "tribe of worm-men" said to still dwell in the now-hidden city. Some scholars have proposed these worm-people are the remains of the cultists who built the city, transformed through contact with the chthonians. If true, such worm-folk may be encountered wherever humanity has dealings with Shudde M'ell and its minions.

Encounters

Those delving into the secrets of G'harne, perhaps seeking the fabled golden idol of Shudde M'ell, may come across cultists, worm-folk, and other horrors, not least of which are the chthonians themselves. Likewise, exploration of the subterranean worlds below the crust, such as K'n-yan, Yoth, and N'kai, may come across signs of this Old One's worship. Of modern-day cult affairs, such gatherings are likely to be done in remote places, where the arrival of a chthonian or a visitation from Shudde M'ell would go unnoticed.

Aura

Given the fact that a manifestation of Shudde M'ell will come upward from the center of the planet, it would be prudent to consider where one stands lest all be swallowed by the Old One's arrival. Indeed, earth sounds and tremors are heralds of the entity's imminent appearance. Toxic gases and noxious fumes from its acid-like sweat may cause humans to become nauseous and the ambient temperature to rise. Much like treading water in an ocean, aware of the possibility of sharks below you, one may feel a certain sense of terror and anxiety at the thought of monstrous things lurking below one's feet.

Shudde M'ell, *the burrower beneath*

Sanity Loss: 1D10/1D100 Sanity point.

Magic

- **POW:** 175
- **Magic Points:** 35
- **Spells:** Bait Human, Bring Haboob, Contact Chthonian, The Red Sign; others as the Keeper desires.

Powers

Cause Earthquake: the earthquake's force is determined by the number of magic points invested, with 2 magic points creating a level 1 quake on the Richter scale, 4 magic points causing a level 2 quake, 6 points causing a level 3, and so on. Thus, a great quake (level 9) would require Shudde M'ell to expend 18 magic points. The area of maximum effect is 400 yards/meters, with each 400 yards/meters decreasing in devastation proportionally. Doubling the expenditure can double the area of maximum effect.

Corrosion and Toxicity: the flesh of the Old One is dangerous to humans, releasing noxious fumes and being corrosive to the touch. Those within 20 yards/meters without adequate breathing apparatus should attempt a Hard CON roll or be overcome with nausea (all actions performed at increased difficulty or with a penalty die); fresh air out of the zone of effect for 1D4 rounds diminishes/negates the effect. Skin touching Shudde M'ell's flesh suffers 1 damage per round of contact (assuming a light touch); if the whole body is thrown against the Old One's form, then increase to 1D4+2 damage. Clothing is burned through in one round, while equipment and mundane weapons may be affected with rapid corrosion rendering them useless (the Keeper may call for a Luck roll to determine if a particular item is affected); enchanted weapons may be resistant.

Hell Hole: from around half a mile (0.8 km) below the ground's surface the Old One may send forth its tentacles of crushing teeth to form a hole in the earth. Anything over this hole (1D10+10 yards/meters across) is sucked down and destroyed. Humans may have the opportunity to make a Jump or Hard DEX roll to avoid this fate (10D10 damage).

Telepathic Control: may use telepathy to control humans and other species. Humans may resist with a successful Hard POW roll, although this is increased to Extreme difficulty if the Old One invests 1 magic point. In addition, for each additional magic point spent, one further human may be controlled. Most times, such victims are unaware of being under the mind control and may have no memory of undertaking tasks; however, if they become aware, they may attempt to break free with a successful Hard POW roll (an attempt may be made once every 24 hours). A successful Hard INT roll constitutes an awareness of their mind being tampered with.

As to distance, Shudde M'ell can telepathically contact a known human anywhere on the planet, but it may take time to locate its chosen victim's mind. If within 10 miles (16 km), it costs the Old One 1 magic point to communicate with a human or to bind a human to a site for a day. Where the distance is greater, add +1 magic point to the cost for each portion of 10 miles (16 km) distance; thus, if 50 miles (80 km) away, the cost would be 5 magic points.

- T -

TRU'NEMBRA

(Outer God)

The music filled the air, firstly caressing the senses with playful capriccio, then the tempo increased and became a volatile and unpredictable capriccioso. The sounds grew discordant at the top notes, yet, beneath the dissonance, a deep and pounding rhythm could be heard, driving the momentum, almost like a horrific lullaby. The octaves were wrong, the pitch out of kilter, all rising in crescendo. The sounds confounded the senses, caused the floorboard and walls to tremble, and then the glass to break.

Other names: Angel of Music, Azathoth's Lullaby, the Discordance.

A curious and strange entity believed to possess no form and exist purely as living sound. According to the *Necronomicon*, Tru'nembra is chief among those whose sounds maintain the sleep of Azathoth by creating the Music of the Spheres. For, Tru'nembra calls the tune.

Little is known of this entity, for whom silence is death. It is ever playing, ever reforming itself as varied sound waves, growing and diminishing in intensity. While most scholars claim it never leaves Azathoth's Court, a few have claimed to have discovered evidence suggesting that, from time to time, it may temporarily take leave to manifest elsewhere in the cosmos. Certain scraps of musical notations have been produced, said to have been transcribed by humans who have heard Tru'nembra's music. A handful of performances have taken place to replay these sounds, with instruments created for this purpose (as standard ones cannot make the sounds needed). But, such performances have tended to end in disaster, with audiences walking out, or tragedy, with audience members losing their wits and being driven to acts

of violence against others, as well as the musicians playing. Curiously, rumor has it that only a few are born with minds able to comprehend and play such unearthly music. Reports suggest that a certain viol player, Erich Zann (possibly of German extraction), was one such individual, as well as an unnamed musician believed to be living in seclusion in Kingsport, MA. (Whether such rumors have any foundation remains to be determined as neither could be contacted by the author while researching this book.)

Rarely has this entity appeared on Earth, and such records of its alleged arrivals are fragmentary and perplexing. The confusing *Pnakotic Manuscripts* contain mention of a being that brought "great and devastating sound" in the planet's prehistory, with the text going on to say that the sound was heard by all things and that it caused certain magical wards to break. Indeed, the text claims that it was this sound that unchained the prisons of the flying polyps, allowing these horrible creatures to continue their war against the Great Race of Yith and almost exterminate them from that time.

What seems certain is that, for most, the sounds formed by Tru'nembra can charge the emotions, drive listeners to unconsciousness, distraction, or rage. Such haunting melodies repeat in the minds of listeners long after the departure of this Outer God, driving many to madness.

The *Necronomicon* says that when first summoned, Tru'nembra plays the Music of the Spheres but may change its tune to accommodate its new listeners as, through its sounds, it may convey messages, teach spells, and accept sacrifices. Thus, for those unprepared, its manifestation may cause humans to become crazed. Troublingly, with the advent of new technologies, the ability to record and transmit the music of Tru'nembra grows more likely, although whether any technology could successfully capture the full range of such sounds remains doubtful. But, nevertheless, if such music could be captured (by human, mi-go, or other) and replayed, it could pose a most awful weapon.

TYPICAL PHYSICAL MANIFESTATION: TRU'NEMBRA

STR n/a **CON** n/a **SIZ** n/a **DEX** n/a

- **Hit Points:** 60
- **Damage Bonus (DB):** n/a
- **Build:** n/a
- **Move:** speed of sound

Combat

Attacks per round: 1 (sonic wave)
May send forth a **Sonic Wave** (see above), once per round, but is otherwise unable to physically interact.

Fighting	automatic, based on magic points expended (see above)

Armor

- None.
- Immune to all physical attacks (incl. enchanted weapons).
- Certain artifacts may limit or negate Tru'nembra's powers, or cause the Outer God harm.
- Certain spells and magically infused music (instrument or voice) may temporarily ward off, harm, or dispel Tru'nembra.
- If reduced to zero hit points, or dispelled, Tru'nembra's music ceases, leaving only a deathly quiet. It reforms close to Azathoth within 24 hours.

Cult

There appears to be no overarching and formalized cult of Tru'nembra. It would seem that worshippers are usually solo players, isolated and reclusive types who may have come across fragments of knowledge pertaining to this Outer God in old tomes, or else in the whispered gossip of certain musicians' circles. Sometimes, Tru'nembra's music may drift into dreams, lodging in the mind and driving musicians to seek out the otherworldly composer-performer. Often, such individuals are musical geniuses, for whom this music acts like a Rosetta Stone: a pathway to understanding levels of sound and music heretofore unknown. Once hooked by this entity's sounds, a person either comes to worship it or descends into madness, or both.

Possible Blessings

- **Inspiring Melodies:** bestows new depths of musical knowledge, enabling a person to compose and/or perform outlandish, bizarre, and unearthly music. Such melodies may cause changes in listeners who, failing a POW roll, may be driven to heightened passion, such as an increased capacity for violence (a bonus die to combat rolls for one encounter), or augmented levels of understanding (a bonus die to a Cthulhu Mythos roll), and so on.
- **Wake the Dead:** the ability to perform strange music that will wake the dead, causing corpses to return to life while the melody plays.
- **Sound Magic:** grants the ability to cast certain spells though the performance of music, be it by instrument or the sound of the voice.

Encounters

Musical prodigies may attract the attention of Tru'nembra, whose music first infects their dreams and later continues to ring in their heads while awake. As these sound messages are absorbed, the musician gains deeper musical knowledge and becomes overcome with defining, adding to, and replicating the sounds. Some may be driven to craft unusual musical instruments while others feverishly isolate themselves to capture the sounds in musical notation, and so on. As each day passes, the prodigy's mind is corrupted (losing Sanity points) until their worldly connections fall away and they are totally absorbed by the Outer God's music. Some will seek others so that they can be taught these strange sounds, gathering together in attempting to call forth the music and the "great composer," and in so doing summon Tru'nembra. Some may become so consumed that the music transforms them into horrific creatures, with some being transported to the center of all things to join the celestial orchestra and play for Azathoth.

Aura

Sound clearly plays a key role in the presentation Tru'nembra. The mind is filled with outré haunting music that washes away the distractions of everyday life. Such sounds may kill or transform, with the evidence of dead birds and animals strewn around areas where the Outer God's music is played. The entity's presence, while incorporeal, may be felt as tremors in the air.

Tru'nembra, *angel of music*

Sanity Loss: 1D4/2D10 Sanity points to hear or experience Tru'nembra.

Magic

- **POW:** 300
- **Magic Points:** 60
- **Spells:** none.

Powers

Symphonic Manifestation: Tru'nembra is never silent, its music is constant but may be decreased or increased in volume. At the lowest level, the sounds can be heard in one's head at a distance of 5 miles (8 km) from the Outer God. All hearing the sound should make a Sanity roll, with varying losses based on the distance:

- 4–5 miles (8 km): 0/1D4 Sanity point loss.
- 3–4 miles (5 km): 1/1D6 Sanity point loss.
- 1–3 miles (1.6 km): 1D2/1D10 Sanity point loss.
- Less than 1 mile (1.6 km): 1D4/2D10 Sanity point loss.

Employing ear defenders or similar may halve such losses at the Keeper's discretion, but the sounds can never be fully negated as they reverberate through living flesh, imposing the noise upon the listener's mind. Magical means may be the only way to fully negate such calamitous tunes.

Sonic Wave: sends forth sound powerful enough to damage structures and harm the living, causing varying damage based on the number of magic points invested (each magic point equates to a die roll, so 4 magic points deliver 1D4 damage, 6 points equals 1D6 damage, and 10 points being 1D10 damage). The wave affects all living things within 100 yards/meters; glass breaks and bricks may crack, while blood vessels rupture, and so on. At a cost of 100 magic points, Tru'nembra may emit a devastating sonic blast strong enough to inflict 1D100 damage to living things, and able to twist steel, crumble foundations, and topple some buildings (only magical means may protect listeners); for every 100 magic points invested increase the damage by +1D100.

Speed of Sound: able to move at the speed of sound.

TSATHOGGUA

(Great Old One)

Before us was the formless mass of its body on which lolled the awful toad-like head. Its bulk was immense and covered in a glistening brownish fur that was most loathsome to behold. Two legs and two arms sprouted from the fleshy mass, all possessing unnatural multi-angled joints and all equipped with evil-looking claws. Dire was its face, which possessed eye slits cut into the head that when pulled apart revealed yellow-red glowing orbs, and the great mouth running edge to edge, opening to display layers of crooked and sharp teeth and a huge and repulsive tongue.

Other names: Sar-oogha, the Sleeper of N'kai, the Toad God, Zhothaqquah.

Contradictory accounts suggest this entity originated within the light of Xoth, was spawned upon the cosmic winds, or heralded from a planet named Kithonil (sometimes Kytani or Kythanol) near to the red star Arcturus. The matter grows more confusing when one attempts to understand what associations may exist with this Old One, with the *Necronomicon* reporting a linage stemming from Yeb and Nug, while the elusive *Parchments of Pnom* pronouncing Tsathoggua's creator as Ghizguth, and that Zvilpoggua (a.k.a. Ossadagowah) is the Toad God's spawn. As previously stated, trying to unpick and align the various lore writ by

humans is a fool's errand, as so much is revealed to be speculation without definitive knowledge.

Happily, consensus seems to be reached concerning Tsathoggua's contemporary whereabouts: said to be within the black gulfs of hidden N'kai deep within the Earth, beyond the spires and horrors of K'n-yan. The *Pnakotic Manuscripts* suggest that prior to its arrival on this planet, Tsathoggua spent a period on Cykranosh (Saturn), although any association with the entity known as Hziulquoigmnzhah (said to dwell on that planet) remains speculative. The *Parchments of Pnom* add in some additional detail, stating that when first arriving on Earth, Tsathoggua lurched its way into the depths of Mount Voormithadreth in Hyperborea and was at first worshipped by the voormis.

There is animosity between this Old One and Yig stemming from the time when many of the serpent folk turned away from the Father of Snakes to worship Tsathoggua. This upheaval of the serpent people's world has had lasting implications, fracturing their society and turning the race upon itself. In the modern world, agents of both camps often work to destroy the other, with their "civil war" causing issues and distractions on both sides, with humanity often caught in the middle.

Most accounts proffer that Tsathoggua is a slothful entity, preferring to remain deep within the bowels of the planet and rarely venturing physically forth. At times, such as in answer to a ritual summons, the Old One sends a psychic rather than physical manifestation, with its visage appearing almost ghost-like. Indeed, it appears content to wait in its lair and feed upon those who are brought to it by worshippers or else upon those who inadvertently cross its path. Thus, strewn around its lair are the remains of those who have gone before, the stacks of bones accounting for countless years of its feeding. Of course, it remains possible that Elder magics confine this Old One, preventing it from permanently leaving its lair.

Presumably, when the time is right, Tsathoggua shall leave its lair and stride (or hop) to the planet's surface whereupon it shall establish a new domain and feast upon the flesh of the living. Until then, its mind infects humanity, reaching out to individuals to twist them to its cause, or else sends forth its formless spawn to guard its hidden temples and foster its worship.

Cult

Human worship of Tsathoggua is relatively small scale when compared to the entity's role within certain factions of serpent people society. While some human cults do exist, these tend to be small affairs. Often, a cult will form and begin a rapid phase of growth, recruiting whoever it can to swell its ranks, and then disappear without a trace—the members summoned by their god to make pilgrimage deep into to earth, only to then be consumed, although a few may be allowed to return to the surface to continue their work. Some are rebirthed as formless spawn, their humanity lost forever. In addition to such human cults, are the enlightened ones: sorcerers, witches, and those bestowed with the mark of the Old One. Granted special wisdom, magical lore, and powers, these few labor under the direction of their god, establishing cults, shaping the environment, and hunting down its foes.

Among the voormis still living are many who tend to Tsathoggua; their ministrations including supplying their god with sacrificial food and so forth. Such groups of voormis are loathsome specimens haunting the mountain caves and tunnels said to lead down to K'n-yan and N'kai. Their ceremonies and rituals are believed to be most awful to behold.

It is among the serpent people where this Old One's worship is most formalized and organized. In certain ancient facilities, the worship of Yig has been cast aside and replaced with the toad-like idols of Tsathoggua, as well as the great temple bowls in which sleep the formless spawn. Disguised serpent folk, along with their human allies or servants, work in the modern era to prepare the world for the return of Tsathoggua and the reclamation of the planet for the serpent race.

Possible Blessings

- **Divine Physicality:** some are blessed with physical changes, with parts of their bodies reshaped to take on aspects of Tsathoggua, such as furry skin, misshapen toad-like heads, or strange limbs.

Idol of Tsathoggua

- **Mark of Tsathoggua:** bestowed to particularly useful servants, the mark is burned into the skin and serves to show others that this person is among the Old One's most favored. Such individuals often have a direct psychic link to their god.
- **Doorway to Divinity:** grants a particular form of Gate spell, allowing an individual to open a temporary portal directly to Tsathoggua's lair. The cost of creating the Gate is 2 magic points, while the cost for anyone to use the Gate is 1 magic point and 1 Sanity point.

Encounters

Many forgotten and hidden temples to Tsathoggua exist, with some still used as places of worship, either by humans, serpent people, or the voormis, and most are guarded by at least one formless spawn. Likewise, idols of this Old One may be excavated from the ground or else found within certain collections (usually misattributed to some primitive earthly deity).

Those investigating the machinations of the serpent people may unexpectedly find they are facing worshippers of Tsathoggua rather than Yig, or find they have stumbled into a turf war of opposing factions. Often the ambitions of the serpent folk are grand and outstrip the work of human cults, as the serpent people possess deeper knowledge and effectively have far more time to concoct their schemes; thus, such plans may be epic and world-altering.

Expeditions to mountainous areas, the northern sub-Arctic regions, or into the earth may uncover the lairs of the voormis, as well as ancient routes leading to subterranean worlds wherein the worship of Tsathoggua, is commonplace.

TYPICAL PHYSICAL MANIFESTATION: TSATHOGGUA

STR 250 **CON** 600 **SIZ** 150 **DEX** 135

- **Hit Points:** 75
- **Damage Bonus (DB):** +4D6
- **Build:** 5
- **Move:** 16

Combat

Attacks per round: 1D4 (kick, strike, or grab) or 1 (swallow or crush)

May kick, strike, or grab 1D4 opponents with legs, arms, or tongue. Alternatively, may attempt to swallow or crush once per round.

Grab (mnvr): if hungry, Tsathoggua grabs a target and either squeezes (3D6 damage) or bites (3D6 damage) them on the following round. The victim may instead be swallowed (see below). Those so held may break free with an Extreme STR or DEX roll.

Swallow: lurching forward, the Old One gobbles up a target within 5 yards/meters. Victims suffer 1D6 damage on the first round and then, for each round thereafter, lose 5 points of CON and APP as they are digested. The victim may escape this fate by cutting their way out (if able to inflict 10 damage) or making themselves indigestible or otherwise awkward to eat (as determined by the Keeper, this may involve a Hard INT roll or other suitable skill roll). Being eaten alive is painful as the digestive acids burn flesh and dissolve clothing and so forth (a Luck roll may be required to determine if items are lost or damaged). Any CON or APP loss is permanent, although may be partially regained via magic or particularly advanced or efficient medical care.

Crush (mnvr): the Old One rolls or hops its bulk to crush opponents within 10 yards/meters (up to four people may be targeted if they are close together). Those unable to Dodge or Jump out of the way suffer 4D6 damage.

Fighting	100% (50/20), damage 2D6
Grab (mnvr)	100% (50/20), held, damage 3D6 (see above)
Crush (mnvr)	100% (50/20), damage 4D6 (see above)
Swallow	60% (30/12), damage 1D6, then 5 points of CON and APP per round (see above)

Armor

- None.
- Regenerates 30 hit points per round (death at zero hit points).
- If reduced to zero hit points, Tsathoggua melts into a pool of viscid matter. It reforms in 1,000 years.

Aura

Approaching this Old One, the smell of death would be strong. The dust of millennia-old bones chokes the air while the decaying rot of partially eaten sacrifices lingers and touches the senses, causing revulsion and fear. Deep and dark tunnels may be worn by the passage of time, yet feel claustrophobic, with the weight of the world pressing down on those who navigate through them.

Tsathoggua, *the sleeper of N'kai*

Sanity Loss: 0/1D10 Sanity points to see Tsathoggua's from psychically projected; 1D4/2D10 to encounter the Old One in physical form.

Magic

- **POW:** 175
- **Magic Points:** 35
- **Spells:** Animate Flesh Thing, Chasm to Hell, Compel Flesh, Dho Formula, Dominate, Grasp of Cthulhu, Mindblast, Send Dream, Sense Life, Wrack; others as the Keeper desires.

Powers

Coterie: able to summon and/or produce 1D4 formless spawn at will, and is usually accompanied by 1D4 formless spawn.

Implant Desire: idols of Tsathoggua may have been implanted with deep magic that compels humans to seek out the Old One (whereupon they are probably eaten). The effect can be resisted with a POW roll, and otherwise negated or ended if the idol is destroyed. Some idols may compel different courses of action.

Psychic Form: may send forth a mental projection of its form to anywhere on Earth. The projection is semi-material and a visible representation of the Old One able to provoke a Sanity roll (0/1D10 loss). At a cost of 10 magic points per round, this form can interact with objects and inflict physical attacks, although Tsathoggua rarely does so.

Shapeshift: at a cost of 10 magic points may change its physical shape and form: creating additional limbs, increasing or decreasing in SIZ by up to 50 percent, appearing human-like, and so on.

Sleeping Hunger: determine whether Tsathoggua is awake or sleeping with a group Luck roll. If asleep, the Old One ignores those around it—it may still feed while asleep, its tongue occasionally reaching forth to grab what it can to shove into its mouth; use a Luck roll to determine if those nearby are targeted, and a Dodge roll to avoid this grisly fate.

TULZSCHA

(Outer God)

It burst from the ground, a noxious blaze of green flame and light. The air crackled with energy as the thing billowed upward, expanding and contracting at times as like the breath of an unseen demon. Casting no shadows and releasing no heat, just an icy cold, this unearthly fire kissed the ground and the walls of the cave, leaving stone discolored and stained with a patina of green-blue. The hell-smell of sulfur caught in our throats, while our eyes could not turn away from the deadly flames.

Other names: the Green Flame, the Emerald Lord, Tulacha, the Verdant Dancer.

An unusual entity seemingly composed of living flame that burns a green-blue color. Accounts record it manifesting as a column of flame, rising upward from the ground some 30 feet (9m), or as a ball of flame, perhaps 10 to 20 feet (3 to 6 m) in diameter. It is feasible to assume it may replicate other forms, such as multiple burning spheres or roughly humanoid, although we have no clear evidence of this.

The *Necronomicon* makes mention of a Green Flame (which most assume to be Tulzscha) that dances around sleeping Azathoth. Perhaps its fantastical trails of flame combine with the Music of the Spheres, weaving the elements together to produce the enchantment designed to stop Azathoth from waking? And, the tome makes no reference to any connection between Tulzscha and other apparent living-flame entities, such as Cthugha and Aphoom Zhah, and with no other lore concerning this, any linkage between such beings is purely speculation at this time.

Star Messages (Boston, 1878) by Clarence Fosters includes a section that many scholars attribute to the author's first-hand experience of an encounter with Tulzscha. While the text is vague on this point, a careful reading would suggest that Fosters participated in a ritual to summon this Outer God, which he describes as "drawing down the Emerald One to bathe in its light of knowledge." Fosters remarks that the "Emerald One" touch was icy cold and carried the pall of death, and goes on to say that some "were embraced and became possessed by the flame," causing the author and one other to rapidly depart in fear for their lives. "Gone was any notion of flaming passion and instead all that remained was the lingering breath of corruption," he concludes. From what can be pieced together, Tulzscha seems to feed upon or be invigorated by death and decay. What strange energies it derives from manifesting among the dead is uncertain.

Given its role within the Court of Azathoth, one assumes this entity cannot take leave for any considerable length of time; thus, its time spent away from the Court are limited and

uncommon. This would appear to chime true, as accounts of its visitations on this planet are rare, although in recent years this may be changing. Allegedly, it was summoned to the Eastern seaboard of North America in the early 1920s, possibly in a small and out of the way port named Kingsport. While the information is fragmentary, it is suggested that during the manifestation Tulzscha took possession of a number of humans (said to have "burned out their eyes"), whom then departed and disappeared without a trace. If true, questions must be asked. Where did these splinters of Tulzscha go? What purpose were they tasked with? The answers may be forthcoming in time but are not likely to warm the heart nor ease the mind.

