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SECRETS OF THE VOID

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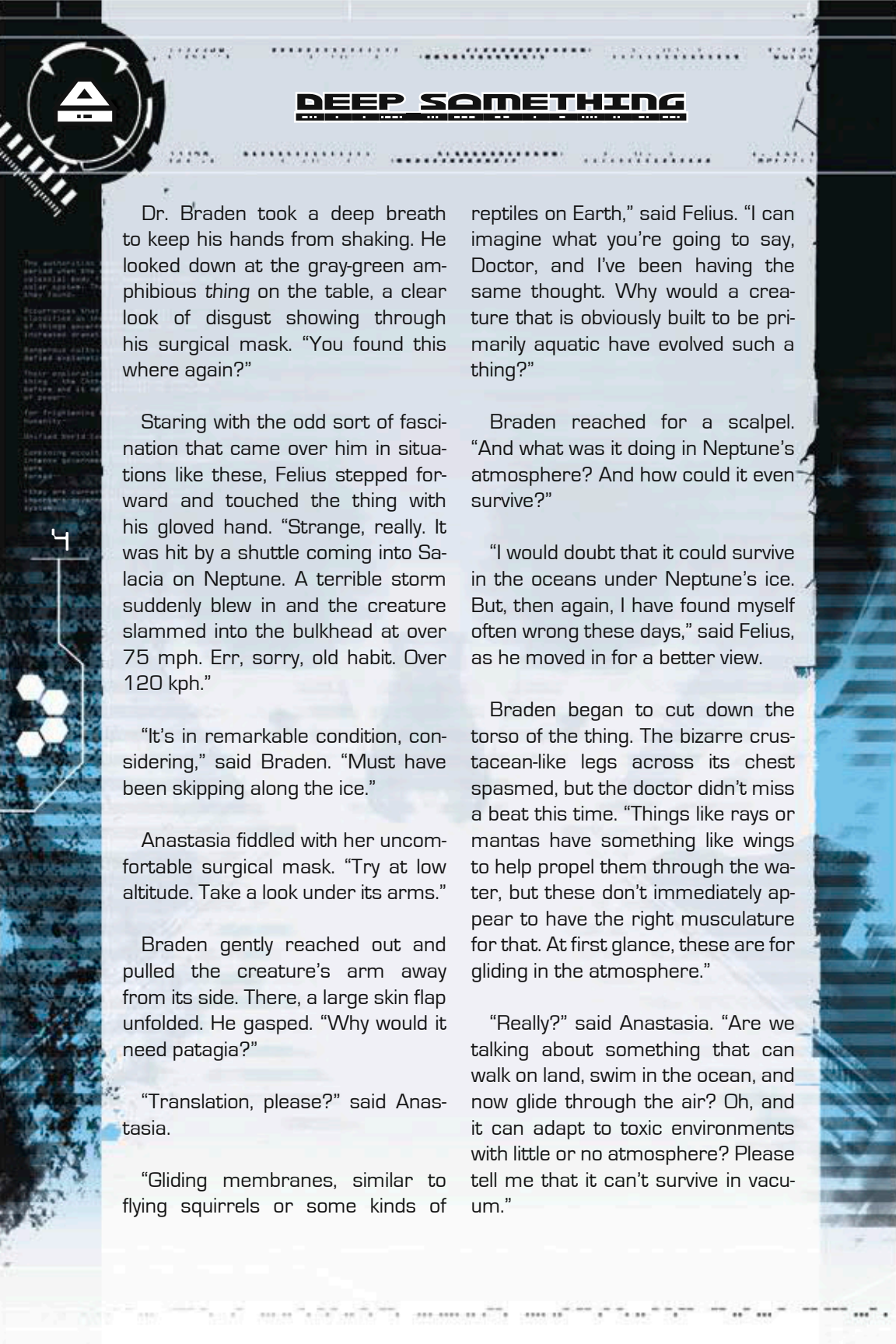
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DEEP SOMETHING

Dr. Braden took a deep breath to keep his hands from shaking. He looked down at the gray-green amphibious *thing* on the table, a clear look of disgust showing through his surgical mask. "You found this where again?"

Staring with the odd sort of fascination that came over him in situations like these, Felius stepped forward and touched the thing with his gloved hand. "Strange, really. It was hit by a shuttle coming into Salacia on Neptune. A terrible storm suddenly blew in and the creature slammed into the bulkhead at over 75 mph. Err, sorry, old habit. Over 120 kph."

"It's in remarkable condition, considering," said Braden. "Must have been skipping along the ice."