Cult

Organized human cults dedicated to Tulzscha are rare, with a few groups working secretly to perform ceremonies and summons in the hope of gaining blessings and knowledge. We see this quest for magical lore replicated by a handful of sorcerers working in isolation, who endeavor to divine wisdom and power through contact with this Outer God. Seemingly, most of these cults and practitioners gather in subterranean chambers, with some of the more long-lived and organized groups constructing temples underground, sometimes within mausolea or beneath graveyards, which are believed to provide the ideal space for contacting Tulzscha. Some ghouls pay respect to this Outer God, making offerings at key times, which appear to mirror human worship, with rites held on the summer and winter solstices, and also during equinoxes.

While many believe the Kingsport cult to have died out around 200 years ago, the reports of more recent gatherings suggest this is either false or misinformation passed out by the cult to obfuscate their presence. Other groups are believed to be located in Italy, France, Russia, and Iraq, although all of these appear to work independently of one another.

Possible Blessings

- **Flaming Truth:** grants the ability to detect lies and mistruths at the cost of 5 magic points; the target must be spoken to in person, and they cannot tell a lie (all questions must be answered truthfully).
- **Possessing Fire:** creates a green flame that can be directed to an individual, with the flame wrapping around that person and holding them fast. The power costs 3 magic points, lasts for 1D6+1 rounds, and can only be broken or negated by magical means.
- **Knowledge of Corruption:** by eating the flesh of a deceased person the cultist gains some of the dead person's memories (such as their name, key information, spells known); for some, the ability extends to eating a portion of the flesh of a living person, granting similar knowledge. In this manner, can the cultist learn spells and useful information.

Encounters

Encounters with Tulzscha are rare and most likely to come via its cultists or in the shape of those possessed by a portion of the Outer God. Of those possessed, the scope of their activities is wide, with numerous possibilities: connecting disparate cults, infecting communities into mass worship of Tulzscha, possessing others to grow an army, and so on. Perhaps these splinters of the Outer God are simply waiting for the stars to come right but must seek new hosts as their current body disintegrates and rots to nothingness. Lone wizards and witches may have idols or paraphernalia linked to Tulzscha, and seek to obtain tomes and lore concerning the entity. Ghouls worshipping Tulzscha may be at odds with others of their kind, causing their actions to spill over and be noticed by the human world.

Aura

Most times, any encounters are liable to be connected to places of death and decay. Tulzscha's flames are cold, causing the temperature to drop and breath to fog. The pervading atmosphere is clammy despite the cold, a strange mix of contrasting sensations (being hot while cold, and so on) that instinctively trigger a sense of primal fear. To behold this Outer God is to at first feel wonder and be captivated, and then to feel revulsion rising in one's gut at the alienness of this being so different to human understanding.

TYPICAL PHYSICAL MANIFESTATION: TULZSCHA

STR 300 **CON** 180 **SIZ** 390* **DEX** 60
**SIZ shown at maximum; may appear with decreased SIZE.*

- **Hit Points:** 57
- **Damage Bonus (DB):** n/a
- **Build:** 9
- **Move:** 0 / 30 in space

Combat

Attacks per round: 1 (strike or flame gout)
Able to send forth flaming tendrils to strike those within 10 yards/meters (may increase this range by +5 yards/meters per magic point spent), or may produce a flame gout. Those touching or otherwise coming into contact with Tulzscha may suffer 1D6+2 damage from its cold flames (Tulzscha can alter its form so that its flames deal no harm, so this effect is determined by the Keeper).

Flame Gout: at a cost of 3 magic points, produces a great gout of green flame that may affect those within 15 yards/meters if not Dodged. Those affected suffer 2D10 years' worth of rapid aging, and in addition, lose 2D10 points of APP, CON, and/or POW roll if they fail to roll equal to or under those characteristics on a combined roll (i.e. roll 1D100 and compare the result to APP, CON, and POW). Such characteristic loses and aging are permanent, but may be regained in part or fully through magical means.

Fighting	80% (40/16), damage 3D6
Flame gout	60% (30/12), damage special (see above)

Armor

- None.
- Immune to mundane weapons (incl. bullets).
- Immune to heat, cold, acid, and electrical attacks.
- Explosive attacks deal minimum damage.
- If reduced to zero hit points, Tulzscha's glow diminishes and its essence implodes, leaving behind an impossibly hardball of crystal-like material. It reforms in Azathoth's Court in 1D100 hours.

Tulzscha, *the green flame*

Sanity Loss: 1D4/2D10 Sanity points.

Magic

- **POW:** 75
- **Magic Points:** 15
- **Spells:** Animate Flesh Thing, Augury (variant), Bestow Glimpse of Truth, Call Forth the Worm, Contact Ghoul, Contact Human (variant), Death's Breath (variant), Embrace of Yog-Sothoth, Touch of Decay; others as the Keeper desires.

Powers

Enchant Item: items passed through Tulzscha's flames may become enchanted and imbued with some form of magical property. The effect is random and may be a blessing or a curse. The Keeper should determine if and how an item is affected.

Entrancing Fire: humans in the presence of Tulzscha may become captivated and entranced by its ever-moving flaming form if they fail a Hard POW roll. The effect, causing humans to be unable to act, lasts until the Outer God departs or the victim(s) suffer at least one point of damage, which brings them to their senses.

Malleable Form: may reshape its living flames into various forms, whether a column or ball, or something more intricate, like a flaming humanoid or animal shape. Despite such changes, Tulzscha is unable to move from the point of its summons/manifestation and is effectively immobile (in the void of space, it is free to move).

Noxious: at a cost of 1 magic point, Tulzscha may emit noxious gases causing earthly life within 5 yards/meters to suffer 1D4 damage. The fumes dissipate rapidly (so do not cause further damage), although by spending an additional magic point the fumes can be extended in either range or duration (1 magic point per round and/or per 5 yards/meters range).

Possession: sends forth a flaming tendril that shoots a splinter of the Outer God's essence into another being no more than 50 yards/meters away. The splinter takes possession if the target fails a Hard POW roll. The possession is permanent (or lasts as long as Tulzscha desires), but can be broken using certain banishing spells. While a human is possessed, their flesh begins to decay, their skin and soft tissue rotting away to just a skeleton within 1D6 weeks. Before advanced rot sets in, the possessed may go about society performing tasks in the service of Tulzscha (although it must cover its eyes, which are burned away at the point of possession, leaving empty sockets that glow with a faint green light). After this point, the splinter must find a new host if it is to continue its work, and can do so if the potential host fails a Hard POW roll.

- U -

UBBO-SATHLA

(Outer God)

For it is the source of all life! The formless jelloid mass, without limbs or organs yet able to produce organs and limbs at will, and possessing no head, nor eyes nor mouth, yet able to fashion these in multiple forms! It lives! See how the fleshy substance quivers and ripples, and how it oozes and flows, its course conscious and bearing intent. See its many brood flow from its body! Extracting themselves and flowing free to chart their own course. Fear not its touch, for it is your parent, master, and savior!

Other names: the Demiurge, the Life-Giver, the Unbegotten Source.

A seemingly mindless entity composed of jelly-like liquid the consistency of thick mud. It is able to produce a dizzying array of appendages, organs, and limbs will, yet these mostly appear to be random and without purpose to human eyes. Its mass is like a great pool, its substance rippling and creating waves that roll across its form.

Certain scholars claiming to have deciphered the language of the elder things state that Ubbo-Sathla was brought to Earth by the Old Ones before they were struck down by the Elder Gods, although no named Old Ones are mentioned, leaving some to speculate that perhaps Great Cthulhu and its kin brought this entity with them from Xoth. Others propose that Ubbo-Sathla was, in fact, the creation of the elder things, an early experiment that gave rise to their bio-engineering of earthly lifeforms, such as shoggoths and humanity. Yet another speculative claim suggests that this entity was spawned by Azathoth or brought by the Daemon Sultan from elsewhere. We are unlikely to reach a consensus any time soon, and this author encourages further research.

Ubbo-Sathla's whereabouts are equally confusing with differing opinions claiming it lies in a secret cavern beneath the planet, perhaps accessible via the subterranean world of K'n-yan or N'kai, or that it dwells in Y'quaa, a hereto undiscovered place near to the ancient and now lost Mount Voormithadreth (in Hyperborea, said to have existed in what is now the Arctic region), or that it still dwells below Mount Voormithadreth. What is agreed upon is that Ubbo-Sathla was the guardian of the Tablets of Life (also known as the Elder Keys), a collection of star-wrought stones inscribed with "great knowledge" supposedly containing the secrets of the gods. While a reference to the Tablets may be found in certain editions of the *Necronomicon*, the *Pnakotic Manuscripts*, and the *Book of Eibon*, there is little written to describe what these "texts" are, their actual form, or clearer details of their contents. Some scholars theorize that the Tablets were created by or once a possession of the elder things, and may have formed part of the knowledge for the creation of life held by that race of sorcerer-scientists, while others speak of the tablets being created by the Great Old Ones and containing secrets that could undo the cosmos. Despite numerous searches by wizards and their ilk, no human is thought to have ever read the Tablets of Life, although some have claimed to have spied them briefly, hidden within the mass of Ubbo-Sathla.

Some claim an association between Ubbo-Sathla and Abhoth, with the former spawning the latter. While these two entities are similar in many ways, Abhoth apparently possesses sentience and intelligence, whereas Ubbo-Sathla appears to near insentient, a mindless pool of flesh living at a primal level. Hinkley Martins, a professor at Miskatonic University, speculated in his paper, *Evidence of the Creation of Life as Seen in the Necronomicon and Other Texts*, that these two beings were, in fact, differing facets of the same mythic entity, with each form assimilated into differing cultures in prehistory.

As can be discerned from accounts relating to the elder things, Ubbo-Sathla is believed to constantly produce amoebic life forms, which may be the prototypes of life on Earth, or at least these played a role in the production of the shoggoths and humanity's forebears. The so-called brood of Ubbo-Sathla is said to possess little intelligence, and, acting like their sire, they are little more than primal hunters of a sort.

Cult

No human cult is believed to exist, although both the mi-go and the sand-dwellers are said to hold Ubbo-Sathla in their devotions. Whereas the sand-dwellers may see some ancestral link to the entity as their progenitor, the mi-go's interest appears to mirror that of the elder things, seeing Ubbo-Sathla as a god-like being who can be exploited for scientific gain.

Possible Blessings

- Given the insentient nature of this entity, its ability to bestow powers on others is probably non-existent (at the Keeper's discretion).

Encounters

It remains an outside possibility for humans to encounter Ubbo-Sathla, although explorers and searchers may unwittingly stumble into finding its hidden grotto wherein it lies. Those desirous of investigating pre-history and the work of the elder things may run into mentions of this strange

TYPICAL PHYSICAL MANIFESTATION: UBBO-SATHLA

STR 300 **CON** 1,000 **SIZ** 1,000 **DEX** 80

- **Hit Points:** 200
- **Damage Bonus (DB):** +15D6
- **Build:** 16
- **Move:** 0

Combat

Attacks per round: 1 (lash or grab)

If threatened, lashes out or grabs, forming pseudopods, tentacles, or limbs to do so. Otherwise, may ignore or randomly attack those within 5 yards/meters—the Keeper may elect to use a Group Luck roll to determine the situation. Its strike damage varies randomly, roll 1D6 to determine the strength of the attack:

- **1:** damage 1D4
- **2:** damage 1D6
- **3:** damage 2D6
- **4:** damage 4D6
- **5:** damage 7D6
- **6:** damage 15D6

Grab (mnvr): target is held (1D6 touch damage as appropriate, see above), and then on the following rounds either squeezed (7D6 damage) or pulled into its mass to be absorbed (15D6 damage per round). The victim may break free of the hold with an Extreme STR or Hard DEX roll, although those pulled into its mass are dead if unable to escape by their next action.

Fighting	80% (40/16), damage varies (see above)
Grab (mnvr)	80% (40/16), held (see above)

Armor

- None.
- Impaling weapons deal minimum damage.
- Regenerates 25 hit points per round (death at zero hit points).
- If reduced to zero hit points, Ubbo-Sathla's mass turns into liquid and drains away. It reforms in 4D100 years.

Outer God, as might those encountering the mi-go or sand-dwellers, both of whom may possess temples, altars, or knowledge concerning Ubbo-Sathla. Seekers of the Tablets of Life may too uncover tales connecting to Ubbo-Sathla. Speculation exists that the entity's lair may be accessible via the Dreamlands, with a route possible via the underworld of dream amidst the ghoul- and gug-crowded tunnels.

Aura

For those reaching Ubbo-Sathla's lair, this grotto may be something of a nightmare plain in which millions of strange and exotic lifeforms are birthed, age, and then die close to the entity. Humans should be wary of such brood, as some possess the capability to do harm, while others act like parasites, latching onto those passing by or somehow entering their bodies and nesting alongside internal organs—the effect of such parasitical life on human bodies is uncertain but likely to be at least unhelpful or downright life-threatening at worst.

Ubbo-Sathla, *the unbegotten source*

Sanity Loss: 1D6/2D10 Sanity points when encountering Ubbo-Sathla and its myriad brood.

Magic

- **POW:** 375
- **Magic Points:** 75
- **Spells:** none.

Powers

Brood of Ubbo-Sathla: continually produces 1D10 offspring per round, some of which it eats or reabsorbs while others escape to live out their lives within the grotto or find their way out to the outside world. Those surviving fulfill the needs of their primal and mindless sire; no two spawns are exactly alike (see **Ubbo-Sathla, Brood of**).

Leech Touch: whatever Ubbo-Sathla touches is leeched of its lifeforce, effectively causing 1D6 damage per round. Thus, plant life, animals, and humans wither and rapidly die. Those who fall into or are pulled into the entity's mass are most likely lost forever, their bodies absorbed.

Unintelligent: in terms of human comprehension, Ubbo-Sathla is insentient, existing on a purely primal level; thus, it will attack if threatened, and may randomly attack or ignore those nearby.

UT'ULLS-HR'HER

(Great Old One/Avatar)

I saw its scale-covered ovoid body and the crescent-shaped head that rose above it possessed of a beard of horn-like growths, each of which dripped a foul-smelling fluid that ran down its neck and covered the scales below. Above these horns, no mouth nor eyes could be discerned, although instead there were two green-veined appendages growing outward with bluish flesh, while more horns or spikes sprouted from the rear of the head. Amidst the lower torso were clumps of teats surrounded by small fish-like fins. Small, vestigial legs dangled about its underside, although these did not seem to serve any purpose as it glided over the floor with a slug-like quality.

Other names: Black Glory of Creation, the Great Horned Mother, Nia-Ubb-Hr'gath.

Much remains to be learned concerning this little-known entity, with conflicting theories as to its nature, origin, and status. The majority class Ut'ulls-Hr'her as a Great Old One, a being possibly spawned by Shub-Niggurath or Yibb-Tstll, said to dwell in the vicinity of Mira (Omicron Ceti) a red giant star in the Cetus constellation. There remains debate as to whether this entity is a true Old One, however. Some regard Ut'ulls-Hr'her as an avatar of Shub-Niggurath (or, otherwise a unique being spawned by that Outer God), while a few speak of it being a twin to Gla'aki. The *Necronomicon* mentions an entity, Nia-Ubb-Hr'gath, within a ritual to Shub-Niggurath, but says little more; however, it appears to some that "Nia-Ubb-Hr'gath" is an alternative name for Ut'ulls-Hr'her, and so the connection to Shub-Niggurath is established in these scholars' minds.

Unverified accounts suggest Ut'ulls-Hr'her has been summoned to Earth a handful of times, but whether the intent was a specific manifestation of this entity is unknown. Those theorizing the link to the Dark Mother have claimed that these rituals brought forth Ut'ulls-Hr'her as Shub-Niggurath's avatar or herald. Thus, the possibility of the interconnectivity of this entity to others makes discerning the truth difficult and chaotic at best.

Much like the Dark Mother, the "milk" said to be produced by Ut'ulls-Hr'her is claimed to have astounding properties, albeit ones that come with horrific implications or side effects. In fact, one of the few references to this entity can be found in *Treasures of the Stars* (Vienna, 1658, author unknown), which states the milk is, "wondrous" and that it "may heal wounds and grant visions." The text then goes on to say that drinking the milk should be contemplated only by those with "stout fortitude" as the aftereffects are "cataclysmic." It is a shame the book says no further on this matter, leaving scholars at a loss to what the aforementioned aftereffects could be.

In terms of Ut'ulls-Hr'her motivations or agenda, evidence is sorely lacking. It appears the entity is unable to leave its lair unless summoned, providing it temporary leave to manifest elsewhere. One presumes some form of Elder confinement, but this too is unclear. If we take such matters as accepted, it would seem probable that Ut'ulls-Hr'her seeks escape and freedom. Possibly, it has some means of interfering with magical summons, allowing it to hijack summoning requests made to other entities; thus, those summoning the Dark Mother may find Ut'ulls-Hr'her appearing instead. In a similar fashion to the earthly cuckoo bird, perhaps these usurped appearances are a means to expand Ut'ulls-Hr'her's influence and a way to recruit followers.

Cult

Seemingly, a number of earthly cults have changed their allegiances after unwittingly calling Ut'ulls-Hr'her to manifest. Others appear to have been infiltrated by Ut'ulls-Hr'her cultists, who work to realign the nature and work of the cult away from deities like Shub-Niggurath toward Ut'ulls-Hr'her. Thus, the cult of Ut'ulls-Hr'her seems to grow by assimilating and reshaping other cults. While such tactics appear to have paid off in a number of cases, the overall cult of Ut'ulls-Hr'her remains small at this time.

TYPICAL PHYSICAL MANIFESTATION: UT'ULLS-HR'HER

STR 260 **CON** 335 **SIZ** 365 **DEX** 50

- **Hit Points:** 70
- **Damage Bonus (DB):** +7D6
- **Build:** 8
- **Move:** 4 / 6 swimming

Combat

Attacks per round: 1 (horns or crush)
May attack with horns to rake or gore, or alternatively may roll into a ball and crush opponents.

Horns: those injured by the entity's dripping horns should attempt a Hard CON roll to avoid their wounds becoming infected with a horrible and painful disease that rots and eats away at their flesh (1D6 damage per day). There is no known earthly cure for Ut'ulls-Hr'her's infection, although certain spells may cure the disease, and on-going ingestion of the milk of Ut'ulls-Hr'her will limit its progression (although the sufferer must continue to drink daily or lose this benefit).

Crush (mnvr): rolls its bulk up into a ball, much like an armadillo, providing not only all-round protection from its armor-like scales but also allows it to roll about, crushing those within 20 yards/meters who are unable to Dodge out of the way (7D6 damage).

Fighting	90% (45/18), damage 3D6 + infection (see above)
Crush (mnvr)	90% (45/18), damage 7D6

Armor

- 20-point scales cover back and sides; 2-point rough skin underside (targeted attacks to underside suffer one penalty die).
- Certain enchanted weapons may ignore armor.
- If reduced to zero hit points, Ut'ulls-Hr'her explodes, its milk flying outward to cover everything nearby. It reforms in 4D100+1,000 years.

One faction of the cult, the Daughters of Isolation, has come to the foreground with their absolute devotion to spreading the infection of Ut'ulls-Hr'her's worship. Working to undermine and then take control of all manner of groups, societies, and cults, the Daughters are known to employ any and all tactics, from blackmail to murder, to achieve dominance. It is said that the rites held by the Daughters of Isolation are among the sickest, perverse, and deadly of any earthly cult.

It is said that some moon-beasts worship Ut'ulls-Hr'her, gathering on the dark side of the moon to hold strange and horrific ceremonies.

Possible Blessings

- **Undying:** the most devoted worshippers are blessed with amazing healing properties, said to be bestowed directly from Ut'ulls-Hr'her. Injuries that would kill another are rapidly healed, allowing such cultists to appear as if they have returned from the dead. It is whispered that only enchanted weapons can actually harm such folk.
- **Shapeshift:** a few cultists are granted the ability to take on the appearance of another human; this done by drinking the blood of the person they wish to impersonate.

Encounters

Those witnessing a ritual summons of a Mythos entity may be surprised or confused by the arrival of Ut'ulls-Hr'her instead of the intended entity. Equally, those confronting the exploits of a particular cult may find that cultists of Ut'ulls-Hr'her are in the process of infiltrating and usurping the cult from within and find themselves in the midst of internecine conflict; perhaps, those who were considered enemies may become allies in a combined effort to destroy Ut'ulls-Hr'her's emerging influence.

Aura

Humans falling under Ut'ulls-Hr'her's influence suffer from a sudden decline in morals and acceptable behavior, becoming wicked, cruel, and murderous. They are cunning and intelligent in achieving their goals, and happy to employ all means necessary. To others, such cultists are wild-eyed, manic, and intolerant. Ceremonies are debased affairs, often looking to observers like some scene of Hell from Dante's *Divine Comedy*.

Those in close proximity to Ut'ulls-Hr'her are liable to feel a strange mix of repulsion combined with a heady rush of liberation as if layers of morality were being stripped away. The aura surrounding this entity is just as disgusting as its physicality.

Ut'ulls-Hr'her, *the great horned mother*

Sanity Loss: 1D6+1/2D10+2 Sanity points.

Magic

- **POW:** 100
- **Magic Points:** 20
- Spells: Cloud Memory, Contact Moon-Beast (variant), Dominate, Mindblast, Send Dream, Steal Life (variant); others as the Keeper desires.

Powers

Milk of Ut'ulls-Hr'her: consuming the milk produced by this entity heals any wounds (but does not regrow lost limbs) at the rate of 1D6 hit point per round; however, doing so confers an automatic Sanity loss of 1D10 points (per round the milk is drunk) due to a sudden rush of Mythos-inspired visions. In addition, once the milk has been consumed, a human should attempt a Hard CON roll (this roll may be made in secret by the Keeper): if failed, the human begins to develop growths on their abdomen, which over 2D6 days form into horrendous alien teats that produce milk—if this milk is consumed by another, they regain 1D4 hit points and lose 1D6 Sanity points per drink per day (i.e. no matter how much is drunk, a person gains a maximum of 1D4 hit points per day). Surgery may be able to remove the alien teats, as may certain spells, but the ongoing effect on the host is the loss of 2 Sanity points per day until the teats are removed. Further physical changes may take place at the Keeper's discretion, in addition to the general moral decline of the host.

- V -

VORVADOSS

(Elder God)

Through a haze of silvery mist, the image solidified. At first the eyes, totally black as though filled with the darkness between the stars, but then I spied the flicker of green flames within, which grew to fill the sockets and spread light upon its greater countenance. As the emerald flames curled, its features were distorted and unlike a human face. I cannot describe whether it possessed a nose, mouth, or anything one could find cognizant, so different and yet so familiar was its aspect. At times its form seemed like a human wrapped in a cloak, while at others it twisted into uncanny outlines that I could barely attribute to man or beast, these being more like clusters of mathematical shapes: curves, triangles, spheres…

Other names: Eye of Pain, the Jailer, the One of Flames, That Which Waits in the Outer Dark, Treader of the Sands.

Vorvadoss is believed to be an Elder One that wends its way through the void of space and rarely manifests, preferring to commune via psychic telepathy. Known on numerous worlds in various times, this entity is seen by some as protector of sorts, able to aid those who call upon its name. While its earthly appearances appear to have been rare, other alien civilizations seem to have received more attention.

Some dreamers speak of a tale that describes Vorvadoss being born from the dreams of Nodens, which certain scholars take to mean "Nodens' son," while others think of it being a splinter of Nodens that (over time) took unique shape and form. Whether a separate being, a spawn of Nodens, or an avatar of Nodens, Vorvadoss' origin remains uncertain.

Akin to the other Elder Gods, this entity's agenda seems to keep the Outer Gods and Old Ones in check. Some have called Vorvadoss "the Jailer," a term that implies a sense of guarding or securing those beings cast down and now confined by the will of the Elder Ones. Certainly, what scraps of information are gained through the stories told by dreamers and wizards, or written in the curious texts of alien races are puzzling and sometimes contradictory. Sometimes, Vorvadoss seems willing to accept petitions for help, favoring some with magic and wisdom to resist or act against the Old Ones, their spawn, and their minions. At other times, Vorvadoss appears petulant and near malevolent, bringing destruction to those who would disturb his work. A common strand among the tales is this entity's preference to work from a distance, using go-betweens or else telepathically communicating rather than physically manifesting when summoned. Such tales speak of Vorvadoss unwillingness to confront or directly interact with other Mythos deities, as to do so would be beneath it in some manner. Some scholars theorize that Vorvadoss sleeps now, and calls upon its name may go unheard, although some requests may filter through and be answered through the being's dreams—these taking a form of physical manifestation, so petitioners see only a portion of the being's true aspect, or else hear its strange voice that sounds like the tinkling of crystals.

Throughout the stories and texts concerning Vorvadoss is the clear advice that any who would call upon this entity must provide payment. Rather than sacrifice, such payments are often shown to be a form of service, such as offering oneself and abilities to perform a deed or enact a task as commanded, although at least one tale demonstrates the willingness of Vorvadoss to accept the lifeforce (POW) of petitioners as payment.

Cult

Seemingly, of the Elder Ones, Vorvadoss appears virtually unknown on Earth, with no organized groups devoted to its worship. Only one group, calling themselves the Sect of the Eye, appears to exist, and who claim to have originated some 4,000 years ago in Ancient Egypt. These willing servants of Vorvadoss take great pains to avoid attention, going out of their way to excise their mention from texts and people's memories. What exactly their purpose is, is unclear but may involve acting to thwart the machinations of cults and those seeking the return of the Old Ones.

On alien worlds, such as Yenern (beyond Betelgeuse and the location of Bel Yarnak) or Vornyl (within the Omega Nebula and the location of Varryl-Arc), Vorvadoss seems well known, with temples and priesthoods attending to its worship. Such may be the case with the Elder Ones, their names are better known and regarded by far-flung aliens than the residents of Earth, a planet possibly seen more like a prison for Old Ones than a place of any value.

Possible Blessings

- **Cosmic Insight:** granting 1D10+2 points of Cthulhu Mythos while also reducing Sanity by 1D10+6 points.
- **Temporary Boon:** Vorvadoss may grant petitioners a range of boons if they are to be used to either strengthen the position of the Elder Gods or diminish the position of the Old Ones. Such boons may materialize as cosmic wisdom, the gift of a spell or artifact, transportation, or some form of knowledge. Usually, all boons are temporary, and some may have unseen and untoward side effects not pleasant for humans.

Encounters

Knowledge of Vorvadoss is limited on Earth, so discovering this entity's name, let alone the means to communicate or summon it will prove difficult for most. Signs of Vorvadoss may be discerned in certain texts dealing with the casting down of the Old Ones, although information is more likely to come through dreams and encounters in the Dreamlands. Those working against the cults of the Outer Gods and Old Ones may unwittingly be aided or hindered by the Sect of the Eye, who work at a distance to protect their secrets and identity.

Aura

If witnessing the manifestation of this Elder One, knowledgeable humans with experience of the Mythos may at first think they are witnessing the arrival of one of the horrors from Tindalos. Vorvadoss may choose to appear in semi-human-like form, drawing memories and concepts from the minds of those in attendance to fashion a physicality, or simply appear as a crazed conglomeration of angles and shapes. Either way, it radiates an aura of strangeness unlike anything most humans would be accustomed to: a sense of deep time, the hidden depths of the cosmos, and things beyond human perception.

Vorvadoss, *the one of flames*

Sanity Loss: 0/1D4 to 1/1D6 Sanity points to encounter Vorvadoss in semi-human form; 1D6/3D10 Sanity points to encounter the Elder God in natural form.

Magic

- **POW:** 375
- **Magic Points:** 75
- **Spells:** Assist Dreamer (variant), Bliss, Cast Out the Devil, Cloud Memory, Command Animal (all), Deflection, Dominate, Drown Mind, Elder Sign, Enchant Item (any), Implant Fear, Mental Suggestion, Shrivelling, Wrack; others as desired by the Keeper.

Powers

Change Form: able to instantly change the form, and may fashion a form taken from the mind/memory of the viewer(s).

Dismissal: may dismiss other entities (incl. humans), forcing them to retreat or return from whence they came. The dismissal requires that Vorvadoss wins an opposed POW roll with the target, although it may spend 10 magic points to gain a bonus die to this roll.

See Truth: able to see through any disguise, rouse, or other obfuscation to reveal the truth, including seeing into minds to discern the truth of words or the general mindset of a being.

TYPICAL PHYSICAL MANIFESTATION: VORVADOSS

STR 225 **CON** 210 **SIZ** 140* **DEX** 100

**SIZ: may decrease to SIZ 90 if appearing in semi-human guise.*

- **Hit Points:** 35
- **Damage Bonus (DB):** +4D6
- **Build:** 5
- **Move:** 10

Combat

Attacks per round: 2 (strike, smash, or flame)

May strike and smash with fists (human-like or otherwise) or send forth a burning green flame when necessary, but prefers to employ spells or use others to distract opponents while removing itself from danger.

Flame: shoots from eyes, mouth, or hands, reaching opponents up to 10 yards/meters away, and dealing 3D6 burning damage (a successful Luck roll avoids clothes, etc. being set on fire, causing an additional 1D6 damage per round for 1D4 rounds).

Fighting 100% (50/20), damage 4D6

Armor

- None; may expend magic points to gain armor points (one for one basis); such armor points last for the duration of a single encounter.
- Regenerates 1D3 hit points per magic point spent in healing itself (death at zero hit points).
- If reduced to zero hit points, Vorvadoss is engulfed in green flames and disappears. It reforms in 1D100 days somewhere in space.

VULTHOOM

(Great Old One)

For it is made of many strands, twisting and curling around one another like a plant's vines and roots. These limbs are swollen and bloated at points, and all are of a pale-yellow-purple hue. The strands grow thicker as they weave together, forming a rounded bulb-like mass, which lies at the center of this dense, outer patchwork of flowing limbs. Atop this spherical body, mostly hidden, is a great vermillion cup-like orifice, as though a flower bursting forth, with fleshy petal-like appendages circling the center.

Other names: G'sort-hotogga, the Sleeper of Ravormos, That Which Hears All.

Said to be a plant-like entity due to its physicality resembling a great bulb surrounded by stems, vines, and roots. Perhaps, it would be better to describe it as a combination of vegetable and flesh (in human terms), although most scholars agree that there are layers or portions of it that exist only in higher dimensions, which our eyes and senses cannot comprehend. While we see elements, we are unable to understand its true and full form.

According to some, Vulthoom was begat by Yog-Sothoth, while others allege this Old One is the fruit of Shub-Niggurath (no clear consensus has yet been reached). In prehistory, this entity was said to have arrived on Mars, where it "took root" and had dominance over the Aihais, a Martian race of primitive humanoid folk believed now to be extinct. With the Aihais gone (as well as their sacrifices), Vulthoom appears to have fallen into a state of torpor or deep sleep, greatly reducing this entity's visibility to earthly research and the like. According to the accounts of the wizard Sunda-lon, allegedly gathered together by the enigmatic R. S. Scarwound in the privately published *Agonies and Deliriums* (Boston, 1785), Vulthoom rests below the surface of Mars in the subterranean ghost city of Ravormos, once home to the Aihais. The writings go on to describe a symbiotic relationship between its Martian worshippers and Vulthoom where both live a cyclic existence of a thousand years of sleep followed by a thousand years of activity. It is not known if this cycle was somehow broken by an external disastrous event or naturally declined and then stopped. Sunda-lon mentions the Aihais entered this lifecycle only after Vulthoom arrived on the planet, and suggests it was this entity's powers that granted the Martian's such longevity, leading some scholars to speculate that by conditioning its followers to enjoy a long life Vulthoom could draw greater sustenance from them. This "conditioning" may be a result of the strange pheromones exuded by the deity into the air,

with these mind- or behavior-altering agents affecting the will and life patterns of other species.

For now, it appears that this entity's torpor prevents its physical manifestation elsewhere, although whether it is able to mentally manifest on other worlds is unknown. There are no credible accounts suggesting it has been summoned to Earth as yet. A somewhat scary prospect is the notion that Vulthoom may be able to reproduce itself via seed-like pods, which it is believed to cast out once every 10,000 years. Given its current subterranean location, one assumes it would be extraordinary if any such seeds found their way to Mar's surface, into space, and on to Earth.

TYPICAL PHYSICAL MANIFESTATION: VULTHOOM

STR 150 **CON** 375 **SIZ** 425 **DEX** 40

- **Hit Points:** 80
- **Damage Bonus (DB):** +6D6
- **Build:** 7
- **Move:** 2

Combat

Attacks per round: 1D4+2

May send forth its vine/root tendrils to strike or grab, but tends to rely upon its powers to use others to defend itself.

Grab (mnvr): target is held and then, on the following round, gripped and strangled (1D6 damage per round) or pulled into its mass to be crushed (6D6 damage). The victim may break free of the hold with an Extreme STR or wriggle free with a DEX roll with a penalty die.

Fighting	65% (32/13), damage 1D6
Grab (mnvr)	65% (32/13), held (see above)

Armor

- None.
- Mundane weapons (incl. bullets) deal minimum damage.
- Regenerates 2 hit points per magic point spent in healing itself (death at zero hit points).
- If reduced to zero hit points, Vulthoom withers into a blackened husk. It regrows in 5D100 years.

Cult

The Martian Aihais worship of Vulthoom is considered to be dead, although it is possible that pocket remnants of the Aihais remain hidden deep inside Mars, and presumably, these would still be devoted to their ancient deity. Beyond Mars, no organized cults (human or otherwise) appear to exist. Should the accounts of the wizard Sunda-lon fall into the wrong hands, one might suppose a knowledge of this Old One could inspire some to take up its worship.

Possible Blessings

- Rather than an actual granted power, a blessing could take the form of coming into the possession of one of Vulthoom's seed pods, which if allowed to grow could become fully connected to or allow the transportation of the deity's will into this new host. As the seed grows, it may release certain pheromones bestowing unusual abilities to those in its proximity—such things are left to individual Keepers to design.

Encounters

Interplanetary explorers arriving on Mars and delving below the Red Planet's surface may discover the ancient tunnels of the Aihasi, leading to the dead city of Ravormos wherein Vulthoom lies. More possible may be the discovery of an ancient seed pod cast out by the entity in times past, which in the hands of the wrong person or due to the vagaries of fate begins to develop and grow, allowing Vulthoom to move all or part of its consciousness to Earth, with possibly terrifying results.

Aura

While, at first, his deity's seed pods may appear like some rare or undiscovered plant seed, the examination would quickly raise problematic questions as to its origin, due to its unearthly makeup. For those sensitive to such things, these pods may give off a strange and alien psychic vibration or aura, causing humans to be repelled or fearful. Likewise, those in proximity to Vulthoom, even if in torpor, are liable to be affected by the entity's pheromones (see below). Again, appearing to be vegetable matter reveals itself to be a lifeform possessing cold intelligence and a terrifying hunger.

Vulthoom, *the sleeper of Ravormos*

Sanity Loss: 1D4/2D10 Sanity points.

Magic

- **POW:** 175
- **Magic Points:** 35
- **Spells:** Special—see Powers, which mirror certain spell effects.

Powers

Great Sight: this Old One possesses many unusual senses and faculties, and possesses the ability to extend its perception over great distances of space and time at will, seeing and hearing all things within a specific time point or location.

Mellifluous Voice: the entity's voice is incredibly sweet and sonorous, almost song-like, fostering goodwill in those hearing it unless they resist with a Hard POW roll. As well as a verbal ability, this power extends to mental communication within a range of 1 mile (1.6 km).

Pheromones: may release a variety of pheromones, each causing a spell-like effect upon those near to the entity. The effects are full strength within 10 yards/meters, and are reduced by half within 30 yards/meters, and have their effect halved again (quartered) at 50 yards/meters; thus, an effect causing 1D8 damage is reduced to 1D4 at 11 to 30 yards/meters, and reduced to 1D2 at 31 to 50 yards/meters. Likewise, an effect's difficulty to resist may be diminished by distance, reducing from Extreme to Hard to Regular the further away one is from the entity. The differing pheromones produce a spell-like effect (refer to the spell descriptions as necessary), cost 5 magic points to produce (only one may be active at any time, but can be changed within one round to then take effect 1D4 rounds later). Effects include:

- Cloud Memory
- Command Animal
- Command Plants
- Dominate
- Dream Vision
- Implant Fear
- Mental Suggestion
- Mind Cloud
- Siren's Song

Hallucinogenic Fragrance: in addition to its pheromones, the entity constantly produces a sweet-smelling scent that produces a hypnotic state. Those inhaling the fragrance must succeed with a POW roll (see following) or begin to experience vivid hallucinations of either an ecstatic or horrific variety for 1D100+20 minutes (treat these as delusions and subject to a reality check roll as necessary. Within 10 yards/meters, the POW roll is Extreme, with 30 yards/meters the roll is Hard, and within 50 yards/meters the roll is Regular. Should the POW roll be fumbled, the affected person becomes enslaved to Vulthoom and acts under its direct will (the only cure being death or the negation of the effect through magic). Otherwise, for those suffering hallucinations, the effect can be negated by either being taken out of the area of effect (the visions ending 1D10 rounds later) or if a successful Psychoanalysis roll can be made; alternatively, an injury causing 4+ damage may bring such an affected person to their senses.

Note: depending on the era in which Vulthoom is encountered, certain equipment may help to resist this entity's powers, such as gas masks, environmental suites, and so forth. While nothing can completely negate the pheromones or its fragrance, such equipment may award a bonus die to rolls to resist their effects.

- Y -

YEGG-HA

(Lesser Old One/Unique Entity)

Roman soldiers had described the thing they claimed to have put down: some ten feet tall, winged, horned, and possessing a sloth-like body covered in gray, sagging flesh with lumpen arms and legs. The mouth was toothless and maw-like, while its face contained no eyes, and the skin overall was festooned with curious growths, boils, and other lumps.

Other names: Child of Yibb-Tstll, the Faceless Demon, Master of Gaunts.

Believed to have been spawned or created by Yibb-Tstll (according to the *Necronomicon*), this faceless and bat-winged entity is considered by some to be a Lesser Old One, although some resist this classification and describe it as a unique and particularly large specimen of a nightgaunt. Apart from the apparent connection to Yibb-Tstll, Yegg-Ha is sometimes portrayed as aligned with Nodens and said to command those nightgaunts in thrall or allied to this Elder being (*Gospels of the Inner Void*, Harkness, 1793). This confusing state of allegiances or hereditary connections is, not surprisingly, commonplace within humanity's understanding of such cosmic beings, which is always limited and unable to grasp what are essentially "unknowable" concepts.

We stand on somewhat firmer ground in relation to the known appearances of Yegg-Ha on Earth. According to the accounts set down by Roman legionaries and their commanders in the year 128 CE, a frontier garrison positioned on Hadrian's Wall, Britain, encountered and killed a "faceless winged giant," which scholars agree was a manifestation of Yegg-Ha. The Roman accounts speak of a series of battles with this entity, with a great cost to life, which culminates in

the legionaries overcoming the horror with both "sword and magic." Unfortunately, the accounts do not detail what from this "magic" took or how it was performed. The writings go on to say that the creature's body was buried in a "hidden place" in the lonely British countryside. Since then, no reliable claims have come forth to suggest a reemergence of Yegg-Ha, although the *Concordance of Higher Elements* by Hestia Locksby (and, possibly confirmed by certain dreamers) states that Yegg-Ha's shadow is alive and well in the Dreamlands.

In recent times, claims have come to light purporting that some individuals have sought out the resting bones of this entity, scouring the rolling landscape of the English-Scottish border regions in the hope of finding the grave dug by Roman hands. According to rumor, one unnamed person was successful in this endeavor, with Yegg-Ha's remains now ensconced in a secured vault somewhere. It remains uncertain as to the veracity of this claim, but the thought is troubling as such bones have an unpleasant way of returning to life, revivifying and re-growing flesh anew.

Cult

This entity has little to no following on Earth. A few individuals with knowledge of Ancient Roman history and mythology may become interested in the legends surrounding garrison activity in the area of Hadrian's Wall, leading them to uncover mention of Yegg-Ha and then seek out more frightful tomes, and thus open themselves up to the corrupting whispers of the Mythos.

While evidence remains uncertain, the is possibly one group, known as the Faceless Ones or the Shadow Men, allegedly bound in some manner to Yegg-Ha. Whether these are the ancestral inheritors of Roman secrets and charged with keeping such knowledge (and presumably the whereabouts of Yegg-Ha's bones) locked away is unknown. Possibly, this cult is actually worshippers and they work to restore this entity to life.

Possible Blessings

- Uncertain; the Keeper should choose whether followers of Yegg-Ha are able to be blessed with any particular power—the assumption would be either none or one or two quite limited in their scope.

Encounters

Assuming that Yegg-Ha has not yet reformed and returned to life in the Waking World, encounters are more likely with those factions opposed to its discovery or with those that wish to restore their god. If the entity's remains have been discovered then they could turn up almost anywhere. Certainly, the remains of an Old One would be highly prized by cultists, wizards, archaeologists, and others, all with various reasons for their interest. Of course, those venturing into the Dreamlands may unwittingly find themselves face to face with Yegg-Ha's dream manifestation.

Aura

If handling this entity's remains, they would feel "wrong" and although bone-dry would feel slick as if coated with a film of grease or oil, and the smell would be horrendous. If encountering a revivified Yegg-Ha, the smell would be stronger while it would be anathema to most humans.

TYPICAL PHYSICAL MANIFESTATION: YEGG-HA

STR 130 **CON** 490 **SIZ** 130 **DEX** 150

- **Hit Points:** 62
- **Damage Bonus (DB):** +2D6
- **Build:** 3
- **Move:** 12 / 16 flying

Combat

Attacks per round: 4 (claws, tail, seize)
May lash out with claws, use its barbed tail to whiplash opponents, and/or seize a target and take flight to then drop them to the ground (may seize only one target at a time).

Seize (mnvr): opponent is held and either crushed (1D6+2D6 damage) or carried aloft and then, on a later round, dropped from a great height (1D6 damage per 10 feet/3 meters). Victims may wriggle or break free with an Extreme DEX or STR roll (but may still have to contend with fall damage).

Fighting	80% (40/16), damage 1D6+2D6
Seize (mnvr)	80% (40/16), see above
Dodge	75% (37/15)

Armor

- 8-point tough skin.
- Regenerates 1 hit point per 1 point of damage it inflicts on another (death at zero hit points).
- If reduced to zero hit points, Yegg-Ha collapses and dies, its body decaying over time. Any portion of its remains may be enough to reform, which can take place in 2,000 or so years.

Yegg-Ha, *the faceless demon*

Sanity Loss: 1/2D6 Sanity points.

Magic

- **POW:** 125
- **Magic Points:** 25
- **Spells:** Fist of Yog-Sothoth, Shrivelling, Wrack.

Powers

Revivification/Reformation: Yegg-ha may be revivified by those who know the right ceremony to perform over even the smallest bit of its remains. In time, it will reform "naturally" without needing the help of any others.

Dark Aura: whether living or existing as bones, this entity exudes a dark aura that causes humans to feel tired and depressed. Those most sensitive (POW 70+ or psychics) may sense the aura weighing them down, with greater feelings of uselessness and despair pounding their minds. Dark dreams are likely for anyone so affected.

Call Nightgaunts: when living, able to summon 1D10+2 nightgaunts to its command.

Y'GOLONAC

(Great Old One)

We knew the rite had gone well when Humphries began to choke and retch, his body quivering while it reshaped to hold our lord. After the breaking of bones and the sounds of flesh twisting beyond its limits, Humphries' head fell to the floor, the remaining stump receding into the body mass. Our Lord made manifest, stood some ten to twelve feet high, towering and naked before us. The flesh was slick with sweat and blood as it raised its arms to reveal distended hands, the palms of which possessed slit-mouths containing sharp teeth and rolling bloody tongues. There was no head, just the bloated bulk that once was Humphries, expanded and filled with the majesty of Y'golonac!

Other names: Bringer of Depravity and Perversion, Defiler, the Speaking Hand.

Y'golonac's earthly manifestations present the entity as human-like in appearance (although possessing no head), giving rise to speculation that this deity is greatly connected to this planet and, according to some, imprisoned here within a walled-off chamber connected to a subterranean network of tunnels, possibly somewhere in England. Indeed, the *Revelations of Gla'aki* speaks of such matters and names the entity's lair as somewhere below the Severn Valley city of Brichester. Yet, it would be foolish to presume the human-like form of this deity is anything but a vessel designed to interact with humanity, and that its true appearance is something far less understandable and approachable. Details are lacking, but one guesses that manifestations of Y'golonac on otherworldly places and planets are liable to be quite different to the form known to humanity; thus, if appearing on Yuggoth, its physical appearance may be more like a caricature of the mi-go form. Whether the overall design of its physique is pulled from the minds or physicality of those in close proximity is uncertain; however, when summoned, Y'golonac apparently prefers to manifest within a host body (willing or unwilling), which may to a certain extent form the basis of its physicality; essentially using the raw material of host as a vessel, which naturally strains and mutates under the pressure of containing an alien god-like being.

Details concerning Y'golonac's confinement on this planet are vague, with most agreeing that some form of Elder ward binds its freedom, allowing for temporary escape only via sending forth its will to possess host bodies that eventually corrupt and break under the strain. Some written accounts claimed to found and visited the entity within its subterranean lair, although these appear unreliable at best and fanciful at worst. Unlike most others of its kind, the summoning of Y'golonac appears to be a simple (but horrifying) affair, with the summoner just required to read aloud the correct pronunciation of the name "Y'golonac." Luckily, it seems the correct pronunciation is not quite what one expects, although there have been some unfortunate situations where a person has unwittingly pronounced it right. (This writer shall not attempt to set down the correct pronunciation here, lest readers call out and untold trouble ensues.)

Best considered a malignant force, Y'golonac appears to exude and foster a moral decline in those it influences, with some scholars saying the entity's mind has a fondness for reaching out to touch those humans already predisposed to debauchery and low moral behavior. In this, we see a direct parallel to other Old Ones wishing to fashion humanity in their image (as referenced in the *Necronomicon*). Such individuals appear ripe for the attention and ministrations of Y'golonac, its psychic whispers filtering to their minds and turning them to this entity's worship. In many ways, Y'golonac is like Nyarlathotep in its utilization of humanity, preying on people at the fringes of society who easily absorb its demented and appalling creed. Such people have probably already indulged in activities or taken an interest in what might be considered depraved activities, with Y'golonac's influence essentially driving them deeper into moral turpitude at the expense of their humanity. Of course, while some are groomed and developed into a sort of priesthood for the Old One, others are simply nourishment

and pulled toward Y'golonac to be eaten. Those who willing or inadvertently summon this entity may be offered a stark choice: accept Y'golonac as your master or be destroyed and consumed. Those who accept the former are usually tasked with recruiting others from the depths of society to form small cults to praise Y'golonac's name and further its cause of remaking humanity in its image.

While scholars would agree that Y'golonac and Gla'aki are separate entities, the two appear to be aligned in some manner. Perhaps this is simply due to an apparent geographical closeness but may hint at a deeper connection between these Old Ones. Certainly, significant portions of the *Revelations of Gla'aki* are concerned with the worship and hideous rites of Y'golonac, and, as that tome is (or was) allegedly created by the hands of Gla'aki's worshippers, some reason must be assumed to exist for Gla'aki to favor Y'golonac. As yet, this connection remains uncertain, and researchers are advised to tread carefully.

Cult

Y'golonac's human cults appear to be short-lived affairs, often burning out as quickly as they are established; such is the nature of their worship, their hedonistic and depraved activities often bringing the attention of the authorities or else causing the demise of the group through acts of self-destruction. Of course, often some individuals escape arrest or death and go on to found new groups, bringing the tainted creed of Y'golonac to others. Forbidden texts (be they the written word, audio recordings, images, or videos) figure largely among such cults, which use these to tempt others and determine their willingness to embrace criminal behavior. Such "tomes" may also act to open one's mind to the whispers of this Old One, which may work to condition the mind and bend it to Y'golonac's will. Blackmail is another common tactic for such worshippers.

It is said that one cult, known as the Hands of Fate, are the true followers of this Old One. This group apparently existing to guard and tend their god in its dungeon-like prison. Oft times, individual members will be sent out to recruit new members or start new cults elsewhere in the world.

Possible Blessings

- **Hand of God:** particularly favored followers may be blessed with slit-like mouths developing on one or both of their hands. While such mouths may bite (1D4+2 damage), some have been known to speak, relaying Y'golonac's messages.
- **Bloating:** possibly a side effect rather than a directly granted power, many of this Old One's worshippers seem to bloat, accumulating body mass and becoming severely to super obese (i.e. with a body mass index of somewhere over 35). Such followers have increased SIZ (in the region of SIZ 70 to 100+).

Encounters

The possibility of inadvertently summoning this Old One by vocalizing its name presents an ongoing worry for those delving into the lore of the Mythos. It is fortunate that Y'golonac's worshippers are wary of calling for their master without good reason lest they become the deity's next meal. Nevertheless, the risk of this entity manifesting is particularly high when compared to others of its ilk. And, if not manifesting physically, Y'golonac may instead latch onto the person speaking its name to form a mental link through which it can infect that person's thoughts. In the main, however, most are likely to encounter its worshippers, who appear to work tirelessly to promote their despicable creed, using temptation and blackmail to advance their schemes and recruit others.