Anastasia fiddled with her uncomfortable surgical mask. "Try at low altitude. Take a look under its arms."

Braden gently reached out and pulled the creature's arm away from its side. There, a large skin flap unfolded. He gasped. "Why would it need patagia?"

"Translation, please?" said Anastasia.

"Gliding membranes, similar to flying squirrels or some kinds of

reptiles on Earth," said Felius. "I can imagine what you're going to say, Doctor, and I've been having the same thought. Why would a creature that is obviously built to be primarily aquatic have evolved such a thing?"

Braden reached for a scalpel. "And what was it doing in Neptune's atmosphere? And how could it even survive?"

"I would doubt that it could survive in the oceans under Neptune's ice. But, then again, I have found myself often wrong these days," said Felius, as he moved in for a better view.

Braden began to cut down the torso of the thing. The bizarre crustacean-like legs across its chest spasmed, but the doctor didn't miss a beat this time. "Things like rays or mantas have something like wings to help propel them through the water, but these don't immediately appear to have the right musculature for that. At first glance, these are for gliding in the atmosphere."

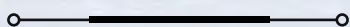
"Really?" said Anastasia. "Are we talking about something that can walk on land, swim in the ocean, and now glide through the air? Oh, and it can adapt to toxic environments with little or no atmosphere? Please tell me that it can't survive in vacuum."



Braden Begins Dissection

Clamping the creature's chest open, Braden said, "I won't know more until we dig deeper, but at first glance, no."

Anastasia stifled a laugh. "Well, thank goodness for small favors. You boys have fun. I'm going to see what Marcus has dug up."



"Felius is better at this, but all records point to this as being what it called a Deep One," said Marcus.

Anastasia looked at the scanned sketches of the strange amphibious batrachian humanoids. "Those look close, but they're missing some of the important details."

"Some of these are several thousand years old, Tasia. Especially the ones that mention Dagon. The artist could have been driven mad with fear and that's all he could remember. Or things could have changed. Lots of things have changed recently," said Marcus, shutting off his tablet.

"Fine," said Anastasia. "But they're called Deep Ones, right? Not Deep-Plus-Floating-Over-An-Extraterrestrial-Planet Ones. Deep implies oceans. Did you find anything that talks about Neptune?"

Marcus smiled. "Again, old information. Level 23 has some more current information, but it all points to Earth's seas. If there's more, it's above this man's security clearance."

Anastasia sighed and took a sip of her coffee. "Neptune. Why would anything want anything on Neptune? The place is a wasteland, unless you're greedy European diamond miners."

"Aren't you European by heritage?" asked Marcus.

"Hungarian. And from what I understand, that's not quite like what you think of as European. Smart ass," said Anastasia.

The dissection was going slowly, and with good reason. A find like this didn't come along every day, and Felius was going to make sure it was properly treated.

Now that the creature had been opened up, he and Braden had begun DNA analysis. It was taking longer than usual.

Just when Felius was about to start worrying, the computer

chimed that it was done. The results appeared on screen.

"That's strange," said Braden. "Look there. What is that?"

Felius got closer to the screen and pointed. "There. There is something in this DNA that doesn't want to be found."

"Agent Kiss, you and Agent St. Croix might want to come up here," said Felius suddenly over the comm.

A few minutes later, Anastasia, followed closely by Marcus, rushed into the lab. "Please tell me it's not crawling off the table," she said.

Braden, unmasked, look away from his screen. "Uh, no."

"The anticipation will only get worse," said Marcus. "So, please. Share."

Braden flicked his hand across the screen and transferred his data to the giant wall panel. It looked like genetic information, but that's about as much as Anastasia knew.

Felius pointed at the screen with a laser, highlighting what appeared to be unusual areas. "If you look here and around the thing's DNA... there... and there..."

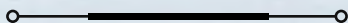
"Felius, the short version? Please?" said Anastasia.

The small bookish-looking man sighed. "Dr. Braden and I have discovered dormant DNA in the creature's genetic structure."

"Wait. Does it transform or shift shape?" said Marcus.

"No, not in the way you're asking. Good question." Felius began to get animated, his gestures growing more grand. "It's as if it were born with both sets of DNA, but one has risen to dominance. Most likely."

"We've taken samples of the dormant DNA and ran it through the machines," he continued. "They came up with the most daft answer. The DNA is human."



Anastasia sat underneath the metal steps that led to the lab, taking a healthy pull off her flask. The bourbon went down smooth. She kind of liked drinking alone right now. It had just been that kind of day.