Aura

Proximity to this deity and to cult ceremonies are likely to confront the senses. The reek of sweat and blood, heavily perfumed air, and heat are all possible, combining into an irresistible miasma. Generally, most will feel a deep loathing or revulsion, and some may wither or faint while others cannot look away, eyes fixed upon the horror before them.

Y'golonac

Y'golonac, *the hand that feeds*

Sanity Loss: 1/2D10 Sanity points to witness Y'golonac manifest through human possession; 1/1D10+1 to encounter Y'golonac in human-like form; 1D6/4D10 to encounter the Old One in its true form.

Magic

- **POW:** 140
- **Magic Points:** 28
- **Spells:** Bring Pestilence (variant), Circle of Nausea, Cloud Memory, Contact Rat-Thing, Dampen Light, Deflect Harm, Dominate, Embrace of Yog-Sothoth, Implant Fear, Mental Suggestion, Send Dream, Utterance of Bile; others as desired by the Keeper.

Powers

Possession: possesses another to become a host for the Old One's will if they fail an Extreme POW roll. If overcome, the person begins to suffer the loss of 1D6 Sanity points and 20 points of both INT and POW per round, until at zero POW and INT the possession is complete. Each round, while some INT and/or POW remain, the person may attempt another Extreme POW roll to throw off the possession (although once half of these characteristics have been drained away the roll suffers a penalty die). Once possession is complete, Y'golonac may remain in the host as long as it desires (but no longer than 3D10+10 hours), although the death of the host's body (zero hit points) and certain spells can force the Old One to depart. As the possession takes hold, the host's body is reformed into a bloated, headless humanoid-thing, with mouths upon its palms. Those able to throw off the possession regain lost POW and INT at the rate of 10 points per week thereafter. Those who were fully possessed fall dead when Y'golonac departs their body.

Summons: Y'golonac may be summoned (triggering a **Possession**, see above) if its name is correctly spoken aloud. The Keeper determines if the correct pronunciation has been used, although (as necessary) may use a Luck or Cthulhu Mythos roll instead.

Touch of Y'golonac: infuses the slow corruption of a target's spirit and flesh (the target must have somehow been "touched" by Y'golonac, such as reading about, hearing of, or encountering the entity). This mental contact begins as dreams and waking hallucinations about an awful deed that must be performed or else some hideous (possibly defined or undefined) doom shall befall the affected person. For the first 1D4 days, the target should attempt a POW roll each day to fend off these thoughts and, if successful, should make a Sanity roll (0/1D2 loss); if the POW roll is unsuccessful, the Sanity loss increases to 1D2/1D6. These rolls illustrate the internal struggle taking place within the target's mind. Each day thereafter, the target should attempt a Hard POW roll, which if failed means they act on the impulse and attempt to carry out the task commanded of them (this may either be conscious or unconscious at the Keeper's discretion). If the Hard POW is successful, the impulse is restrained but a Sanity roll is required (1D4/1D8 loss). At any point where

TYPICAL PHYSICAL MANIFESTATION: Y'GOLONAC

STR 125 **CON** 625 **SIZ** 125 **DEX** 70

- **Hit Points:** 75
- **Damage Bonus (DB):** +2D6
- **Build:** 3
- **Move:** 10

Combat

Attacks per round: 2 (kick, punch, bite) or 1 (crush)
May kick, punch, or use the mouths in its palms to bite. Alternatively, may use its hands to crush an opponent's head.

Bite: 1D4+2damage and the loss of 5 points of INT and POW. Such injuries do not naturally heal, remaining as suppurating wounds that never close (magic may heal).

Crush: brings its hands together to slap and then crush an opponent's head (2D6+6 damage).

Fighting	100% (50/20), damage 2D6
Bite	80% (40/16), damage 1D4+2 plus 5 INT and POW (see above)
Crush	60% (30/12), damage 2D6+6
Dodge	40% (20/8)

Armor

- None.
- If reduced to zero hit points, the body possessed by Y'golonac crumples to the ground while the Old One's mind returns to it lair. If its true form is reduced to zero hit points Y'golonac explodes in a rain of gore. It reforms in 5D100 years.

insanity results, the target's bout of madness is to perform the task commanded by Y'golonac. If carrying out the task, the target is filled with sensual feelings (like a drug bestowing ecstasy), leaving the person craving to regain the feeling—forcing them into a trap where they are compelled to commit heinous crimes to get their "fix." Of course, with each and every criminal act committed, the affected person suffers commensurate and automatic Sanity loss, as determined by the Keeper, until they lose all remaining Sanity points and their will is totally given over to Y'golonac.

YIBB-TSTLL

(Great Old One/Outer God/Unique Entity)

Within the dream, I, at last, came to the mountain and beheld the suckling mother of the nightgaunts. I saw its enormous cloak open to reveal its glistening body, pulsating and rippling with strange life force, its gigantic wings spread wide. Its ovoid body sprouting hundreds of pendulous teats upon which a horde of 'gaunts supped upon its black milk. Betwixt were reams of curling tentacles, flailing and flapping, while its head sat atop—a hideous mess of animated flesh from which two eyes emerged on stalk-like growths above a misshapen mouth lined with crooked teeth.

Yibb-Tstll

Other names: Chuma, the Drowner, Mother of Nightgaunts, the Patient One, the Watcher.

Yibb-Tstll causes great debate among scholars, with differing viewpoints often at odds with one another. For those attempting to classify the deities of the cosmos, this entity is perplexing due to it being considered a Great Old One by some, an Outer God by others, and a unique parasitical entity by the rest. No clear truth is (at this time) evident, so one must choose based upon one's research and conclusions, or simply put the matter out of mind.

Said to watch over all things, Yibb-Tstll appears to some to be an immobile register of the cosmos, a library of knowledge one might say, that rarely acts to intervene in the lives of lesser beings. Certain texts, including the scandalous *Of Stars and Blood* (Whipple, 1768), disagree, saying that Yibb-Tstll is a parasite-like creature that ventures forth occasionally to feast upon the blood of other cosmic beings, drawing sustenance and then retreating to sit in a semi-conscious and unmoving state. Such periods of feeding appear to be brief and separated by millennia of stillness. Human history records no evidence of the entity's feeding, with such insights appearing to come from knowledge passed down from the mi-go and some Elder beings.

For the span of humanity, Yibb-Tstll appears to dwell in Earth's Dreamlands, apparently upon an unknown mountain beyond the Jungle of Kled, although reports of some dreamers speak of encountering this strange entity in a hidden grove within Kled itself. Whether such different accounts are true or merely confused in some manner remains to be seen. Sorcerers tell of a secret spell (named the Sixth Sathlatta in the abhorrent *Cthaat Aquadingen*) to unlock a dream pathway to Yibb-Tstll, allowing seekers of "wondrous knowledge" access to the entity and thereby "feed" upon its great wisdom. Whether this so-called Sixth Sathlatta enables physical travel is uncertain, as the tales suggest the journey is one of dream and nightmare. The rare Eighth Sathlatta is believed powerful enough to summon Yibb-Tstll to the summoner, although such magic is best avoided as such an act carries many unforeseen consequences.

Some have suggested a connection between Yibb-Tstll and Yog-Sothoth. Perhaps, some truth lies at the heart of this, with the former being the progeny or an externalized portion of the latter. For, if Yog-Sothoth is coterminous with all things, seeing everything and everywhen, then Yibb-Tstll is like the recorder, gathering this data within itself as though a living library. Thus, for those who seek the unknown and the hidden realities of existence, Yibb-Tstll is the giver of wisdom and far more accessible than the Opener of the Way, whose purpose and interactions with the lesser species of the universe are unfathomable. A handful of scholars posit a different connection,

with Yibb-Tstll seen as one the children of the Dark Mother, Shub-Niggurath. This link appears more tenuous, however. Far better may be a connection to Bugg-Shash, as claimed in the *Cthaat Aquadingen.* Perhaps, Yibb-Tstll is kin to Bugg-Shash and, like that entity, derives from a dark dimension and the progeny of some other unknown being.

Another confusing element concerns the nightgaunts, which are said to cluster around Yibb-Tstll, feeding on the black milk it produces. Some believe Yibb-Tstll gives birth to the nightgaunts, which later mature and fly off, never to be seen again, while others say the entity merely ensnares these winged creatures, using its blood to entice and turn them to its will. In either case, Yibb-Tstll commands a considerable number of nightgaunts, and is able to use these to undertake tasks and carry messages as desired.

Finally, we come to the blood of Yibb-Tstll, the black milk. Apart from the apparent fervor of the nightgaunts for this heady brew, the entity's blood is believed to be semi-conscious or intelligent, and able to live and perform certain tasks when expelled from the entity's body. Certain spells have been known to call forth the blood of Yibb-Tstll, enabling the spellcaster to direct it toward another for the purpose of murder. One dreamer mentions seeing the black milk, describing it as possessing a physical form that "flowed with purpose and took dark shape to trouble the wizard Meluna." Seemingly, the *Cthaat Aquadingen* appears to concur, stating that, "while Yibb-Tstll sleeps, its black milk may depart and take leave to work the will of the Drowner in other places." Thus, the mind of Yibb-Tstll may go abroad and touch the Waking World, infecting humanity and other species with its dark power.

Cult

In ancient times, Yibb-Tstll was said to have been worshiped as the god Yib; however, no remnants of this cult are believed to exist in the modern world. Perhaps, the most significant cult surviving is the Cult of Chuma, which has a handful of loosely connected groups operating in Africa and the Near East and allegedly originating in the sub-Sahara region. While no other significant organized cult appears to function, small groups may be found, possibly originating from individuals who have learned of or directly encountered the entity within dream.

Apart from such groups, solo practitioners of magic and seekers of lore may present the most significant portion of earthly devotees of Yibb-Tstll. Using dreams and/or magic to commune with the entity in the hope of receiving cosmic wisdom. Occasionally, a single nightgaunt might be sent to treat with such folk or to provide some form of aid. For most of these sorcerous types, the desire to access, experiment, and use the black milk of this being is particularly strong.

Possible Blessings

- **The Black Milk**: a tiny portion of Yibb-Tstll's blood is given to the worshipper, which when ingested allows direct communication and the sharing of thoughts.
- **Cosmic Wisdom: the** transference of particular knowledge, which may concern magic; events past, present, or future; and the accumulation of wisdom (Cthulhu Mythos skill). Being forewarned of events yet to happen may grant such a cultist a bonus die to certain actions or some form of Luck pool (at full or half POW) that may be used to influence actions.
- **Faceless Servant:** one or more nightgaunts are gifted or loaned to the worshipper, who may direct them to perform actions as desired.

Encounters

Those delving through forbidden tomes may come upon numerous references to "The Black," the "black milk" or Yibb-Tstll as providers of knowledge. Indeed, those seeking answers may be directed to treat with this entity by way of dream, opening their minds to the possibility of possession and corruption. Others may find themselves caught in the midst of waring wizards using the blessings of Yibb-Tstll in the attempt to master or murder the other. The insidious blood of the entity has a way of fueling horror, and may be found as the root cause for all manner of calamities, from corrupted drugs to strange and bizarre health affects not unlike those sometimes bestowed by Shub-Niggurath.

Aura

Something nasty and sickly pervades the senses when in proximity to Yibb-Tstll and its blood. Indeed, those nightgaunts associated with the entity somehow smell and seem different from their kin in the thrall of other beings. For many approaching Yibb-Tstll, there is a pull-push reaction: the temptation of secret knowledge versus the revulsion for its messenger.

Yibb-Tstll, *the watcher*

Sanity Loss: 1D6/2D10 Sanity points to encounter Yibb-Tstll; 1D4/1D10 to encounter its blood in a sentient external form.

Magic

- **POW:** 325
- **Magic Points:** 65
- **Spells:** Ariadne's Twine, Bestow Glimpse of Truth, Contact Moon-Beast, Dominate, Explode Heart, Hunger of Kazan, Living Clothes, Summon/Bind Nightgaunt, The Ravening Madness; others as the Keeper desires.

Powers

The Black: sends forth its blood, as a weapon, a blessing, or as a sentient portion of itself. If a weapon, its shoots forward to envelope and asphyxiate a target, covering them with black snowflakes (if they are unable to Dodge), who must then make a CON roll, suffering 1D2 damage if the roll is successful, or 1D4 damage if not. On the following round, a Hard CON is required, causing 1D4 or 1D6 damage respectively, while on the third and subsequent rounds, the CON roll becomes Extreme, causing 1D6 or 1D8 damage respectively. This continues until the target is dead, The Black is dispelled or withdrawn by Yibb-Tstll, or the target is able to immerse/spray themselves in running water (which destroys The Black).

If given as a blessing, The Black provided is a small quantity, which the user may ingest to open mind communication with Yibb-Tstll at any distance and through any dimensional difference.

If a sentient portion, The Black is capable of assuming and changing its physical shape, taking on human, animal, or alien form at will, although it retains its color and is unable to mimic other colors or textures. Thus, it does appear unnatural but can (in theory) disguise itself with outer clothing/materials. Far better, it can enter and possess host, giving it a perfect disguise in all but its eyes, which turn deep black; if injured, black rather than red blood flows. Possession is possible by winning an opposed POW with the host (a portion of The Black having a POW of 3D6+5 multiplied by 5). Within a host, The Black may manipulate the body's vocal cords to approximate speech, and otherwise use the body in the normal manner (see profile for **The Black: Physical Manifestation** below). If the host is immersed/sprayed with running water, The Black is destroyed and the host returns to normal.

Touch of Wisdom: the physical touch of Yibb-Tstll's tentacles causes others to change. The change may be physical, mental, or other, as deemed by the Keeper, and may be beneficial or harmful. Some possibilities follow (choose, roll, or use as inspiration). Clothing or similar negates this effect, the flesh must be touched (if necessary, use a Luck roll to determine whether this has taken place).

1. Permanent reduction of one characteristic (chosen at random) by 2D10+10 points.
2. Permanent increase of one characteristic (chosen at random) by 2D10 points.
3. Increase of the Cthulhu Mythos skill by 3D10 points, with an associated and equal Sanity loss.
4. Healed of injury: hit points recover to normal maximum value, while major wounds spontaneously heal.
5. Wasting away: hit points are reduced by half of current value and only heal at a rate of 1 point per 3 days.
6. Granted one spell of the Keeper's choosing.
7. Foresight of events to come: awards two bonus dice that can be used singly or together to affect any future roll.
8. Secret knowledge: the truth about a situation, person, location, or thing is revealed (as determined by the Keeper).
9. Utter terror: automatic loss of 1D10+4 Sanity points and the acquisition of one phobia or mania.
10. Dissolution: black ichor erupts from the skin, melting flesh and internal organs, killing the person in one round.

TYPICAL PHYSICAL MANIFESTATION: YIBB-TSTLL

STR 200 **CON** 240 **SIZ** 260 **DEX** 80

- **Hit Points:** 50
- **Damage Bonus (DB):** +5D6
- **Build:** 6
- **Move:** 0

Combat

Attacks per round: 1 (blood or tentacle)

Being unmoving, Yibb-Tstll uses its nightgaunt servants to fend off attackers or may cast spells; otherwise, those who attack may be struck by one of its tentacles, dealing 2D6 damage plus an effect per the **Touch of Wisdom** power (see nearby). Alternatively, may issue a gout of its blood, see **The Black**, nearby.

Fighting	90% (45/18), damage 2D6 + Touch of Wisdom
The Black	80% (40/16), see The Black; target may only Dodge

Armor

- 12-points comprising an 8-point cloak wrapped around its body and 4-point tough skin (if cloak is thrown open, use 4-point skin alone).
- Regenerates 2 hit points per magic point spent in healing itself (death at zero hit points).
- If reduced to zero hit points, Yibb-Tstll fades to nothingness, causing any nightgaunts to rapidly depart. It reforms in 1D100 days.

Great Wisdom: Yibb-Tstll knows many things and may grant insight to a worshipper or another who offers something in return. The seeker of knowledge must sup of the Black Milk directly from one of the entity's many teats, which may mean a brief tussle with a thirsty nightgaunt. If successful in this endeavor, the petitioner is granted knowledge of the Keeper's choosing (suggest using the Augury spell as a template for this). When accommodating a petitioner, Yibb-Tstll may or may not cause its Touch of Wisdom power to operate (as decided by the Keeper).

Nightgaunts: always accompanied by 1D100+10 nightgaunts, of which 1D10 may be directed to do Yibb-Tstll's bidding (the others consumed with drinking its black milk).

YIDHRA

(Outer God/Great Old One)

Long has Yidhra dwelt upon this planet and many forms does this sickness take. Having learned to replicate the earthly forms of animals did Yidhra come to know the human form and its many shapes and features. Know Yidhra through the comely forms that disguise the corruption within, which no man can look upon and live.

Other names: the Dream-Witch, Mother of Woe, the Shroud, Yee-Tho-Rah.

It is said that Yidhra has been on Earth since the first life appeared. Perhaps, some immature larvae cast upon the aether that descended from the stars when the planet was young. Over millennia, this entity grew and developed, learning to mimic earthly lifeforms by consumption and, in the process, analyzing them, taking on their characteristics as needed to better survive. In time, Yidhra self-divided itself, causing portions of itself to break free and assume separate and independent forms (avatars), although such parts remained psychically linked in some manner, sharing a greater consciousness. Thus, Yidhra constantly evolves and changes, now taking human shapes to better blend and influence. Throughout, it has been a constant need to consume fresh genetic material as, if any portion is starved, it withers and deteriorates into a pool of inert protoplasmic material.

Numerous texts, including the *Black Sutra*, *Uralte Schrecken*, and *Cthonic Revelations*, describe Yidhra in varying human or monstrous guises (some in god-like terms), akin to the varied descriptions of Nyarlathotep, with each often seen as an individual entity rather than a succession of masks. Of the major avatars noted, the three most well-documented forms are:

PHYSICAL MANIFESTATION: THE BLACK

Characteristics shown are for an externalized portion of The Black; if possessing a host, the numbers in parentheses adjust the host's characteristics, e.g. if a host has STR 50, when possessed the STR is 80, and so on. POW is determined as 3D6+5 multiplied by 5 and ignores the host's own POW value.

STR 50 (+30)	**CON** 60 (—)
SIZ 60 (—)	**DEX** 70 (+40)

- **POW**: (3D6+5)×5
- **Hit Points:** 12
- **Damage Bonus (DB):** 0
- **Build:** 0
- **Move:** 9

Combat

Attacks per round: 1 (asphyxiate or possession)
Either attempts to smother and asphyxiate or possess a target (see **The Black**, page 224).

Asphyxiate	automatic unless Dodged (see **The Black**, page 224); damage determined by CON rolls
Possession	opposed POW roll (see **The Black**, page 224)

Armor

- None.
- Immune to mundane weapon (incl. bullets).
- Running water destroys the Black; sprayed water causes 5 damage per round, water immersion kills in 1 round.
- Regenerates 1 hit point per round (death at zero hit points); cannot regenerate if immersed/sprayed with running water.
- If reduced to zero hit points, The Black fades to nothingness, causing any nightgaunts to rapidly depart. It reforms in 1D100 days.

- **Madam Yi, the Mother of Woe:** a human female dressed in beautiful and billowing white and black robes, with a beautifully painted face, like that of a porcelain doll. Its blood-red lips and closed almond-shaped black eyes are forever frozen on a smooth and bone-white surface, its long

TYPICAL PHYSICAL MANIFESTATION: YIDHRA'S TRUE FORM

STR 300 **CON** 600 **SIZ** 260 **DEX** 200

- **Hit Points:** 86
- **Damage Bonus (DB):** +6D6
- **Build:** 7
- **Move:** 14

Combat

Attacks per round: 6 (varied; claw, pseudopod, bite) or 1 (consume or roll)

This revolting mass of protoplasm may strike out with pseudopods, form limbs with claws or mouths to bite as it pleases. It may forego its usual attacks to attempt to consume a single target.

Consume (mnvr): leaps upon the target and begins to absorb them over the course of 1D4 rounds. The victim may attempt to escape with an Extreme STR or DEX roll but, if this is not accomplished by the end of following round, they are held fast and cannot now escape. Those able to escape suffer 1D8 damage, as well as the permanent loss of 10 points of CON and APP. See **Absorption**, page 229.

Roll (mnvr): the entire mass lurches and rolls over the target, dealing 6D6 crushing damage if unable to Dodge out of the way.

Fighting	100% (50/20), damage 3D6
Consume (mnvr)	100% (50/20), absorbed (see above)
Roll (mnvr)	100% (50/20), damage 6D6

Armor

- None.
- Immune to mundane weapons (incl. bullets).
- Regenerates 3 hit points per magic point spent in healing itself (death at zero hit points).
- If reduced to zero hit points, Yidhra's coherence loses stability, its flesh dissolving into pools of fetid matter. Once killed in its true form, Yidhra may not reform.

and black hair is braided into a single ponytail, and its hands both end in long, razorlike black fingernails.

- **Y'hath:** a vulturine horror possessing the aspect of a great vulture-like horror with blazing eyes and a beak full of fangs.
- **Yolanda:** a tall and slender human female, with an oval face and possessing luminous gray eyes.

For some, Yidhra is comparable to Shub-Niggurath, seen as like an earth goddess, and able to birth monstrous creations. For others, the entity is like a disease, ever consuming, taking earthly matter and re-conforming this to its will. Perhaps, the entity's ultimate plan is to consume all life on this world until all life is Yidhra. It is unknown whether Yidhra is able to consume and reconstitute the matter of other Mythos beings, although some suspect this to be the case and, if this were true, the ability to eat the many cosmic entities dwelling on Earth and recreate them as portions of itself is a truly frightening prospect.

Cult

Given its long existence on this planet, numerous groups and cults have come to worship Yidhra's differing forms over time. In prehistory, the voormis were believed to have offered sacrifices to Y'hath, while in more modern times cults evolving around the avatars of Madam Yi and Yolanda have formed. Indeed, while there does not appear to be an overarching and organized worldwide cult, there are many cults across the world, usually with no knowledge of the others.

Madam Yi

True followers of Yidhra are often blessed with long (possibly immortal) lives, with almost all appearing to possess fangs, which many scholars propose to be the root cause of vampire myths around the world. Indeed, the chosen followers of Yidhra are thought able to resist disease, injury, and death. Of course, such blessings must be paid for in regular blood sacrifices. For a few followers, Yidhra may reveal its true form, driving them mad and thereby ensuring their total devotion. This latter group is sometimes called the Children of Yidhra.

Possible Blessings

- **Linked:** followers who have tasted of the flesh of Yidhra (one of the more distasteful rites of such cults) become linked to their god. While the link is mental, it also has a physical aspect that corresponds to the health of the avatar they follow. Thus, should that avatar be injured or begin to waste away due to a lack of sustenance, so too does the linked follower.
- **Illusions:** bestows the ability to fashion temporary illusions in the cultist's immediate vicinity. Such sights, sounds, and smells appear real but may be dispelled with a reality check roll (Sanity roll) by those able to detect inaccuracies or other inconsistencies.
- **Immortality:** by merging with Yidhra, the follower is reborn and changed; the process drives the person permanently insane. The newborn cultist physicality may be slightly different (some may just look different, others may seem ophidian or have some other animalistic features, depending on which avatar of Yidhra they follow), and they now possess fangs, as well as a form of mental link with their god. But, like their god, they must consume to live, feeding off animals or humans to avoid shriveling away and becoming a living but inanimate husk.

Encounters

In the main, encounters with Yidhra should begin with those touched by the entity and its cultists, and then build to scale up the threat, with contact with Yidhra not happening until the climax. Thus, the "onion skin" approach to mystery building is best employed here, driving the investigators to uncover deeper and more terrifying clues as they go, until they become aware of what lurks at the center of the horror unfolding around them.

Tokens and signs of Yidhra's worship may be found, often disguised or appropriated in some manner, around the world. The entity has not slept nor is waiting in some deep tomb for the stars to come right—it is active now and has always been.

Aura

The differing aspects of Yidhra offer sometimes opposing or divergent auras. While most human-appearing avatars may appear "normal" at first sight or at a distance, they are liable to provoke strong emotions in close proximity. Remember, Yidhra knows humanity well, with only Nyarlathotep its equal in understanding and manipulating humans. Yidhra understands what it takes to twist humanity to its will, using fear, power, and sexuality as effective weapons. Indeed, Yidhra knows that love is a stronger emotion than fear, and often its avatars take female form as a basis to best project and nurture love in those it wishes to control. Of course, given it changeable physicality and separated physical forms, Yidhra may appear as any gender, with any sexual orientation. Yet, for some fear is more productive, and so monstrous forms like Y'hath are used.

YIDHRA'S AVATARS

	POW	MP	STR	CON	SIZ	DEX	HP	DB	Build	MOV
Madam Yi	110	22	110	300	80	180	38	+1D6	2	10 / 15 flying
Y'hath	100	20	160	380	160	150	54	+3D6	4	8 / 25 flying
Yolanda	100	20	100	200	60	90	26	+1D4	1	9
Monstrous Form	100	20	140	200	100	80	34	+2D6	3	8

Note: all of Yidhra's avatars may employ any and all of Yidhra's true-form powers.

YIDHRA'S AVATARS (CONTINUED)

Madam Yi

Sanity Loss: no Sanity points loss to see Madam Yi if acting "human;" otherwise, 1/1D4 loss.

Hypnotic Song: sings a hauntingly-beautiful melody used to entice and hypnotize victims, who are overcome if failing an opposed POW roll. The victim calmly walks right into Madam Yi's waiting arms where they are savagely shredded and absorbed.

Combat

Attacks per round: 2 (claws) or 1 (consume)
Attacks with razor-like claws on both hands, shredding victims to pieces. Alternatively, may consume one single target.

Consume (mnvr): leaps upon the target and begins to absorb them over the course of 6 rounds. The victim may attempt to escape with an Extreme STR or DEX roll. Consumption inflicts 1D4 damage, as well as the permanent loss of 10 points of CON and APP, per round; by the conclusion of the sixth round, all remaining hit points, CON, and APP are consumed and the victim is no more. See **Absorption**, page 229.

Fighting	90% (45/18), damage 1D4+1D6
Consume (mnvr)	90% (45/18), absorbed (see above)
Dodge	90% (45/18)

Armor

none; Madam Yi cannot be harmed by normal weapons; if the avatar is reduced to zero hit points, it transforms into a monstrous form (these vary and are subject to the Keeper's design).

Y'hath

Sanity Loss: 1D3/1D8 Sanity points to see Y'hath.

Attacks per round: 1 or 2 (claws, bite) or 1 (snatch or consume)
Swoops silently out of the sky, striking with both claws or its bite to injure or may snatch up its victim and thereby crush (2D6 damage), bite (2D6 damage), or drop them from a great height (1D6 damage per 10 feet/3 m). On the ground, it may only employ one attack per round, be it a bite, claw, or to consume.

Consume (mnvr): leaps upon the target and begins to absorb them over the course of 6 rounds. The victim may attempt to escape with an Extreme STR or DEX roll. Consumption inflicts 1D4 damage, as well as the permanent loss of 10 points of CON and APP, per round; by the conclusion of the sixth round, all remaining hit points, CON, and APP are consumed and the victim is no more. See **Absorption**, page 229.

Fighting	80% (40/16), damage 3D6
Consume (mnvr)	80% (40/16) absorbed (see above)
Dodge	75% (37/15)

Armor

5-point thick hide; if the avatar is reduced to zero hit points, it transforms into another monstrous form (these vary and are subject to the Keeper's design).

Yolanda

Sanity Loss: no Sanity points loss to see Yolanda.

Combat

Attacks per round: 1 (weapon, unarmed, or consume)
Employs weapons or usual human attacks, or may consume.

Consume (mnvr): leaps upon the target and begins to absorb them over the course of 6 rounds. The victim may attempt to escape with an Extreme STR or DEX roll. Consumption inflicts 1D4 damage, as well as the permanent loss of 10 points of CON and APP, per round; by the conclusion of the sixth round, all remaining hit points, CON, and APP are consumed and the victim is no more. See **Absorption**, page 229.

Fighting	70% (35/14), damage 1D4+1D4 or by weapon
Consume (mnvr)	70% (35/14), absorbed (see above)
Dodge	45% (22/9)

Armor

None; Yolanda cannot be harmed by normal weapons; if the avatar is reduced to zero hit points, it transforms into a monstrous form (these vary and are subject to the Keeper's design).

Yidhra, *of many forms*

Sanity Loss: see avatars below for relevant Sanity losses; 2D10/1D100 Sanity points to encounter the true form of Yidhra.

Magic

- **POW:** 300
- **Magic Points:** 60
- **Spells:** Barrier of Pain, Bestow Glimpse of Truth, Bind Enemy, Blight/Bless Crop, Call Lightning, Cause Disease, Command Shoggoth, Curse, Deflect Harm, Dominate, Enthrall Victim, Levitate, Shrivelling, Siren's Song; others as the Keeper desires.

Powers

Note: see Yidhra's avatars, below, for specific powers.

Absorption: consumes living creatures to gain sustenance. The act supplies Yidhra with the memories of those it eats, as well as any evolutionary distinctiveness the creature possessed. At its discretion, may "rebirth" what has been eaten, reforming the organic matter as Yidhra sees fit, which may be as a direct copy, be altered in some way, or be vastly reconfigured. Those creatures/humans rebirthed all possess a mental with Yidhra. In this manner, does the entity create lurkers (see below). If Yidhra or any of its avatars are unable to consume genetic material, they begin to wither and, after a period, deteriorate into a pool of inert protoplasmic material.

Division and Change: Yidhra's genetic makeup allows it to reform and shape itself in unlimited ways based on the earthly life it has consumed over time. Thus, virtually any earthbound lifeform is possible, as are a multitude of human appearances. Of course, Yidhra can take any of these and mix and match accordingly to produce unique forms.

Lurkers: using its absorption power, Yidhra creates lurkers—vampiric monsters that serve the entity's will.

YIG

(Great Old One)

As an ancient serpent, you shall know Yig. Of scaled flesh, ophidian eyes and face, on a coiled tail or on two legs does Yig walk upon a bed of snakes. With two arms does Yig grasp this world, claiming dominion and ownership.

Other names: Coiled Lord, Father of Serpents, Scaled One, Snake God.

From between the stars came Yig to settle on this planet, so says the *Necronomicon*. While numerous scholars have theorized as to Yig's origination, there is little agreement, and the entity's existence before arriving on Earth remains conjecture. While most assume the creation of snakes, or at least their evolutionary line, is somehow connected to Yig, this too remains uncertain. For some, snakes were born of Yig; the entity's blood flowed into the earth, causing early life forms to become snakes. Others suggest that, for some unknown reason, Yig found kinship with the reptilian serpents, favoring these above all others. In either case, scientific dating would indicate that Yig came to Earth around the Cretaceous era, some 250 to 100 million years ago, if such scales can be relied upon.

Recovered annals of the serpent people speak of Yig at first dwelling in Yoth or K'n-yan, but later moving to some secret place named Y'dethal. It is unclear if Y'dethal is somewhere on Earth or elsewhere; however, Yig's connection to this planet appears to remain intact and strong, with the entity freely able to manifest (at least temporarily). Perhaps, this remove from known places is a result of the casting down of the Old Ones by Elder beings, although that too is uncertain, as Yig seems to enjoy far more freedom than others of its ilk.

While the language of the serpent folk describes Yig as possessing a coiled and serpentine tail, later human worshippers talk of their god walking upon two, albeit scaly, legs. The *Metadoxizal*, an alleged serpent text transcribed by humans, likens Yig's form to a mighty dragon. Thus, we assume like other Old Ones, that Yig's form is mutable. All accounts do appear to agree on the fact that when Yig manifests, a mass of snakes heralds its arrival.

Interestingly, Yig is sometimes recorded as acting in a fashion that some would call benevolent toward humanity, encouraging and rewarding those humans who offer their worship and also to those who protect snakes from harm. As already noted, Yig favors snakes above all earthly things, so this may be a simple extension of its regard, with the Old One neither hating nor loving, and in essence being indifferent toward humanity. Some scholars have suggested this lack of hatred for humanity is the root cause of the Great Division of the serpent people, where some broke with Yig to follow Tsathoggua. Perhaps, Yig's indifference to what the serpent folk considered "upstart apes" drove some to seek another who would wipe humanity from the face of the planet.

It is clear that those who work against Yig's will and those who would harm a snake may find the Curse of Yig on their heads. This notorious curse seems to resolve in a number of ways, with the offender beset with a plague of snakes that seek to impose a sentence of death. In some cases, the offender mutates, becoming a half-human, half-snake creature, forced to hide from civilization and likely die alone

or be killed as a monster. Sometimes, the curse manifests in a bloodline, causing babies to be born with serpentine features or as full snakes. While many tales of this latter form may, in the main, be nothing more than fanciful folklore, kernels can be found to suggest a darker truth.

Determining Yig's end goal is beyond our current comprehension, but one might suppose that the eventual restoration of the race of serpent people is important. If true, while a portion of humanity may be content to bend its knee to serpent overlords, most will not. The resulting war and probable extinction of humanity are unlikely to trouble or concern Yig.

Cult

Yig's predominant cult is one orchestrated by the serpent people, as well as those worms of the earth (devolved serpent folk), who continue to offer their devotion since before humanity evolved. Naturally, pockets of human worship came later, with some of these surviving to the modern-day. Other human cults have subsequently appeared and taken root, sometimes found among certain Indigenous societies (commonly outcast groups) or within so-called "civilized" societies. In both cases, such worship is either hidden or shunned by the majority, causing some to obfuscate their beliefs behind more conventional trappings, such as certain "snake charmers" or "snake-handling" sects.

The Cult of Yig (originating with the serpent people, but spreading out independently to some humans) is considered the largest grouping, although most groups within this family are essentially unconnected and undirected, save for any commandment forthcoming from Yig itself. The Cult of Kukulcan (a Mesoamerican serpent deity) is sometimes associated with Yig, although some have decried this as "wishful thinking" and that this historical worship was at most akin to, rather than aligned to, Yig. More tangible is the threat presented by the para-political group known as *La Culebra la Unión* (The Union of the Snake), believed to operate in Central and South America, and which may work in a coordinated fashion with serpent folk. Lastly, careful interest should be given to the Caduceus organization (see Chaosium's *The Two-Headed Serpent*) and to the separate but powerful Explotaciones de Amaranto (Amaranthine Holdings), based out of California, US.

Possible Blessings

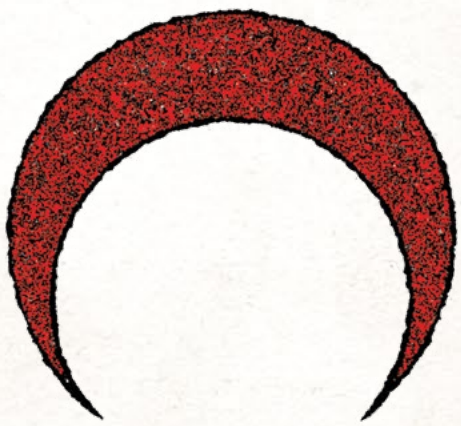
- **Immunity:** granted immunity to snake venom.
- **Call Snakes:** able to summon nearby snakes to one's person, although it does not include control of said snakes. The ability may be seen as a limited version of the Curse of Yig, with the cultist able to cause a mass of snakes to descend upon a target.
- **Commune with Snakes:** bestowed the ability to communicate with snakes; this may include an understanding of the tongue of serpent people.
- **Snake Form:** the cultist may transform fully or partially into a snake; thus, gaining venomous fangs, and so on.
- **Shed Skin:** enjoys the ability to shed their skin and, in so doing, heal current injuries; the process taking 24 hours to complete (and may only be used once per seven days).

Encounters

Most encounters concerning Yig will come via interaction with the Old One's followers, who are often an organized and competent foe. Whether dark deeds are being perpetrated by some low-level group, working independently to access or honor Yig, or the branch of a larger organization, able to call upon extended resources, people, and locations, will depend on the scope of the plot devised. Those in remoter parts, may find serpent people resting or awake, and find themselves embroiled in the coils of Yig. Of course, where snakes are concerned, foolish and/or hateful actions toward serpents may bring Yig or its follower's attentions.

Aura

Items, locations, and folk associated with Yig are liable to carry the stench of the reptile house. Encounters with Yig are likely to convey a sense of ancient wisdom combined with a deep loathing for something quite alien and unhuman. For those with a phobia of snakes, all encounters with Yig and its "children" are going to be traumatic experiences, made all the worse by the threat of venom many snakes possess.



Sigil of Yig

Yig, *father of serpents*

Sanity Loss: 1/1D8+2 Sanity points to encounter Yig.

Magic

- **POW:** 140
- **Magic Points:** 28
- **Spells:** Alter Weather, Blight/Bless Crop, Contact Chthonian, Deflect Harm, Dominate, Enthrall Victim, Send Dream, Sense Life, Wrack; others as the Keeper desires.

Powers

Command Snakes: able to call and command snakes to anywhere on Earth, causing masses of them to infest a particular area, location, or building. Within this twisting and coiling horde will be a number of the children of Yig (blessed snakes, larger than their kin and possessing the crescent white Mark of Yig upon their heads). Sometimes, a single child of Yig is sent, more as a warning, which, if ignored, is followed by a mass of snakes.

Curse of Yig: the curse may take two forms, most commonly is the transmutation of a person into a full or half-human, half-snake monster, which may be avoided with an Extreme POW roll (although if passed, Yig may simply send venomous snakes to kill the target instead), alternatively a person's bloodline may be cursed, causing future progeny to bear unsightly serpentine characteristics and/or be malformed (scaled flesh, forked tongue, snake-slit eyes, and so on) or be birthed as full snakes bearing the Mark of Yig.

CHILD OF YIG

The children of Yig, or the sacred of Yig, are large snakes that bear Yig's mark on their heads, that of a white crescent. Usually, such snakes are above-average sized venomous members of their species common to the locale. Thus, in North America, diamondback rattlesnakes, copperheads, cottonmouths, and timber rattlesnakes might appear as Yig's children. These monster snakes are directed by Yig's will or that of the Old One's servants and may be found guarding sacred sites or artifacts. Otherwise, they may be directed to seek and strike at those who have displeased Yig.

TYPICAL PHYSICAL MANIFESTATION: YIG

STR 150 **CON** 600 **SIZ** 100* **DEX** 90

**Yig may take the form of an enormous reptilian dragon-like creature of SIZ 200; adjust this profile's hit points, build, and damage bonus accordingly.*

- **Hit Points:** 70
- **Damage Bonus (DB):** +2D6
- **Build:** 3
- **Move:** 10

Combat

Attacks per round: 2 (claws, tail, bite) or 1 (grab and grasp)
May use claws, bit, or tail to strike out twice per round or may grab and grasp a single target per round, to then crush or hold them firm before biting them.

Grab and grasp (mnvr): the hands or tail of Yig grab and coil around the target, holding them firm unless they are able to break free with an Extreme STR or DEX roll. On the following round, the target may be crushed (2D6 damage) or bitten (1D8+venom).

Venom: those suffering the fangs of Yig must make an Extreme CON or die instantly; if successful, they take 1D8 damage and are delirious for 1D4 rounds, unable to take further actions until they come to their senses.

Fighting	90% (45/18), damage 2D6 (+venom if bitten)
Grab and Grasp (mnvr)	90% (45/18), held then crushed or bitten (see above)

Armor

- 6-point scales; a critical hit ignores this armor.
- Melee weapons inflicting damage upon Yig break and are no longer useful if the user then fails a Luck roll, due to the blood of Yig possessing corrosive properties.
- Regenerates 2 hit points per magic point spent in healing itself (death at zero hit points).
- If reduced to zero hit points, Yig instantly transforms into a fast-moving (MOV 20) snake that scurries away or buries itself in the ground. It reforms in 4D100 days.

YOG-SOTHOTH

(Outer God)

The All-In-One! The heavens are rent by its passing. From without it shall come, a frothing conglomeration of spheres of unearthly hue, each joined by threads of rippling and protoplasmic flesh, flowing outward and inward. All parts bursting and renewing, dripping, joining, melting, and reshaping. Ever-expanding and contracting, filling the sky.

Other names: All-In-One, the Key and the Gate, Lurker at the Threshold, Opener of the Way, Ramasekva, Un-Sos, Yo-Sotot.

An immense entity dwelling in the interstices between dimensions, it festers between planes of existence and within the dark spaces where the fabric of space-time may be manipulated and broken. None know its true size as only portions are seen where it interacts with our reality. Even then, its manifestations speak of it as 100 yards/meters across, while at others it seems to stretch for a mile or more, filling the sky and becoming the heavens above. The malleability of its form may simply be forged by the size of the "holes" it uses to traverse the dimensions or may be limited in some way by the magics of the Elder Ones, who unable to confine this entity, were merely able to shackle it in some limited fashion. As with most things concerning this entity, the truth is unknown.

Texts, notably the *Necronomicon*, describe Yog-Sothoth as being coterminous with all space and time, able to comprehend all things at once. Such omnipotence speaks of a power near equal to that of Azathoth, yet unlike the Daemon Sultan, Yog-Sothoth appears unable to manipulate matter on a grand scale, and is not a creator-destroyer able to fashion whole universes at a whim. Rather, Yog-Sothoth appears more like connective tissue in which the knowledge of existence dwells. In certain texts, the entity is said to be "locked" outside of our universe, able to spy and monitor, but unable to directly interact unless summoned by a resident of this reality. Thus, here, we perhaps see a "prison wall" made by the will of the Elder Ones.

Numerous references exist of Yog-Sothoth having connections to other Mythos entities, although none of these should be considered accurate, seeing how such texts are often unreliable and the work of those with a particular agenda. We find that a union between Yog-Sothoth and Shub-Niggurath begat Nug and Yeb, and see Yog-Sothoth named as the begetter of Vulthoom and, possibly, Cythulos. In addition, some form of connection may exist with Yibb-Tstll and, perhaps troublingly, with the Unspeakable One (Hastur). Given its immense wisdom, it would be unsurprising if other Mythos beings did not, from time to time, commune in some fashion with Yog-Sothoth, and so such connections mentioned may simply be extensions of this fact. But, seen in a different light, the crossbreeding of Yog-Sothoth with other powers, may be a worrying means to populate and expand the entity's presence across space-time.

Its travel to Earth appears to be rare or, perhaps, uncommon, as references to glowing orbs in the sky are littered throughout historical texts, which some modern readers have misinterpreted as "flying saucers" or unusual natural phenomena. Given the habitation and interest shown in this planet by other Mythos beings, it is not surprising that Yog-Sothoth possesses some interest concerning this world, which may explain its interactions with the planet and its dominant species over time, with both magical practitioners from the serpent people and the human race calling upon this entity at different times in history. Indeed, those of sorcerous pursuits are believed to consider Yog-Sothoth as a giver of divine wisdom, able to bestow magical knowledge (spells) and the secrets of existence. Others, who give themselves over to this Outer God, appear to understand that the entity possesses a desire for permanence in this realm of existence: its power made flesh through the begetting of "children." Such offspring have not fared well, with some developing more toward the human, while others come to resemble more of Yog-Sothoth. Apart from the Dunwich incident of 1913–1928 (Dr. H. Armitage, private papers), other manifestations of this nature appear to have been unsuccessful. It is thought, that by joining with human flesh, Yog-Sothoth shall enjoy a permanency in this dimension, enabling it to draw upon its greater (hidden) power and thereby hasten the "rebirth" of the Old Ones, while also appealing to humanity become free of morals to better serve the returned great powers of the Mythos.

Most scholars (unusually) seem agreed in the thought that Yog-Sothoth shall play a significant role when the stars are right (which may or may not represent the casting aside any remaining confinement or shackles imposed by Elder beings). The name, the Key and the Gate, is thought to prophesize this new era, with Yog-Sothoth playing the role of both key and gate, which some have taken to mean that these beings will be two separate, yet connected, entities that must come together to "unlock" the way for the Old Ones return. Some suggest that Yog-Sothoth's involvement with humanity, in the begetting of a "child," is the means to create the "key" that shall one day call down its "father" and thereby bring these elements together.

Yog-Sothoth knows the gate. Yog-Sothoth is the gate. Yog-Sothoth is the key and guardian of the gate. Past, present, future, all are one in Yog-Sothoth. He knows where the Old Ones broke through of old, and where They shall break through again. He knows where They have trod earth's fields, and where They still tread them, and why no one can behold Them as They tread.

—*Necronomicon*

A divergent line of thought suggests that while Yog-Sothoth may be the catalyst for the Opening of the Way for the rebirth of the Old Ones, its interest in our plane of existence is far more predatory. Manipulating the fabric of space-time, it sends through portions of itself to feast on life. In places, like Earth, where such manipulation appears to require assistance, Yog-Sothoth seems unable to break through without a foolish human or alien to open a Gate or breach the space-time barriers. Perhaps, its desire to bear earthly "children" is no more than a means to ensure it can feast upon earthly life whenever it wants.

Cult

While there appear to be few large-scale cults devoted solely to Yog-Sothoth, the entity is recognized by many cults within their devotions to other deities. Naturally, wizards and their ilk seek ways to commune with the entity as a source of cosmic wisdom and as a means to open doors to places beyond this world and dimension. Such transactions require Yog-Sothoth to gain something in return, be this nourishment through sacrifices or a means to possess or instill a portion of its being into an earthly vessel.

Known cults of Yog-Sothoth include the Followers of Yet, the Convocation of Time, and the All-Seeing Ones. Rumors circulate regarding the benevolent Hermetic Order of Silver Twilight (operating in towns and cities on the US East Coast), although these are at this time considered unfounded. Oft times, a family grouping may be the entirety of a cult, such as seen with the loathsome Whateley clan of Dunwich, and the curious Treacle family of Lincolnshire, UK.

Possible Blessings

- **All Knowing:** may inform devoted cultists of future events, taking the form of one bonus die, a cult leader may use in opposition to an investigator's action.
- **Artifacts:** bestowed rare and powerful items, such as a seeing-glass through which other dimensions or periods of time may be viewed.
- **Cosmic Knowledge:** like water running from a faucet does the true knowledge of the cosmos pour from Yog-Sothoth, with the entity showing many things within its many gleaming orbs. Each round spent witnessing such marvels and horrors bestows +1D10 points of Cthulhu Mythos with an equal immediate loss of Sanity points. Unless forced to look away, a person may be unable to stop this rapid accumulation (requiring a POW roll to stop oneself). At the Keeper's discretion, those accumulating +30 points of Cthulhu Mythos in this fashion should thereafter attempt a Sanity roll each week or become turned to the Mythos, forsaking previous concerns and affiliations to worship Yog-Sothoth.
- **Monster Summoning:** some may be blessed with the knowledge to call forth and bind lesser Mythos entities.
- **Resurrection:** devoted followers may be given enteral life through knowledge of the Resurrection spell.
- **Travel:** the manifestation of Yog-Sothoth may allow witnesses to travel to other places in this universe and others, as well as to traverse time. Usually, such travel is one-way, although it is not unknown for some devoted cultists to be gifted the knowledge of the Gate spell.

Encounters

Direct encounters with Yog-Sothoth are, thankfully, rare, yet such occasions are often disastrous for those involved and, unfortunately, for those in proximity also. Witnesses seeing a manifestation of this entity may inadvertently catch a glimpse of things beyond their comprehension that, in time, fester within and grow, corrupting their being and turning them to the worship of Yog-Sothoth. Involvement with cultists can quickly become dangerous, as worshippers of Yog-Sothoth tend to be magically well-armed and proficient in the summoning of alien horrors to do their bidding. Luckily, many such worshippers are insanely jealous of their powers and gifts, and are not keen to share knowledge with others; thus, cults tend to be insular, closed off, and small—making them sometimes easier to confront than larger organizations (such as the Cthulhu Cult).

Aura

While many mind-bending Mythos deities exist, Yog-Sothoth's manifestations are possibly the most terrifying to behold, due to its abhorrent and otherworldly appearance, which is not only visual but conveys its alien-ness also through temperature, sound, and psychic vibrations. The ensuing sensory assault is often too much for humans, even for those with no sight to see. Bizarre, outlandish, iridescent, yawning, multitudinous, flowing, and festering are all good words to describe a manifestation, let alone terrifying, horrific, and fear-inducing.

TYPICAL PHYSICAL MANIFESTATION: YOG-SOTHOTH

STR n/a **CON** 2,000 **SIZ** varies* **DEX** 05

**SIZ varies from 05 to 2,000; average manifestation may be SIZ 100 or 1,000.*

- **Hit Points:** 400
- **Damage Bonus (DB):** n/a
- **Build:** varies*
- **Move:** 0 / 100 flying

Combat

Attacks per round: 1 (sphere or bolt)

May summon monsters (one per round) to deal with troublesome types, or may simply cause a person or a group to travel somewhere else in space and time; otherwise, it may forgo such powers and utilize spells or its Spheres and Bolts attacks.