She recognized Marcus' footfalls before he even stepped on the stairs. When he reached the bottom, he peered cautiously after her.

"Disappear again?" he said.

Holding out the flask to him, Anastasia said, "Want a pull?"

Without hesitating, Marcus took the flask and knocked back a shot. He handed it back to Anastasia.

"They got more intel. Files from The Eye. Turns out this isn't the first one of these creatures we've found," he said.

"Great," replied Anastasia, taking another pull from her flask.

Marcus shook his head. "That isn't the worse news. It seems that the two sets of DNA were correct. These things start off as human. Then, as they grow, they change."

"Well, that's weird. And awful," said Anastasia.

"Felius is all excited about how they might share DNA with us and what this could mean for evolution," said Marcus. "I can't stop thinking about some sad kid turning into one of them."

Anastasia shifted positions, stretching her legs out. "But if they share DNA with us, doesn't that make them part human?"

"Have you seen that thing in there?" replied Marcus. "There is no way that is human."

"Oh, Marcus," said Anastasia, unscrewing the cap on her flask for another pull. "After the cults, those things on Mars, this, and everything else we've seen, I've got to wonder. What is human anymore?"



Welcome to *Secrets of the Void*, a book which reveals many of the hidden things in the universe of *The Void*. There are many things lurking behind the scenes as the Chthonian Star approaches, from strange beings, to forgotten places, to forbidden cults.

This book is intended primarily for GMs, though you don't have to be a GM to enjoy it. Depending upon the type of player you are, you may enjoy your games of *The Void* better knowing some of the secrets contained here. After all, not all occult knowledge is outlined here and your GM will still have plenty of room to surprise you.

How Do I Use This Book?

If you're a player, you enjoy the content and contemplate how you might be best prepared to deal with such things when they come into play in your game. That is, of course, assuming that your GM sticks to this material and doesn't improvise on top of it.

If you're a GM, the material in this book is intended to give you a whole lot of inspiration. There are all kinds of things happening with the approach of the Chthonian Star and the solar system is changing. *Secrets of the Void* unveils some of the grand mysteries of our solar system, including our place in it, and how it will be changing in the days to come. You can use none, any, or all of it for your games.

The Secrets

This book is divided into several sections, outlined here.

The Chthonian Star

This section explores the truth behind the strange body heading towards our solar system, and why its billion-year orbit is important.

The True History of the Solar System

This section provides a basic outline of our solar system, its true masters, and humanity's real place in the cosmic scheme of things.

The Old Gods

The true masters of this solar system, this section explores the mythical Old Ones – including Cthulhu, Hastur, Shub-Niggurath, and S'Shlosuuma – and the unknowable Eternal Ones – Azathoth, Nyarlathotep, and Yog-Sothoth.

Children of the Old Ones

This section looks into the sentient races that still serve the Old Ones in one form or another, including the Deep Ones, the Ghosts, and the Mi-Go.

The Independent Races

This section discusses the few independent ancient non-human races that have previously inhabited this solar system, including the Elder Race, the Great Race, the Polypous Race, and the Valusians.

Cults

This section explores several of the most prominent cults that are in service to the Old Ones, including the Children of the Void, Primoris Nox, the Order of the Storm, the Scions of Blight, and the Wild Ones.

Secret Places

This section discusses several of the most legendary occult secret places that may be hidden on Earth – or elsewhere in the solar system – including the Dreamlands, Kadath, Leng, and R'lyeh.

The Awakening

This section explores many of the ways the solar system is changing with the approach of the Chthonian Star. It goes through each planet individually, touring the strange things your players might investigate.

The Pronoun Game

In this book we use he, him, and his when we're talking about people playing the game. Alternating pronouns within the same book makes it feel like the book is written for two different audiences. The masculine pronoun is the current standard and – though the times may be changing – we're still used to seeing it. We mean no offense to our valued female audience.

Got Feedback?

We're all roleplayers here. When you're playing *The Void*, you're going to have feedback – whether it be questions, comments, or the awesome stuff you came up with while you're playing. We want to hear it. You've got two options. You can just fire off an e-mail to feedback@fearthevoid.com. Alternatively, you can jump into the pool on our forums and engage in conversation with both us and other players. Find them at <http://wildfire-community.com/forums>.

It's clear that the influence of the Chthonian Star is bringing things back to life in this universe, and that this resurrection of sorts is going to be very bad for the human race.

In this book, we'll peel back the curtain to let you in on what's going on. If you're a player, knowing this information may compromise your enjoyment of your game. You may want to skip this information entirely.