Bolts: at a cost of 5 magic points per bolt, may unleash bolts of silvery fire (up to 5 per round), which can reach up to 500 yards/meters and destroy or affect objects. Such bolts may knock aircraft out of the sky, sink a ship, destroy a building, and so on. If targeting a person, a bolt may be Dodged, otherwise, it inflicts 5D10 damage, who if dying is reduced to their essential salts**.

Spheres: sends forth a slimy sphere to touch one target (up to 20 yards/meters away); if not Dodged, the target immediately suffers the permanent loss of 3D10 points of CON and 2D10 points of APP, their flesh corrupting and withering. If CON reaches zero the victim is dead, reduced down to their essential salts**.

***A person reduced to their essential salts may be brought back to life with the Resurrection spell.*

Bolts	80% (40/18), damage 5D10 (see above)
Spheres	80% (40/18), damage 3D10 CON + 2D10 APP (see above)

Armor

- None.
- Immune to mundane weapons (incl. bullets).
- If reduced to zero hit points, Yog-Sothoth departs this plane of existence. It is undying and has no need to reform.

Yog-Sothoth, *opener of the way*

Sanity Loss: 1D10/1D100 Sanity points to encounter Yog-Sothoth.

Magic

- **POW:** 500
- **Magic Points:** 100
- **Spells:** Augury, Bestow Glimpse of Truth, Chasm to Hell, Curse of the Rat-Thing, Dread Curse of Azathoth, Fist of Yog-Sothoth, Wrack; and, knows all other spells writ or yet to be written.

Powers

Knowledge: see **All Knowing** and **Cosmic Knowledge**, page 233, and may bestow any being with any spell.

Monsters on Call: may summon one monster per round. Monsters may include but are not limited to: byakhee, dark young, dimensional shamblers, fire vampires, space vampires, hunting horrors, nightgaunts, shoggoths, and servitors of the Outer Gods.

Travel: by touch, may enable a person to travel physically to any place or time, and Yog-Sothoth may appear anywhere in the universe or other dimensions for a limited time before it is pulled back to the spaces between realities. It may not manifest on Earth unless summoned to do so.

YOG-SOTHOTH: AFORGOMON

(Avatar)

As like a ray or beam of crackling energy does Aforgomon appear, reaching from the angles of time to penetrate the barriers of our world. As a sinuous and ever-moving line of power does it make its mark.

Other names: Time Eater.

A strange and rarely encountered avatar of Yog-Sothoth, Aforgomon appears to be concerned with time rather than space. The *Book of Eibon* tells that this entity appears only to those who have angered Yog-Sothoth by meddling with time and things "beyond the ken of man." Thus, Aforgomon may be a personification of the Outer God's retribution, sent to instill fear in wayward

Opposite: Yog-Sothoth, opener of the way

worshippers and bring death to enemies. An opposing view sees Aforgomon as Yog-Sothoth's veins, that run through and connect differing dimensions of time. One presumes that this might be characterized as an infection living within the strands of time, causing corruptions and twisting time streams to the bidding of Yog-Sothoth.

A few texts present the notion that, on rare occasions, Aforgomon may possess a host, usually that of a follower of Yog-Sothoth, to freely move about to enact the fathomless schemes of the Outer God. Discerning what such schemes may be is something of a fool's errand, and seems beyond human understanding at this time.

Cult

While there seems little in the way of organized worship on Earth, inhabitants of other dimensions are believed to pay particular devotion to Aforgomon. Perhaps the closest to Earth of such religions can be found in the Dreamlands, where unusually shaped temples are said to pay homage to this avatar. Elsewhere, within our reality, on certain distant planets, such as Yoomoor and the deadly world of Mo-Hob, prays are offered to Aforgomon.

A handful of witches and wizards have sought to call upon this avatar, often seeking to change past events to their benefit or to divine possible futures. The *Book of Eibon* warns that the outcome for such time meddling can be severe, and speaks of "ageless tortures and agonies" suffered by those who become trapped in the angles of time, or who bring the everlasting effects of time upon their heads.

The cults of Mh'ithrha appear to actively work in opposition to Aforgomon and its worshippers, with schemes and battles wrought across timelines and within the strands of time. As yet, such conflicts have appeared rarely on Earth, although one might say is it only a matter of time before they do…

Possible Blessings

- **Perceive Time:** awards followers with glimpses of matters past or future, with such knowledge being used for cult work and, sometimes, personal gain. If forewarned of possible future events, a cultist may possess one or two bonus die to affect rolls versus investigators, or may have a Luck score (based on POW) with which to adjust rolls to their favor.
- **Knowledge:** imparted knowledge of people or places, such that a cultist may know of the secret and now buried foundations of buildings or where a particular person lives or lived.
- **Time Travel:** a limited form of travel through time, allowing a cultist to travel back or forward at a cost 1 magic point per month moved (but not travel elsewhere in space). Travel is usually personal, with an individual only capable of time movement, although particular cult leaders may be bestowed the ability to move a group of people with Aforgomon's blessing, but at the cost of all of their magic points.

Encounters

Those caught in or meddling with time (such as casting spells such as Time Gate) may encounter Aforgomon, either directly or as it passes through time streams between dimensions. In this manner, the agents of Mh'ithrha may be encountered also, with investigators finding themselves caught between two foes.

Aura

The ever-changing quality of time pervades all things touched by Aforgomon, and so the environment may rapidly alter, causing a room's furnishings to appear as new one moment, and then seem ancient and decrepit the next. The effect may make friends seem to age unnaturally (both younger and older), and cause one's own hand to become withered and ancient or even skeletal, with frightening effect.

Aforgomon, *master of time*

Sanity Loss: 1D6/2D10 Sanity points to encounter Aforgomon.

Magic

- **POW:** 500
- **Magic Points:** 100
- **Spells:** Augury, Bestow Glimpse of Truth, Fist of Yog-Sothoth; others dealing with time at the Keeper's discretion.

Powers

Chain of Aforgomon: typically, those who have angered Aforgomon may be touched and transported to the Dreamlands (alternatively, possibly to other places), chained naked to a huge stone chair suspended over a gaping abyss. Bound with heavy chains, the condemned sits for eons awaiting the wrath of Aforgomon. When the avatar finally appears to the transgressor, the chains heat to incandescence, charring the body and killing the mortal foolish enough to anger the Outer God. The corpses of such victims may occasionally be found in the Waking World, their bodies scarred with concentric rings of charred flesh while their clothing is strangely undamaged. In time, such victims of Aforgomon literally cease to exist—with all knowledge, memory, and record of them fading from existence.

Manipulate Time: the ability to halt and otherwise manipulate time in its proximity (up to 10 miles/16 km). In addition, a side effect of its proximity causes momentary fluctuations in time, causing people, objects, and places to alter in their apparent age; thus, a person may seem older and then younger, and so on. After passing through a place,

Aforgomon leaves temporal side effects in its wake, with these lasting anywhere from an hour to hundreds of years. For persons affected, a Hard POW roll throws off such altered perceptions and effects (at the Keeper's discretion).

Time Travel: may pass into and out of time at will, but cannot return to the same location in place and time within a 100-year period (i.e. Aforgomon cannot keep going back in time to "redo" a specific encounter). Its touch may also transport another being through time (but not elsewhere through space), although the target may resist with a Hard POW roll or use some form of magical barrier to prevent this effect. In addition, Aforgomon is capable of moving at speeds beyond the comprehension of humanity.

YOG-SOTHOTH: TAWIL AT'UMR

(Avatar)

Know you the Gate by the Ancient Guardian whose form at times takes humanoid shape, covered overall by fine and shimmering linen, veiling its features and hiding that which is within. Floating on air does it come, untouching the ground and uncompelled by physical restraints.

Other names: All-in-One, Ancient One, Guardian of the Gate, Keeper of the Key, One-in-All.

A disquieting avatar of Yog-Sothoth, seemingly taking a human-like form masked beneath great drapes of sheer fabric that reveal little detail of the being underneath. With an almost ghostly quality, it appears and glides above the ground. Its task appears to concern guardianship of the "Ultimate Gate," manifesting before and offering "worthy travelers" access. As to the purpose or meaning of the Ultimate Gate, scholars are at odds, with no clear consensus as to what or where this portal leads. A few suggest it represents a gateway to the places between the dimensions, the timestream of the universes where dwells Yog-Sothoth, and through which one may access any place or time at will. Others speak of the Ultimate Gate being a metaphor for the End of Days, where passing through ends life yet creates new life; an eternal cycle or rhythm of the ultra-cosmos, allowing a being to transcend into a higher plane of existence and thereby achieve altered or empowered consciousness. In some opposition to these notions is the belief that, come a time, Azathoth shall wake and call upon Tawil at'Umr to open the Ultimate Gate, allowing the Daemon Sultan to pass through, causing all reality to cease as Azathoth joins with Yog-Sothoth to fashion a new existence beyond our comprehension.

TYPICAL PHYSICAL MANIFESTATION: AFORGOMON

STR n/a **CON** 1,000 **SIZ** 200 **DEX** 500

- **Hit Points:** 120
- **Damage Bonus (DB):** n/a
- **Build:** n/a
- **Move:** infinite

Combat

Attacks per round: 1 (bolt)

Uses it powers to affect and disorientate targets, or may issue a bolt of strange fire to damage and kill. For those who are sought for punishment, it attempts to touch the target (who may Dodge) and, if successful, causes the target to be physically transported to the Dreamlands and imprisoned in the **Chains of Aforgomon** (see page 236), unless they have some way to ward against this effect.

Bolt: deals 1D10 damage plus it adjusts the age of the character by +/– 3D10 years (use a Luck roll to determine whether age is advanced or deducted); skill values remain the same (INT and EDU are not affected); effects of aging may apply (per *Call of Cthulhu: Keeper Rulebook*, page 32); if reduced to zero age or beyond 140 years-of-age, the character dies.

Fighting	80% (40/16), damage 1D10 + aged (see above)

Armor

- None.
- Immune to mundane weapons (incl. bullets); mundane weapons have a 50 percent chance of disintegrating upon contact with Aforgomon.
- If reduced to zero hit points, Aforgomon vanishes. It is undying and has no need to reform.

Yet another interpretation suggests that beyond the Ultimate Gate lies the realm of the Ancient Ones, thought by some to be entities that were once akin to the Outer Gods but who have transcended into something else. Perhaps, this

strange evolution is the ultimate pathway for those beings we call the Outer Gods and Old Ones? Little is known of such matters, only that if this interpretation holds any truth then such aged beings may be far greater in magnitude and scope and beyond all hope of understanding.

Some dreamers speak of encountering Tawil at'Umr while on their travels in Earth's Dreamlands. Such encounters appear random, although rumors exist of a certain calling ritual that may summon this avatar to open a way to other places in return for payment. Payment in this respect seems to differ with the telling, with some needing to pay with knowledge, some with their lifeforce, and some with an artifact, possibly some form of special key. Thus, payment to travel may be quite different for those who knock upon the door.

In some cases, Tawil at'Umr has been summoned to provide knowledge, with human wizards and others (naturally) preferring to call upon this avatar rather than Yog-Sothoth for obvious reasons. In this respect, we may assume that Tawil at'Umr's form (at least what may be discerned beneath its outer robes) may take on characteristics of its summoner, appearing human-like to humans, and so on. For some, the avatar is a giving of wisdom, while for others its cold and mystifying present brings nothing but terror.

Cult

Tawil at'Umr does not appear to have any human cults but may be known and called by those seeking the wisdom of Yog-Sothoth.

Possible Blessings

- None.

Encounters

This avatar appears to come and go freely, at times answering summons or appearing in place of Yog-Sothoth. Its mysterious nature tends to perplex those who encounter it. Sometimes it offers passage, sometimes it asks or gives answers, and sometimes it observes, watching without acknowledgment. Few will ever meet Tawil at'Umr, although its manifestation may be more likely if journeying through the Dreamlands. Otherwise, contact will require the use of certain rituals and spells to bring out this ghostly watcher.

Aura

Shimmering and cascading emanations of light appear to herald this entity's arrival. Its presence brings a disquieting stillness and silence to an area, as if time itself is paused. Indeed, it is though the avatar and those in its proximity are contained within a sphere outside of time, as beyond this barrier life seems to move at an alternating rapid and slower pace. In addition, the local temperature drops, chilling the bodies of those present, with some seemingly becoming "frozen" yet able to speak.

Tawil at'Umr, *guardian of the gate*

Sanity Loss: none; 1D10/1D100 Sanity points if Tawil at'Umr removes its concealing robes.

Magic

- **POW:** 500
- **Magic Points:** 100
- **Spells:** Augury, Bestow Glimpse of Truth, Fist of Yog-Sothoth, Summon (various monsters); others dealing with time and space at the Keeper's discretion.

TYPICAL PHYSICAL MANIFESTATION: TAWIL AT'UMR

STR 150 **CON** 300 **SIZ** 125 **DEX** 150

- **Hit Points:** 85
- **Damage Bonus (DB):** +2D6
- **Build:** 3
- **Move:** 25

Combat

Attacks per round: 1 (touch)

Tawil at'Umr rarely deigns to take part in physical combat, preferring to use spells or summon lesser Mythos monsters instead and may use its touch to destroy or send troublesome people away.

Touch: may inflict 2D10+2D6 damage or, instead, instantly transport the target to another place.

Fighting	100% (50/20), damage 2D10+2D6 or transportation (see above)

Armor

- None.
- Immune to mundane weapons (incl. bullets).
- If reduced to zero hit points, Tawil at'Umr's form shines with intense light and seems to implode until nothing remains. It reforms in 1D10 hours.

Powers

Telepathy: with no mouth, the avatar communicates by mental messaging, which may also take the form of dream messages.

All Knowing: may impart information (answer questions) regarding events past, present, and future. Tawil at'Umr may ask for an "offering" in return, which may be a characteristic or magic point drain, the temporary loss of hit points, an item, enactment of a task, and so on, at the Keeper's discretion (offerings should be achievable, avoiding an investigator's certain death). Information given may provide a clue, spell, or a bonus or penalty die to a future skill roll.

Gateway: may show scenes by opening a doorway and allowing others to peer through, or allow access through such a door. Scenes seen may be of events past, present, or future, and may include Mythos elements (with accompanying Sanity loss). Travel through these doors may lead to any location or time of the Keeper's choosing.

YTHOGTHA

(Great Old One)

The statuette was loathsome and felt wet when touched despite its bone-dry appearance. It portrayed a bipedal monstrosity whose limbs possessed a batrachian litheness, and whose torso was elongated and sinuous. The two foremost limbs were raised up, revealing webbed fingers ending in long nails. Rising between these appendages was the foul head, a mass of twisting and coiling snakes or tendrils, that gave the impression of constant movement, enough to cause the viewer an uneasy feeling in the pit of their stomach. A single large eye could partially be seen within the morass, fashioned so that it seemed to follow the viewer's gaze at all times.

Other names: Bloody Feaster, Ill-og-Xoth, Roi-Yugg, Sunken One, the Twisting Horror, the Unwaking Sleeper.

According to the *Zanthu Tablets*, which are cited as the primary source of information concerning this entity, Ythogtha was begat by Great Cthulhu on Xoth before it and its kin came to Earth. Ythogtha is believed to have followed in Cthulhu's wake and took up domain on lost Mu where it was worshipped by a large population of yuggs. In time, the Old One left Mu and took up residence in the city of Yhe (later the Abyss of Yhe), which was possibly linked in some manner to R'lyeh. Certain tribes of voormis are thought to have later taken Ythogtha into their devotions, with surviving groups still offering sacrifices during the dark of the moon.

Evidence suggests that Ythogtha was imprisoned, with the city of Yhe collapsing into the ocean and forming its prison walls. The *Zanthu Tablets* remark that Elder wards were placed on certain keystones to confine Ythogtha in this watery tomb in the furthest depths. It is thought this Old One remains in a state of torpor, rarely waking to influence the world. Indeed, unlike Cthulhu, its "dreams" do not appear to manifest or are received only occasionally (perhaps once every millennium or so). Thus, little is truly known of its thoughts or goals, other than (presumably) to seek release and freedom. The *Zanthu Tablets* do, however, suggest that a spell exists for summoning Ythogtha, although the text makes no mention of its name or location. Some scholars who have studied the lore concerning Ythogtha claim that this summoning spell is hidden in the inscriptions of the *Tablets* themselves, but that the code is near unbreakable. A handful of other scholars believe the calling forth of this Old One is achieved through its hard to find statuettes, which are said to rest upon the ocean floor, covered in the silt and sands of time. Occasionally, an idol of Ythogtha comes to light, often misattributed to some earthly creature, god, or mythological creation, and, as these are highly sought after by certain scholars and worshippers, the competition to claim, steal, or purchase these can be fierce. In consequence, such statuettes carry with them a history of blood and woe.

Cult

While a few, far spread cults devote themselves to the worship of Ythogtha, this Old One does not appear to have much in the way of truly organized religion in the human world. For many, Ythogtha is given token praise during their rites and ceremonies in adoration of Great Cthulhu, but little else. Of those who follow only Ythogtha, the Reaching Hand is perhaps the most infamous and accomplished, having perpetrated a number of atrocities in honor of their god in the American Midwest.

Tokens of worship may be seen in some Eastern and coastal communities where dealing with the deep ones are common, as Ythogtha is held in high regard as the "Unwaking Sleeper" by many deep one communities. Evidence may also be found of voormis worship: a species who seem to delight in particular and bloody sacrifices to this Old One. Of course, in places where they lurk, yuggs may be found holding rites and offering sacrifices to Ythogtha.

Possible Blessings

- **The Eye:** the follower is blessed with an extra eye that grows in their forehead. While the eye provides additional viewing capabilities (bonus die to Spot Hidden rolls), its main feature is allowing Ythogtha to see through it, providing the Old One with knowledge of day-to-day

events. While the entity is unlikely to be roused to action by sights through such eyes, certain things may cause Ythogtha to wake briefly and thereby use the eye to send psychic messages to other humans in close proximity. Looking deeply into such an eye may grant the viewer an image of Ythogtha, with commensurate Sanity loss.

- **Toad Form:** blessed with the ability to transform into a toad-like thing, with extended limbs and hair thickening to become reaching tendrils. The change costs 5 magic points, takes 1 round to accomplish, and gifts the cultist with increased speed (+2 MOV), increased DEX (+30), and a new attack form, using the tendrils to strike out for 1D6+1 damage.

TYPICAL PHYSICAL MANIFESTATION: YTHOGTHA

STR 200 **CON** 500 **SIZ** 275 **DEX** 65

- **Hit Points:** 77
- **Damage Bonus (DB):** +5D6
- **Build:** 6
- **Move:** 11 / 20 swimming

Combat

Attacks per round: 2 (claws, tendrils)
May use its hands to claw and strike, or its tendrils to lash out (2D6 damage) or ensnare a target.

Tendrils (mnvr): one or two people may be targeted (if one target, apply one attack roll with a bonus die). If successful, the target is ensnared by the tendrils, which have a range of 6 yards/meters, causing them to be held firm. Breaking free of the tendrils requires an Extreme STR or Hard DEX roll. Once held, a mouth opens somewhere on Ythogtha's body on the following round, which it then uses to chew and eat the victim (5D6 damage).

Fighting	80% (40/16), damage 2D6
Tendrils (mnvr)	80% (40/16), held, damage 5D6

Armor

- 8-point thick and slimy hide.
- If reduced to zero hit points, Ythogtha melts into a black and stinking pool of goo; anything touching this mess suffers 1D4 damage, while items and weapons dissolve. It reforms in its nightmare vault in Yhe in 4D100 years.

Encounters

In the unlikely event of exploring the remains of R'lyeh, searchers may come across strange doorways through which they may unexpectedly travel to the Abyss of Yhe and the resting place of Ythogtha. Similar access may be afforded elsewhere on Earth and beyond.

Idols, statuettes, and other paraphernalia may come to light concerning Ythogtha, with such objects not only attracting the murderous and scheming attention of dark-minded folk but also possessing unusual and (often) deadly characteristics (see below). While those encountering deep ones, yuggs, and the voormis may find themselves becoming sacrifices for this Old One.

Aura

Anything connected to this entity tends to convey a sense of damp or wetness, with items being oily to the touch and provoking negative reactions. A sense of repugnance, of vile and nasty things fills the mind, offering a glimpse of the horror that is Ythogtha.

Ythogtha, *the twisting horror*

Sanity Loss: 2D4/2D10 Sanity points to encounter Ythogtha.

Magic

- **POW:** 125
- **Magic Points:** 25
- **Spells:** Bestow Glimpse of Truth, Circle of Nausea, Contact Cthulhu, Contact Star-Spawn of Cthulhu Drain Youth, Fist of Yog-Sothoth, Grasp of Cthulhu, Knot Flesh, Raise Night Fog; others as the Keeper desires.

Powers

Idol Manifestation: over the centuries a number of statuettes of this malign entity, hewn from an unearthly gray-green stone, have been discovered. These images are thought to have been brought down from the stars when the Earth was young and somehow retain or transmit the malevolent thought-waves of Ythogtha. Those sleeping in close proximity to such an idol is subject to Ythogtha's "dream-pull," which appears to work on a subconscious level. Each night, the person dreams of the Abyss of Yhe (1 Sanity point loss), with continued proximity (3+ days) causing the dreams to increase in intensity and horror (automatic Sanity loss of 1D4 points) and requiring the person to attempt

a POW roll each night while the idol remains in their possession. If the POW roll is failed, the person's dreaming mind connects with Ythogtha; the experience is vivid, as like meeting the Old One in person (causing 2D4/2D10 Sanity loss). Those falling insane become agents for the Old One (temporarily if indefinite insanity is cured, or permanently otherwise).

Mental Projection: those encountering Ythogtha should attempt a POW roll: if failed, the entity appears some 10 times larger than it really is (causing the regular Sanity loss to be doubled to 4D4/4D10). Those seeing this giant, illusionary Ythogtha may, on a later round, attempt an Extreme POW roll to dismiss the mental image forced upon them. Alternatively, Ythogtha may instead cause other illusions to manifest to trap, trick, or otherwise harm those it encounters; the Keeper should apply Sanity loss as appropriate to the illusion, which may be resisted with a POW roll, or an Extreme POW roll later, if first failed.

YU-MENG'TIS

(Great Old One)

It was over ten feet in height and bloated, possessing three spindly legs and an ovoid torso from which three arms emerged. Its flesh was a pale gray-yellow color, at times smooth but changing to form reptilian-like scales. All parts of it seemed malleable and changeable, for its limbs seemed stiff and rigid but would then curl and wave like boneless jelly. Its head appeared little more than a suppurating orifice, which at times sucked in huge bouts of air and then breathed out in bursts, sending upward bloody sputum and foul matter into the air.

Other names: Abhorrent One, the Consumer, Feasting Thing, Vile One.

Yu-meng'tis is a repellent entity, believed to share some kinship with Y'golonac (which, at times, it seems to vaguely resemble). While a few scholars suggest this entity is actually an avatar or alternative form of Y'golonac, the ancient *Yellow Book of Pain* speaks of these Old Ones as separate beings, although hints that they may be like twins of a sort. The text alludes to Yu-meng'tis dwelling in a placed called the "Chamber of Filth," said to be an "encasing sphere" that keeps this entity apart from the world, which may possibly be some form of pocket dimension designed to confine and restrict the entity. The tome goes on to say that certain doorways lead into this hidden domain, granting access to Yu-meng'tis, and enabling it to sometimes enter this reality for short periods.

Revelations of Gla'aki makes no mention of Yu-meng'tis, although it does present the Vile One, which most assume is a reference to this entity. In this respect, *Revelations* says that the Vile One's influence acts to compel other lifeforms to great consumption, causing animals and humans to lose themselves in a mania for gluttony, with no regard or thought for anything other than eating everything they see. The tome describes how "chosen" followers and others are kept secluded and forced to feed until they become "ripe for sacrifice." Such corpulent offerings are then made to Yu-meng'tis, who manifests and then consumes the sacrifices. Such is the abhorrent worship of this entity.

Perhaps, like Y'golonac, this Old One's true form is masked when observed by human worshippers; its semi-human appearance used to interact with humanity, and something of a lure to fascinate and pull, rather repel those it would ensnare. Indeed, it would seem appropriate for Yu-meng'tis' shape to appear attractive to human eyes, or at least powerful and appealing. The *Yellow Book of Pain* suggests that the Old One may take possession of others if they should consume a portion of Yu-meng'tis' flesh.

In all reports and lore, Yu-meng'tis appears to exist to consume all matter. Perhaps its prison dimension is designed to hold this ever-feasting horror at bay, limiting its access to "food" lest it consumes all things. Should its consumption go unchecked, some theorize that Yu-meng'tis would simply grow in size and bulk, perhaps straining the "walls" of its cell to breaking point.

Cult

The Cult of the Vile One is perhaps the most insidious and cruel manifestation of Yu-meng'tis' worship on Earth. Alleged to have originated in England, around the mid to late 1800s, the cult has spread outward, with small groups existing across Europe, Asia, and the Americas. It is thought the cult's expansion is directly linked to its search for doorways providing access to Yu-meng'tis, with the cult's leaders wishing to locate all such doors in the belief that by opening all of these at the same time they can permanently free their god.

While difficult to confirm, rumors persist of a cabal of ancient and evolved shoggoths who now worship Yu-meng'tis from deep within the earth. At times, these horrendous creatures emerge to partake in a mass-consumption that lays waste to remote communities.

Possible Blessings

- **I Am What I Eat:** gifts the cultist with the ability to physically transform into a representation of any living thing they have fully consumed; thus, they may appear like a different human or as like an animal. The power does not afford any change to overall SIZ, though, so such doppelgangers may seem strangely proportioned.

- **Gross Healing:** bestows the ability to heal by the consumption of living human flesh, with every 10 points of SIZ consumed regenerating 1 hit points worth of damage (to normal maximums). Such healing is rapid, occurring as the consumption takes place (assume 1 round per 1 point of SIZ).

Encounters

If experimenting with the Gate spell or similar portals, one may inadvertently find a way into the pocket dimension holding Yu-meng'tis. Similarly, such hidden doors are said to exist on Earth, with some well-guarded by cultists in the thrall of this Old One. Otherwise, encounters will probably arise from interaction with Yu-meng'tis' worshippers, who use murder, bribery, and kidnapping as tools to further their schemes.

Aura

Foul and revolting best describe the atmosphere around Yu-meng'tis. The stench alone is enough to cause many to retch, while the fetid matter thrown off by this entity pervades and cloys. Its pocket dimension is a nightmarish abattoir, assaulting the senses and sickening to behold, provoking a Sanity roll (1D4/1D10 loss) to all right-minded folk who venture there.

Yu-meng'tis, *the vile one*

Sanity Loss: 1/2D10 Sanity points to witness Yu-meng'tis manifest through human possession; 1/1D10+1 to encounter Yu-meng'tis in human-like form; 1D6/4D10 to encounter the Old One in its true form.

Magic

- **POW:** 140
- **Magic Points:** 28
- **Spells:** Animate Flesh Thing, Circle of Nausea, Cloud Memory, Dominate, Grasp of Cthulhu, Mental Suggestion, Send Dream, Utterance of Bile; others as desired by the Keeper.

Powers

Growth: while containment in its pocket dimension constrains the overall size Yu-meng'tis can achieve (to a maximum of SIZ 600), outside, in this reality, it is theoretically possible for the Old One to grow enlarged through the consumption of living matter. For every 100 points of SIZ consumed, Yu-meng'tis increases its SIZ by one point.

Possession: should a person consume a portion of Yu-meng'tis' flesh (knowingly or otherwise) the Old One may take possession of that individual unless they can succeed with an Extreme POW roll. The entity may remain hidden in the host for up to seven days, although for each day that passes signs of the possession begin to outwardly manifest. After seven days the flesh of the host fully corrupts, with its form taking on a semi-human approximation of Yu-meng'tis' true form; the Old One may continue to use this host body for a further seven days until forced to return to its pocket dimension or, if able to find a new host, it can continue its current manifestation.

TYPICAL PHYSICAL MANIFESTATION: YU-MENG'TIS

STR 120 **CON** 600 **SIZ** 125 (600*) **DEX** 30

**SIZ 125 in human-like form; number in parentheses is its true form.*

- **Hit Points:** 72 (120*)
- **Damage Bonus (DB):** +2D6 (+8D6*)
- **Build:** 3 (9*)
- **Move:** 5

Combat

Attacks per round: 1 (smash, crush, eat)

Uses its great hands or body to smash and crush (2D6 damage or 8D6 damage if full-sized), or may attempt to eat opponents (biting and chewing for 3D6 damage; If reduced to zero hit points, the victim is swallowed).

Fighting	60% (30/12), damage 2D6 (8D6)
Bite	70% (40/16), damage 3D6

Armor

- None.
- Regenerates 1 hit point per 10 points of SIZ it consumes (death at zero hit points); thus, if eating a SIZ 60 person it regenerates 6 damage.
- If reduced to zero hit points, Yu-meng'tis explodes in a shower of offal. It reforms in 5D100 years.

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ZATHOG

(Great Old One)

A bubbling mass of ever-churning protoplasm, dripping slime and sprouting vestigial limbs before reabsorbing them. Occasionally, demented eyes form and then burst, while holes appear that take mouth-like shapes, suck the air, and then disappear.

Other names: Lord of Hate, Lord of Vortices, Zarr-Roi.

Unfortunately, there appears to be little written concerning Zathog, with almost nothing providing a clear illustration of its natural form. The best and most quoted example is believed to derive from the *Necronomicon*, which suggests a large and amorphous entity, not unlike a greater cousin of the earthly shoggoths. Indeed, some have suggested that it was from Zathog's flesh that the elder things formulated and began their experiments to fashion life, although many find ways to disagree with this line of reasoning.

From whence this Old One came is uncertain, but is thought to now dwell within the core of Zarr, a planet in another galaxy beyond our own. According to Eibon, Zathog fled from the Elder Ones and hid while its kin were imprisoned, cast down, and otherwise removed from power. Eibon reports that the inhabitants of Zarr looked kindly upon Zathog and fell to its worship.

Perhaps the most convincing theory for Zathog's origin places the Old One as a twin being to Ubbo-Sathla, or possibly a portion of that being now cut off and separate. Believers of this theory claim that both entities desire to be whole, and that they shall (one day) find a way to one another, coming together as one. Consequently, in view of this and its known history, Zathog's animosity toward the Elder Gods is fierce. And, if Zathog's heritage and connection to Ubbo-Sathla is true, we may assume that it too is able to form and cast out a myriad of strange lifeforms, with some growing to large size and wandering off, while others are reabsorbed.

Rarely is Zathog's name heard on Earth, with most mentions usually in connection to Ubbo-Sathla. Allegedly, a summoning rite exists, known as the Prayer to Zathog in the *Book of Eibon*, which is thought to call the Old One's mind (and perhaps its flesh) to the summoner. Studious scholars untangling this summoning rite have claimed that the spell is potentially dangerous, in that the wording of the summons is unusual and uncharacteristic of such magics used to commune with Old Ones and their like. Some suggest that the summons is purposely incomplete or misworded, while others remark that the spell is not a summons at all, but rather a ward to keep this Old One at bay. As no one appears to have attempted a casting as yet, it remains unknown as to what effect the spell may have.

Cult

It appears that Zathog is almost exclusively worshipped by the inhabitants of Zarr (including the Zarrian Robots). Little is known of the Zarrians to date, but one speculates that they are advanced and on par today with the elder things of old, perhaps taking their first steps into experimental bio-engineering.

Human cults to Zathog do not exist or are exceedingly rare, with those who know of the Old One being wizards and curious Mythos scholars.

Possible Blessings

- Unknown; scope is left to Keepers to explore and devise the benefits Zathog may grant the Zarrians and others.

Encounters

Unless through use of the Prayer to Zathog or similar spells, or through a Gate, contact with this Old One would be rare. With no human cult seemingly active, it is most likely a wayward sorcerer who might seek to call upon Zathog in the hope of gaining wisdom from beyond this galaxy. Zarrians may find a way to Earth, perhaps to seek out Ubbo-Sathla and begin a scheme to bring it and Zathog together. Or, if unable to journey to Earth, Zarrian voices and minds might somehow be heard on this planet and influence a few humans, schooling them in the worship of Zathog and preparing them to undertake tasks to further Zathog's influence here.

Aura

As like Ubbo-Sathla's lair, Zathog's nest deep within Zarr is filled with millions of exotic lifeforms it has birthed. For human explorers of this realm, the Old One's ignorance of humanity may give it a reason to investigate and dissect those unfortunate enough to cross its path, or it could simply ignore such lesser life as unimportant and irrelevant.

Zathog, *lord of Zarr*

Sanity Loss: 1D6/2D10+4 Sanity points if encountering Zathog.

Magic

- **POW:** 375
- **Magic Points:** 75
- **Spells:** none.

TYPICAL PHYSICAL MANIFESTATION: ZATHOG

STR 435 **CON** 500 **SIZ** 800 **DEX** 80

- **Hit Points:** 130
- **Damage Bonus (DB):** +14D6
- **Build:** 15
- **Move:** 1

Combat

Attacks per round: 1 (lash or grab)

If threatened, lashes out or grabs, forming pseudopods, tentacles, or limbs to do so. Otherwise, may ignore or randomly attack those within 5 yards/meters—the Keeper may elect to use a Group Luck roll to determine the situation. Its strike damage varies randomly, roll 1D6 to determine the strength of the attack:

- 1: damage 1D4
- 2: damage 1D6
- 3: damage 2D6
- 4: damage 4D6
- 5: damage 8D6
- 6: damage 14D6

Grab (mnvr): target is held (1D4 touch damage as appropriate, see above), and then on the following rounds either squeezed (7D6 damage) or pulled into its mass to be absorbed (14D6 damage per round). The victim may break free of the hold with an Extreme STR or Hard DEX roll, although those pulled into its mass are dead if unable to escape on their next action.

Fighting	80% (40/16), damage varies (see above)
Grab (mnvr)	80% (40/16), held (see above)

Armor

- None.
- Impaling weapons (incl. bullets) deal minimum damage.
- Regenerates 20 hit points per round (death at zero hit points).
- If reduced to zero hit points, Zathog's mass turns into liquid and drains away. It reforms in 3D100 years.

Powers

Brood of Zathog: continually produces 1D6 offspring per round, some of which it eats or reabsorbs while others escape to live out their lives within the grotto or find their way out to the outside world. Those surviving fulfill the needs of their primal sire; no two spawns are exactly alike (use **Ubbo-Sathla, Brood of** as a template for these).

Leech Touch: Zathog touch leeches others of their lifeforce, absorbing 1D4 magic points and causing 1D4 damage per round. Those who fall into or are pulled into the entity's mass are most likely lost forever, their bodies absorbed.

Intelligent: unlike Ubbo-Sathla, Zathog is intelligent and capable of communication (verbal and mental) with other lifeforms.

ZHAR & LLOIGOR

(Great Old Ones)

The shaman described them as, the "Two in One," saying that each could not exist without the other. He said that we would know Zhar as like a great number of eels, bound together, upright, and ever-moving in unison, while Lloigor resembled a mound of writhing worms. Separate, yet connected in body by strands and curling growths reaching toward one another, combining and consuming the other.

Other names: the Twin Obscenities, the Twofold God, Two-in-One, Zarr-Gorr.

These strange, seemingly conjoined pairs of entities are thought to have once been separate beings that, at some point, began to merge together; presumably, the merging process is slow, perhaps taking millennia to accomplish. Scholars continue to debate the origins of the pair, with some proposing Antares (in the constellation of Scorpius) while others talk of Betelgeuse (in the constellation of Orion). A few have commented that the entities did not originate in either of these constellations, which were merely staging posts, with Zhar and Lloigor heralding from a dimension named J'un-darr, said now to be inaccessible.

Like their origin, their current dwelling place is unclear, although most cite the mysterious Plateau of Sung, which may or may not be the same as the Plateau of Leng, as the most likely candidate. Allegedly, the Plateau may the original home of the tcho-tcho peoples, who were said to have been cursed by their association and worship of the Old Ones in past times. Indeed, it seems that the bloodline of these peoples was corrupted or tainted by the Mythos, imbuing

certain alien properties that changed these once-humans into something other, although generational expansion and mingling have potentially reduced the impact of this Mythos taint in the modern-day, with many who might possess a degree of tcho-tcho heritage unaware and unaffected. Of course, those tcho-tcho who did not travel beyond the Plateau are thought to have continued to "change," with these seemingly fully embracing their altered Mythos heritage and continuing to observe rites and devotions to not only Zhar and Lloigor but to other Old Ones as well.

Among the curious drug-fueled visions put down by Jedediah Pullington in his *Visions of Crystal and Blasphemy* (New York, 1889), is an account of visiting a "hidden plateau" wherein a great cavern was filled with a lake of "unquiet waters." Pullington goes on to claim that rising from this lake were two (what he describes as), "conglomerations of tubular tentacles, each straining against the other as though in some perpetual conflict." We may infer that this is an illustration of Zhar and Lloigor, and that they reside within a great body of water, which quite possibly only allows us to see a fraction of their true size and mass. Some scholars have named this cavern Alozar or Alaozar, which is believed to be one part of a subterranean city in which the servants of these Old Ones dwell.

While sharing a common name, links between Lloigor and the race of creatures known as the lloigor are unclear. While some suggest a shared heritage, with the race birthed by Lloigor, others claim the names are simply similar and, to the human ear, sound the same yet are actually different.

In respect of the joining of Zhar and Lloigor, we have no way of knowing if the binding together is mutual or if they caught in an everlasting struggle to consume or possess the other. At times, the pair seem to work with a degree of coordination, while at others they each appear to send forth divergent messages to followers. One must assume that this ongoing process will someday end, with either one absorbing the other or both mutating into a single new lifeform. In either eventuality, what is newly created will surely be something most horrific and unfortunate for the human race.

Cult

Clearly, those tcho-tcho who remained close in proximity have continued to worship Zhar and Lloigor, becoming devoted guardians. It can be expected that some of the wider spread tcho-tcho retain their beliefs and embrace the Mythos still, with some of these acting as agents of these Old Ones elsewhere in the world. Of course, there are many humans who unwittingly carry some ancestral link to the original tcho-tcho, and who are essentially innocent of the Mythos.

Beyond such Mythos-aligned tcho-tcho, there seem to be few human groups concerned primarily with Zhar and Lloigor, with the Cult of the Twins perhaps being the most prominent. Rumors circulate about a group calling themselves the Bound Ones operating out of the Pacific West, who apparently attempt to recruit human twins to their cause. While little is yet known of the Bound Ones, they could be an emerging threat.

Possible Blessings

- **Joined:** human worshippers may undergo a rite to bind pairs of them together, which joins two humans mentally to one another. Thus, such pairs may communicate telepathically and essentially feel the other's thoughts even when miles distant. In some cases, the joining is physical, creating horrific results that partly mirror the joining of Zhar and Lloigor.

Encounters

Encounters with cultists devoted to Zhar and Lloigor are more likely than direct contact with Zhar and Lloigor, although those venturing physically or mentally to the Plateau of Sung should take care to "step" lightly. Cultists appear to mostly work in pairs, with their goal being to recruit twins or bring followers together so they may be joined magically. Such cults may operate on the basis of believing that the sacrifice of twins carries a powerful "charge" and resonance for their twin gods. Others may seek to aid and support either Zhar or Lloigor in the hope of "their" god overcoming the other, while some work to meld these Old Ones together to form a new and greater whole.

Aura

Those humans encountering Zhar and Lloigor may feel a strange pulling sensation, compelling them closer to these horrors. Such compulsion emanates from the pair, driving those unable to resist to throw themselves into these Old One's reaching tentacles. In close proximity, animals and other creatures appear overcome with this sensation, resulting in the area in and around the lake in which these entities dwell being littered with pairs of insects and animals bound in constant struggle, each attempting to consume the other.

TYPICAL PHYSICAL MANIFESTATION: ZHAR & LLOIGOR

STR 160 **CON** 250 **SIZ** 300 **DEX** 80

- **Hit Points:** 80
- **Damage Bonus (DB):** +5D6
- **Build:** 6
- **Move:** 9

Combat

Attacks per round: 1D4+1 (tentacles) or 1 (grab, crush)
Uses tentacles to strike or grab opponents.

Crush (mnvr): launches its mass of reaching tentacles at a target and envelopes, crushing the target to death (5D6 damage) before absorbing them.

Grab (mnvr): when held, the wrapping tentacle(s) cause the victim's flesh to begin to meld with the Old One's own. Each round the victim is held causes 1D6 damage and the loss of 10 CON, and when all CON has been absorbed, the victim is fully melded with Zhar/Lloigor. The victim can attempt to free themselves with an Extreme STR or DEX roll, although this does involve having to rip their own skin to severe the melding connection, which carries an additional 1D6 damage in the process; the use of a sharp knife grants a bonus die to the roll.

Fighting	80% (40/16), damage 2D6
Crush (mnvr)	80% (40/16), damage 5D6
Grab (mnvr)	80% (40/16), damage 1D6 + 10 CON (see above)

Armor

- 22-point rubbery and sinuous flesh.
- If reduced to zero hit points, Zhar and Lloigor rapidly dissolve into a pool of unspeakably foul goo and matter, which either drains away or floats and then submerges in water. The pair reform in 4D100 years.

Zhar & Lloigor, *the twin obscenities*

Note: these two entities have identical profiles.

Sanity Loss: 1D6/3D10 Sanity points encounter Zhar and Lloigor.

Magic

- **POW:** 140
- **Magic Points:** 28
- **Spells:** Clutch of Nyogtha, Contact Human (variant), Summon/Bind Byakhee, Contact Lloigor, Dominate; others as desired by the Keeper.

Powers

Compulsion: those within 300 yards/meters are compelled to move toward Zhar and Lloigor if a POW roll is failed. While those within sight (or within 50 yards/meters) of the Old Ones should attempt a Hard POW roll or feel the need to throw themselves into the squirming morass to be eaten or torn apart. Certain magical wards or charms may negate this effect. In creatures, such as insects and animals, the compulsion is different and drives them to come together in pairs and consume one another.

Melding: anything in prolonged contact with Zhar and Lloigor begins to meld into their flesh, including a person's clothing, flesh, and so on. A glancing blow or strike, such as from one of their tentacles or from a weapon is not enough for the melding to begin (see combat profile nearby).

Mental Contact: able to send out general telepathic transmissions that convey simple directions (best thought of as urges). While such communication doesn't target specific individuals, the messages may carry layers of meaning to those already aware of or linked in some manner to these Old Ones; thus, the pair may send out directions to devoted cultists and so on.

Sinuous: the bodies of Zhar and Lloigor are incredibly supple and malleable, able to squeeze through small cracks like a slug. If summoned, they may manifest below the summoner, rising up through holes and cracks in the ground or floor to then recombine.

ZOTH-OMMOG

(Great Old One)

It possessed a cone-shaped body that tapered to a flat, tail-like end. Almost fish-like did it swim through the air, while on land it used four great tentacular arms, each ending in a star-like hand or claw, to drag itself about with rapid motion. With no discernable neck, the head grew out at one end, a blunted triangular mass surrounded by a mane of coiling tentacles, rope-like and of varying lengths. Inset were two, possibly four, serpentine eyes that observed the proceedings.

Other names: Deep Dweller, Ott'mogg.

Zoth-Ommog is believed to have been spawned by Great Cthulhu after that entity's arrival from Xoth. We find mention of this Old One in the pages of the *R'lyeh Text,* the *Ponape Scripture*, and in the *Zanthu Tablets*, although such mentions appear fragmentary at best and shine little light on this curious and enigmatic entity. Common to all is the belief that Zoth-Ommog dwells in the deep oceans, but whether it is bound within the remains of the corpse city R'lyeh or free to roam is uncertain. Most scholars suppose some form of Elder binding is at work, which at the least reduces this Old One's ability to stay too far from its sire, Cthulhu.

While primarily sea-based, Zoth-Ommog appears able to transport itself on land while also capable of levitation or flight. With such evidence found in the writings of certain sorcerers claiming to have called the entity to them through day-long ceremonies of conjuration. Such magical rites are not without particular danger, as the entity appears to hold a distinct enmity toward humanity generally and, unless the binding is correct, has a propensity to murder its summoner.

Stories from the Pacific Ocean regarding monstrous deep-sea dwellers, often attributed to prehistoric survivors (such as *Carcharocles megalodon*) and other "sea monsters," may have some currency as evidence of partial sightings of Zoth-Ommog. Indeed, the mysterious disappearances of certain vessels ranging in the mid-Pacific have brought some scholars to the conclusion that this entity's Elder "leash" is fraying, if not broken, and that its intervals of freedom to stray from the watery tomb of R'lyeh are increasing. Such concerns give rise to suspicions to the work of the Cthulhu Cult, who may have played some role in possibly freeing Zoth-Ommog as among the first steps in their goal to raise R'lyeh and their lord Cthulhu.

Cult

The Cult of Cthulhu holds Zoth-Ommog within their thoughts and rites as a blessed creation of their lord and master. Thus, idols and prayers to this entity may be found among cult paraphernalia, and the cult may seek to know Cthulhu through Zoth-Ommog. Some sub-sects of the cult are believed to have become solely focused on Zoth-Ommog, a being they see as the heir to Cthulhu, and a more tangible and real presence in the world. This Cult of Zoth-Ommog is known for the creation of idols that hold a power that may be used to assist in the summoning of their deity, calling forth its mind to temporarily inhabit a host body so it may deliver "guidance" to the cult's members. It is thought that communities of deep ones offer sacrifices to Zoth-Ommog alongside Cthulhu.

Possible Blessings

- **Gills:** human worshippers may be blessed with gills to breathe underwater, or, if possessing deep one heritage, may find their transformation into full deep one rapidly accelerated.
- **Tentacles:** the follower's arms and legs are transformed into thick, squid-like tentacles.

Encounters

Seafaring folk may catch a glimpse of Zoth-Ommog in the ocean or, unfortunately, find their ship attacked and sinking, bringing them face-to-face with this entity. Likewise, divers of wrecks and ancient sunken temples may come upon strange marks made by or idols of Zoth-Ommog. Otherwise, deep one hybrids and the far-ranging work of the Cthulhu Cult are likely to bring notice of this entity.

Aura

Idols of Zoth-Ommog feel cold to the touch and often make the holder or viewer feel as though they were momentarily sinking in deep water or, worse, drowning. While the effect is unpleasant, it seems to pass quickly.

Like its sire, Zoth-Ommog's presence brings a deep and unsettling loathing to most; a sense of the "other" and of things beyond human comprehension. Apart from the stench of rotting fish and general miasma, something inside the entity creates a deep humming sound that causes humans to be prone to delusions; in water, the hum can apparently be heard for miles around.

Zoth-Ommog, *scion of Cthulhu*

Sanity Loss: 1D6/2D10 Sanity points to encounter Zoth-Ommog.

Magic

- **POW:** 175
- **Magic Points:** 35

- **Spells:** any dealing with Cthulhu, Ythogtha, Dagon, Hydra, the deep ones, star-spawn; others at the Keeper's discretion.

Powers

Vibrating Hum: Zoth-Ommog emits a constant humming sound from within its mass that causes humans to be perceptible to delusions. Such altered perception may cause those unable to succeed with a Sanity roll to experience strange and frightening visions/hallucinations, which may carry their own Sanity losses.

TYPICAL PHYSICAL MANIFESTATION: ZOTH-OMMOG

STR 200 **CON** 600 **SIZ** 300 **DEX** 100

- **Hit Points:** 90
- **Damage Bonus (DB):** +5D6
- **Build:** 6
- **Move:** 9 / 25 swimming

Combat

Attacks per round: 2 to 4 (large tentacles) or 1 (ram or tail) If floating or swimming, may use it four large tentacles to swipe and strike; if on land, only two of these may be used in combat. Alternatively, may use its body-tail to smash opponents or propel itself forward to ram and crush.

Ram: a group may be targeted (those within 2 yards/meters of one another), causing 5D6 damage.

Tail: the tail may injure those close together (within 5 yards/meters of one another), causing 3D6 damage.

Fighting	90% (45/18), damage 2D6
Ram	60% (30/12), damage 5D6
Tail	70% (35/14), damage 3D6

Armor

- 10-point rubbery hide.
- Regenerates 3 hit points per magic point spent in healing itself (death at zero hit points).
- If reduced to zero hit points, Zoth-Ommog disintegrates into chunks of dissolving flesh. It reforms in 4D10 years.

ZOTH SYRA & YOTH KALA

(Unique Entities)

Filling our vision was a mass of bluish-black slime, shifting, bubbling, and forming vague features. At times, rigid limbs emerged only to dissolve into boneless pseudopods, while long stalks grew outward, some possessing what seemed to be sensory organs.

Other names: Masters of the Abyss, Ones Below.

Zoth Syra and Yoth Kala are the names given to two gigantic slime-based entities dwelling in the "Green Abyss," which is believed by most to be located in the deepest part of Earth's oceans. Some dissension exists as to whether this hidden realm is contained on this planet or if, as a few would suggest, the location is simply a doorway to another world or dimension, providing access to and from the Green Abyss.

Scholars are of the opinion that Zoth Syra and Yoth Kala (often described in some texts as female and male respectively) are the most ancient and largest representatives of the "spawn" said to dwell in the Abyss (see **Green Abyss, Spawn of the**). As such, this pair of entities apparently control passage through the Abyss, limiting access to those who would provide suitable "offerings."

The deep ones appear to enjoy good relations with the denizens of the Green Abyss, able to pass freely and be unhindered by the monstrous spawn therein. The *Ponape Scripture* makes mention of Zoth Syra and Yoth Kala, but here suggests they were created by the deep ones and are controlled by them. A few disagree, citing the *Unter Zee Kulten*, which alleges Great Cthulhu opened the way to the Green Abyss, forming a permanent connection, with the inhabitants thereof falling under the Great Old One's domain.

Cult

While there appear to be no human cults centered on Zoth Syra and Yoth Kala, the deep ones may (possibly) provide offerings intended to placate these entities and their many spawn. The lesser spawn of the Green Abyss venerate these ancient beings in god-like terms.

Encounters

Those seeking a physical means to access other places or dimensions may be drawn to the Green Abyss as a possible gateway or nexus point allowing passage elsewhere beyond Earth; similarly, those trying to find a way home may discover a route through the Abyss. In either event, unless stealth and cunning are used to pass through, those traveling within the Abyss are advised to ensure suitable offerings

are prepared for those dwelling there. Some deep one and/or hybrid ceremonies may recognize Zoth Syra and Yoth Kala within their devotions (but, below those to Dagon and Hydra), and so blue-green crystalline idols representing these entities may be seen. At times, the deep ones may call upon Zoth Syra and Yoth Kala to send forth one or more of their spawn to undertake a task, summing such spawn to assist, guard, or attack as desired.

Aura

For humans, these alien horrors composed of blue-black slime are unfathomable, as they appear unlike any known creature on Earth except for slime molds and other simple organisms. Most will be repelled and feel a profound sense of unease at their alienness.

Zoth Syra & Yoth Kala, *lords of the Green Abyss*

Sanity Loss: 1D4/2D8 Sanity points to encounter Zoth Syra and/or Yoth Kala.

Magic

- **POW:** 175
- **Magic Points:** 35
- **Spells:** Contact Deep Ones, Grasp of Cthulhu; others as the Keeper desires.

Zoth Syra and Yoth Kala

TYPICAL PHYSICAL MANIFESTATION: ZOTH SYRA & YOTH KALA

These entities share the same profile.

STR 375 **CON** 250 **SIZ** 450 **DEX** 60

- **Hit Points:** 70
- **Damage Bonus (DB):** +9D6
- **Build:** 10
- **Move:** 8 floating/swimming

Combat

Attacks per round: 1D4 (pseudopods) or 1 (envelope)
May lash out with 1D4 pseudopods per round, striking or crushing opponents. Each pseudopod has a reach of 80 yards/meters, and each may attack a different opponent or be used to outnumber the same opponent. Forgoing these attacks, may instead attempt to envelop a target within its globular and slimy mass.

Envelope (mnvr): victim is gathered into the main mass of the entity and then, on the following round, crushed (9D6 damage). The victim may squirm free with a Hard DEX roll. Apart from trying to tear or cut oneself free, or spellcasting, the victim cannot move while held. If 20 damage is inflicted (by any source), Zoth Syra/Yoth Kala release whatever they are holding.

Fighting	65% (33/13), damage 4D6
Envelope (mnvr)	65% (33/13), held, damage 9D6 (see above)

Armor

- None.
- Immune to mundane weapons (incl. bullets).
- Regenerates 1 hit point per magic point spent in healing itself (death at zero hit points).
- If reduced to zero hit points, Zoth Syra/Yoth Kala dissolve into nothingness. They do not reform, with other spawn of the Green Abyss growing in 1D10 years to take their place.

Powers

Call Spawn: may summon 1D6+1 spawn of the Green Abyss per round, which the spawn traveling by the most direct route possible (assume arrival in 1D6 minutes per group of spawn called).

Hypnotic Song: emits a haunting and beguiling melody that influences those hearing it. This "song" can carry a great distance above or below the water. Humans hearing the music, unless making a successful Hard POW roll, fall under its spell, obeying the commands entwined within the notes. Once overcome, the victim cannot break the spell, requiring others to hold them fast and negate the magic; possible methods for this include spells, taking the victim far from the source of the sounds, knocking the victim unconscious (on waking, they may attempt a new Hard POW roll to be free of the music), or causing harm to befall Zoth Syra / Yoth Kala. If enslaved by the sound, the victim obeys every command issued by either of these entities.

Awful Scream: Zoth Syra and Yoth Kala are both able, at a cost of 5 magic points per round, to emit a scream so powerful as to cause others' brains to harmfully resonate. Little protects against the piercing scream (industrial-strength ear defenders may afford some protection, as may some spells), which forces a Hard CON roll to those within 100 yards/meters (reduced to Regular difficulty for those beyond this range). If the CON roll is failed, the brain bleeds, with the victim's suffering 1D6 damage per round.

ZU-CHE-QUON

(Great Old One)

There was no light, just a cloying darkness enveloping everything that seemed to be a thick as molasses, growing and multiplying over every surface and within the very air itself. As the earth stirred beneath our feet and the temperature dropped, the darkness congregated and amassed into a swirling vortex. A living thing beyond reason or understanding.

Other names: the Ever Dark, Silent One, Zulchequon, Zu-Shakon.

Zu-che-quon is rarely mentioned in significant Mythos texts, its lore remaining mostly hidden from human research. From what can be gathered, it is believed to inhabit the dark void of space beyond the Omega Nebula, dead yet alive on the cosmic aether. Seemingly, the entity has been summoned to Earth but few times, with each arrival leaving sorrow in its wake.

The *Book of Iod* presents Zu-che-quon as initially the offspring but later as the progenitor of Cyäegha. This apparent contradiction suggests either a mistake or some cunning obfuscation on the author's part. Both entities appear to embody darkness to some extent, so a connection may be appropriate. Some scholars read the text as signifying that Zu-che-quon and Cyäegha are, in fact, differing "faces" of the same entity, although little evidence (as yet) has come to light to give such supposition significant weight.

The wizard Sunda-lon's journals found in *Agonies and Deliriums* (ed. R. S. Scarwound, Boston, 1785) indicate the worship of Zu-che-quon in prehistorical Mu by a small sect, known as the Smothering Hand, whose foul acts led to the group being eradicated. Sunda-lon writes that some survived the purge, fleeing elsewhere to continue their heretical practices, which were far beyond the norm even for the citizens of hedonistic Mu.

Unlike other Old Ones, Zu-che-quon appears not to have been imprisoned at the casting down of its kin by the Elder Gods, but rather brought to a state of continual torpor from which it alone cannot rise. Seemingly, certain summoning rites may be able to briefly rouse the entity, although these unable to fully wake it. Though, what accounts we have imply that the mere presence of Zu-che-quon is anathema to earthly life (Eibon's texts remain quiet on the subject). Presumably, with the return of the Old Ones, Zu-che-quon shall wake, but, until then, this dead but dreaming entity remains something of an enigma.

Cult

Few humans worship Zu-che-quon and what groups exist are disparate and unconnected. Some appear to have been given life from the reading of the *Book of Iod*, while others may be the inheritors of lore passed down from Mu. Certainly, at least two groups both claiming the Smothering Hand name appear to exist; one possibly operating among the Appalachian Mountains of Virginia, USA, while another apparently separate group at work in Germany. Troublingly, the Eyeless Ones appear to be a newer manifestation of Zu-che-quon worship, operating within the State of Utah.

Interestingly, the worshippers of Cthugha may pose some threat to the cultists of Zu-che-quon. This may be a simple matter of "light versus darkness," although one would suspect this division and animosity are born out of deeper and perhaps hidden considerations.

Possible Blessings

- **Eyeless:** cultists of Zu-che-quon pluck out their own eyes in an act of fealty, with their god bestowing enhanced sensory faculties in return. Some novices (before witnessing a full manifestation of Zu-che-quon) wear blindfolds painted with a "dark eye" to signify their readiness to embrace their god.

- **Dark From:** at a cost of 3 magic points per round, a cultist may transform their body, becoming an incorporeal dark cloud, able to pass like the air through gaps and cracks. While in this altered state, the cultist is immune to mundane weapons.

Encounters

In the main, the work of Zu-che-quon's cultists is liable to draw attention to this Old One. Such cults are few and far between, but each tends to work in an insidious fashion, recruiting by kidnapping and blackmail, and blinding or removing the eyes of those they wish to offer to their dark lord. While some may achieve a form of communication with the Old One, many simply interpret the meaning for themselves, acting on impulse and without regard or restraint. Consequently, such groups tend to be short-lived and quickly stamped out by authorities.

Aura

Zu-che-quon's arrival is heralded by all light sources being smothered, with darkness falling across the area. A sudden temperature drop is likely, as are localized earth tremors. For those in the immediate area, the descending darkness feels sticky and tangible, as though it were wrapping to skin and flesh; this uncomfortable experience causes most to sweat profusely (some may choke, although this is just a momentary reflux). As the manifestation culminates, the sound of flapping may be heard.

Zu-che-quon, *the ever dark*

Sanity Loss: 1D6/2D10 Sanity points to experience a manifestation of Zu-che-quon.

Magic

- **POW:** 400
- **Magic Points:** 80
- **Spells:** Clutch of Nyogtha, Fist of Yog-Sothoth, Mindblast. Possession(variant), Power Drain; others as desired by the Keeper.

Powers

Summons: specific summoning rituals calling Zu-che-quon to appear require a sound component; usually, a specially prepared bell or bells, which produce discordant notes. The Old One may manifest only if the correct sound is made and continuously played, with the entity immediately departing if the sound is stopped.

Enveloping Darkness: manifestations of Zu-che-quon cause all light sources to go out as thick treacly darkness builds in the area. At the center, the Old One forms: a psychical darkness, semi-corporeal. While certain artifacts or spells may provide some limited light, most people suffer a penalty die to appropriate skill rolls. In addition, localized earth tremors may call for a DEX roll to determine if a person can remain on their feet.

Un-seeable: the presence of Zu-che-quon causes earthly creatures painful discomfort to their eyes, with some even blinding themselves attempting to relive the torment. Until the Old One departs, earthly life is effectively blind. Humans should make a CON roll: if failed, they are unable to resist scratching their eyes; if the roll is fumbled, the scratching is worse, causing 1D4 damage. Those falling indefinitely insane during this time should attempt a Luck roll: if failed, the madness causes the person to remove their own eyes.

TYPICAL PHYSICAL MANIFESTATION: ZU-CHE-QUON

STR n/a **CON** 500 **SIZ** 300* **DEX** n/a

**SIZ varies; may be as small as 100 to over 300.*

- **Hit Points:** 100
- **Damage Bonus (DB):** n/a
- **Build:** n/a
- **Move:** n/a

Combat

Attacks per round: 1 (action per round)

A nebulous and semi-corporeal thing, Zu-che-quon does not utilize psychical attacks and instead employs spells and its own unique powers (see above).

Armor

- None.
- Immune to mundane weapons (incl. bullets), fire, electricity, chemical, and other forms of attack.
- Forms of attack generated by spells or other Mythos powers (e.g. Cthugha's fire, and so on) may deal harm and/or dispel Zu-che-quon at the Keeper's discretion.
- If reduced to zero hit points, Zu-che-quon vanishes in an instant, retreating to its lair in space and unable to manifest for 4D100+100 years.

APPENDIX

A

PRONUNCIATION OF MYTHOS NAMES

Inspired by Lovecraft, the varied writers of Cthulhu Mythos stories and scenarios developed "unpronounceable" names for the many Mythos deities to drive home their alien quality. The following vocalizations are the way Chaosium says them.

All-capital syllables are stressed. 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."

Entity	Pronunciation
Abhoth	AB-hauth
Aforgomon	a-FOER-goe-mon
Ahtu	AH-too
Aphoom-Zhah	AH-foom ZHAH
Arwassa	ahr-WAH-sah
Atlach-Nacha	AT-lach NACH-ah
Azathoth	AZ-ah-thoth
B'Moth	BEE-moth
Baoht Z'uqqa-Mogg	BOT ZOO-kah-mog
Bast	BAST
Bugg-Shash	BUG SH-ASH
Byatis	BEE-yat-is
Chaugnar Faugn	SHOG-ner FAHN
Chorazin	CHOR-ah-zin
Cthugha	kuh-THOOG-hah
Cthulhu	kuh-THOO-loo
Cthylla	kuh-THILL-a
Cxaxukluth	AX-uh-klut
Cyäegha	sigh-AE-guh
Cymaeghi	sigh-MAY-gli
Cythulos	sigh-thu-LOS

PRONUNCIATION GUIDE OF MYTHOS NAMES

Entity	Pronunciation
Dagon & Hydra	DAE-gon & HIGH-druh
Daoloth	DAE-oe-loth
Eihort	IGH-hort
Fthaggua	fuh-THAG-wah
Ghatanothoa	gah-tahn-oe-THOE-ah
Ghizguth	GIZ-gooth
Ghroth	Gg-ROTH
Gla'aki	GLA-AK-ee
Gnophkehs	nauf-KAEZ
Gol-goroth	GOL-goe-roth
Groth-golka	groth-GOEL-kah
Hastalÿk	has-TAHL-ik
Hastur	has-TOOR
Hziulquoigmnzhah	ZOO-lih-kwoy-MOEZ-ha
Idh-yaa	ID-yah
Iod	IGH-od
Ithaqua	ITH-uh-kwah
Kassogtha	kas-SOG-thah
Kruschtya Equation	ROOSH-tih-YAH
Lilith	lil-LEETH
M'guleloc	Mm-GUL-i-LOCH
Madam Yi	Madam Yee
Mh'ithrha	meeh-ITH-uh-RAH
Mordiggian	mor-DIJ-ih-an
Nctosa & Nctolhu	en-TOW-sah & en-CHOL-hoo
Nodens	NOE-denz
Nug & Yeb	NOOG & YEHB
Nyarlathotep	NIGH-ar-LAT-hoe-tep
Nyogtha	nee-OG-thah
Ossadagowah	oe-sah-DAH-gwah
Pharol	FAR-el

Entity	Pronunciation
Q'yth-az	Quee-et-az
Quachil Uttaus	KWAH-chil oo-TOSS
Rhan-Tegoth	ran-TEE-goth
Rlim Shaikorth	r'lim SHAE-koerth
Saaitii	Sa-EYY-TEE
Sebek	SEB-bek
Shub-Niggurath	shub-NEE-ger-ARTH
Shudde M'ell	shood-ih-MEL
Tawil at'Umr	ta-WIHL at-OOM-er
Tru'nembra	TROO-nem-brah
Tsathoggua	zah-THOG-wah
Tulzscha	TULZ-SHA
Ubbo-Sathla	OO-boe SAT-lah
Ut'ulls-Hr'her	OO-tuls-HE-RER
Vorvadoss	VOER-va-does
Vulthoom	vuhl-THOOM
Xada-Hgla	ZAE-dah-GLAE
Y'golonac	ee-GOE-laun-ahk
Yegg-ha	yeg-HA
Yibb-Tstll	yib-TIS-tuhl
Yidhra	YID-rah
Yig	YIG
Yog-Sothoth	YAHG-sau-thoth
Yolanda	Yo-land-RAH
Ythogtha	yih-THOG-thah
Yumeng'tis	You-meng-TIS
Zathog	ZATH-ahg
Zhar & Lloigor	ZAR & LOI-gore
Zoth Syra & Yoth Kala	ZOTH SEE-rah & YOTH-Kal-a
Zoth-Ommog	ZOTH-oe-mogg
Zu-che-quon	ZOO-shae-kwan

CALL of CTHULHU©

MONSTER MASTER SHEET

Name _____

Description _____

SAN Loss _____

STR ____ **DEX** ____ **MOV** ____
CON ____ **INT** ____ **Build** ____
SIZ ____ **POW** ____

Hit Points

Powers _____

Skills _____

Magic Points

Damage Bonus _____

Attack	*Skill*	*Damage*
	% (/)	
	% (/)	
	% (/)	
	% (/)	
	% (/)	

Armor _____

Spells _____

Name _____

Description _____

SAN Loss _____

STR ____ **DEX** ____ **MOV** ____
CON ____ **INT** ____ **Build** ____
SIZ ____ **POW** ____

Hit Points

Powers _____

Skills _____

Magic Points

Damage Bonus _____

Attack	*Skill*	*Damage*
	% (/)	
	% (/)	
	% (/)	
	% (/)	
	% (/)	

Armor _____

Spells _____

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CALL of CTHULHU©

MINION MASTER SHEET

MINION ONE

Name _____
Description _____
SAN Loss _____

STR _____ **DEX** _____ **INT** _____
CON _____ **APP** _____ **POW** _____
SIZ _____ **EDU** _____ **MOV** _____

Hit Points _____
Damage Bonus _____
Powers _____

Attack	*Skill*	*Damage*
	% (/)	
	% (/)	
	% (/)	

Armor _____
Skills _____

Magic Points _____
Spells _____

MINION TWO

Name _____
Description _____
SAN Loss _____

STR _____ **DEX** _____ **INT** _____
CON _____ **APP** _____ **POW** _____
SIZ _____ **EDU** _____ **MOV** _____

Hit Points _____
Damage Bonus _____
Powers _____

Attack	*Skill*	*Damage*
	% (/)	
	% (/)	
	% (/)	

Armor _____
Skills _____

Magic Points _____
Spells _____

MINION THREE

Name _____
Description _____
SAN Loss _____

STR _____ **DEX** _____ **INT** _____
CON _____ **APP** _____ **POW** _____
SIZ _____ **EDU** _____ **MOV** _____

Hit Points _____
Damage Bonus _____
Powers _____

Attack	*Skill*	*Damage*
	% (/)	
	% (/)	
	% (/)	

Armor _____
Skills _____

Magic Points _____
Spells _____

MINION FOUR

Name _____
Description _____
SAN Loss _____

STR _____ **DEX** _____ **INT** _____
CON _____ **APP** _____ **POW** _____
SIZ _____ **EDU** _____ **MOV** _____

Hit Points _____
Damage Bonus _____
Powers _____

Attack	*Skill*	*Damage*
	% (/)	
	% (/)	
	% (/)	

Armor _____
Skills _____

Magic Points _____
Spells _____

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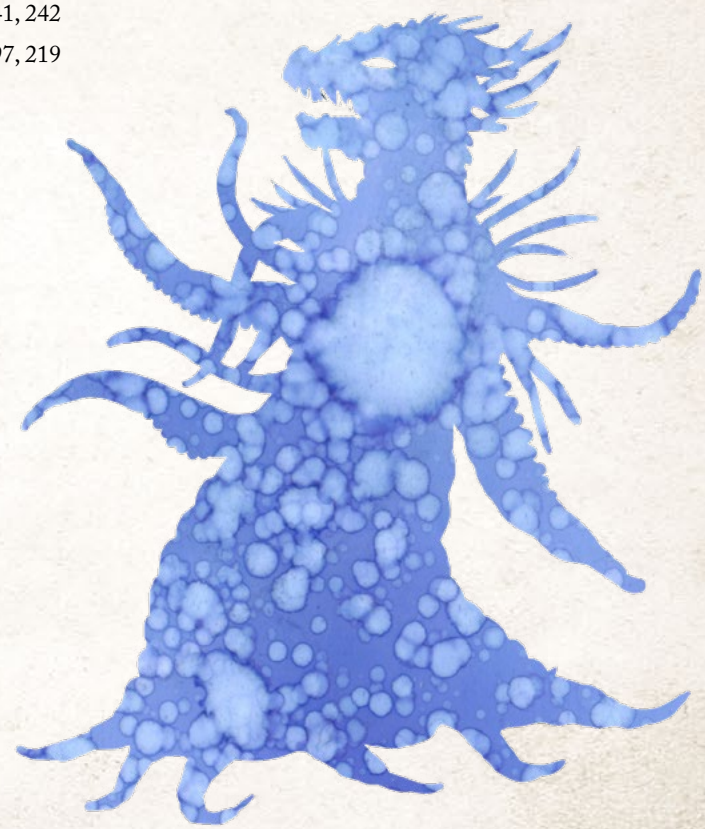

MIKE MASON

Mike Mason is an award-winning game developer and the creative director for the *Call of Cthulhu* roleplaying game. Mike is the co-writer of *Call of Cthulhu* 7th edition, *Pulp Cthulhu*, was the lead on the *Call of Cthulhu Starter Set*, as well as the revised *Masks of Nyarlathotep*; in fact, traces of Mike's tentacles can be found in every book in the line.

Around the millennium, Mike published *The Whisperer*, a zine devoted to the *Call of Cthulhu* game, and ran the Kult of Keepers, a group of *Call of Cthulhu* scenario writers organizing numerous convention games. Mike previously worked for Games Workshop as the Line Manager and co-writer of the ENnie Award winning *Warhammer 40,000 RPG Dark Heresy*. Mike lives in the Midlands of England, betwixt the rolling Derbyshire Peaks and the Satanic Mills of Nottinghamshire. He enjoys fine whiskey, gin, and has a penchant for fountain pens. Mike can be found on Twitter (@mikemason) and seen on Chaosium's YouTube channel running scenarios and campaigns.

SCOTT DAVID ANIOLOWSKI

Scott has loved dinosaurs and monsters since childhood, and some 50-odd years later not much has changed. In 1986 he wrote his first *Call of Cthulhu* scenario to be published by Chaosium and hasn't looked back. Since then, he has written dozens of scenarios, articles, and books for *Call of Cthulh*u and Sandy Petersen's Cthulhu for 5E. He also wrote the early draft for a popular Cthulhu videogame. Scott has also written and edited fiction, being published in various magazines and by publishers including Chaosium, Barnes & Noble, PS Publishing, and others.

Scott was a professional chef for over 30 years, running the kitchens in fine dining restaurants, clubs, and hotels. He lives in an historic Colonial house in western New York (a pagan alter was discovered in the basement of the old house). The property may or may not be haunted. Scott enjoys tabletop RPGs, classic British comedies, classic Doctor Who, horror movies, reading (he has a library of thousands of books on various topics), writing, afternoon naps, carnivorous plants, and cats. Autumn is his favorite season. While too many to list in full, some of Scott's favorite authors include HPL, Robert Bloch, Ramsey Campbell, Thomas Ligotti, TED Klein, and Charles Grant. Some of that Stephen King's work is pretty good, and he just may go somewhere one day.

Malleus Monstrorum is Scott's *Call of Cthulhu* opus and remains to this day his most beloved work.

LOÏC MUZY

An illustrator for over 10 years, Loïc Muzy works mainly in the world of roleplaying games. He worked on the French editions of *Call of Cthulhu* (v6 and v7) and *Delta Green*, as well as on other games like *Paranoia* and *Les Lames du Cardinal*. Having illustrated the cover of the *Call of Cthulhu* video game, collections of Lovecraft's short stories, and comic books, it seems that illustrating Lovecraft's universe is a common thread throughout his professional career. Loïc's works also graces several board games, covering themes from ancient Greece to car rallies! A recent count shows that he has produced more than 1,000 "cthulhuoid" illustrations. Passionate about fantasy, he creates worlds through his art, but also enjoys painting miniatures as a hobby.

PAUL FRICKER

Paul Fricker is a freelance writer and games designer, and is designing and writing the core rules system for the *Rivers of London* Roleplaying Game. In partnership with Mike Mason, Paul is best known for writing and revising the latest edition of Chaosium's award-winning RPG, *Call of Cthulhu*. Over the years he has participated in the creation and development of numerous scenarios and campaigns, beginning with *Gatsby and the Great Race*, back in 2005.

Paul is also one of the hosts of the horror and gaming podcast, The Good Friends of Jackson Elias. He often can be found on Twitter (@paulfricker), where he endeavors to focus on the important topics in life; gaming, music, and food.

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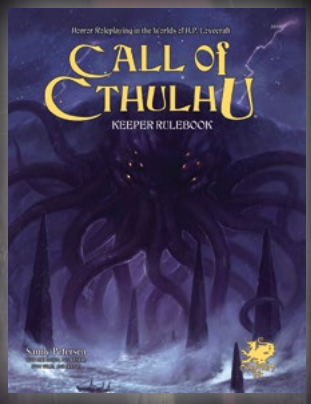

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