However, it's likely that you're reading on anyway. If you intend to only ever play *The Void*, please do your fellow players and GM the courtesy of pretending you don't know these secrets when you're playing.

The Chthonian Star

The Chthonian Star is an entirely natural phenomena. It has floated through the universe for billions of years, bringing with it new cycles to several different galaxies. It is, for lack of a better term, a mystical battery that is an essential part of many powerful creatures' life-cycles. It floats near a solar system, gradually bathing the planets in the Star's energy. As it comes closer, these energies intensify and bring a new era to the beings under its influence.

However, its multi-million year orbit throughout the universe means that things change while it is away. The creatures who are linked with it grow, some die out, some hibernate, and worlds change. New lifeforms can even develop on worlds that remain capable of supporting life. When the

Chthonian Star comes round again, its energy brings planets to remember what they once were and breathes new life into dormant or thought lost creatures. However, things are never the same and both planets and lifeforms change and evolve from cycle to cycle.

Most people regard the influence of the Chthonian Star as unnatural, that the unspeakable creatures it is awakening are not part of the natural order. What a delightfully humanocentric viewpoint. The truth is that the world the Chthonian Star is bringing back is the natural order. Human beings are the vermin that cropped up while the true masters of our solar system were gone – it is we who are unnatural. When the Star arrives, the natural order will be restored.

In simplest physical terms, the Chthonian Star is akin to dark matter with rather unique properties. It can't be observed in the normal electromagnetic spectrum, but can be observed by its gravitational influence on certain bodies and the rather unique energy field it emits. This is energy that cannot be quantified by science, and it is powerful indeed. This field extends light-years around the Chthonian Star in all directions, invisible to the naked eye. It is powered by meta-physics incomprehensible to human beings, a part of the order that is far, far above them. It is safe to say that such a thing taps into dimensions beyond our own, bringing such power to bear that is not normally a part of the paradigm that is this reality.

It is also moving at unreal speeds, crossing light-years seemingly at speeds greater than the speed of light. Its speed also seems to vary, which is even more odd. However, regardless of such trivial explorations, the fact remains that the full-force of the Star will be brought to bear on this solar system within the next few years. The changes are speeding up. The human race is going to have to work things out very quickly if they hope to survive.

The stories are correct. It is true. These are the end times. The Chthonian Star is the harbinger of extinction for humanity.

The True History of the Solar System

The true origin of the universe, much less the solar system, is a mystery that has been the topic of much debate by sentient creatures through the ages. Despite the near god-like power of some beings, no one has truly found the real answer. There are several things, however, that can be banked on. First, the universe is very, very old, much older than humans believe. Second, there is no extra-dimensional omnipotent god hiding behind the scenes protecting anyone, much less only the faithful.

This solar system has already gone through several epochs under the influence of the Chthonian Star. Information only exists about the last epoch, and even then it cannot be tied to dates.

Secrets:

Not At a Glance

Normally, we provide you with handy sidebars that call out the most important information for you to skim.

We're not going to do that in this book.

This book contains secrets, the most hidden information in the setting. It's not the kind of information that should be gleaned from a summary.

By keeping it a book that you must read, we're doing our best to prevent players from skimming and learning all sorts of things they really shouldn't know. That way, you can still surprise them – that is, unless they're truly dedicated to reading the entire book. Even then, you can use the material here as inspiration.

The Old Ones are the true masters of this solar system. Tales say that they came from the stars and found these developing worlds to take as their own, choosing them because of their proximity to the path of the Chthonian Star. Bringing their followers with them, they began to use their awesome power to influence the planets they most adored. They became the undisputed masters of this corner of the universe, reigning as such for millennia. The Old Ones, however, were not the kind of beings

that lived in perfect harmony, nor were the creatures that they had brought with them or that evolved under them. Fighting, even on a large scale, was not uncommon.

This is not to say that there weren't independent races that lived here as well. The power of the Old Ones wasn't absolute, and some races even made deals with them. Four of the most notable independent races are the Elder Race, the Great Race, the Mi-Go, and the Polypous Race.

The Great Race and the Polypous Race were always at odds with one another. Both were drawn to the blue-green, oxygen-rich world now known as Earth. The Great Race were an unusual species, capable of migrating their consciousness across space and time to functionally possess the bodies of beings wherever and whenever they chose to exist. The Polypous Race were alien entities that could float and fly without wings, even across the vacuum of space, who commanded great personal powers of their own. Though no one is exactly sure what happened to incite the violence, it is said that the enmity between the two races started simply enough – the Polypous Race began to prey on the creatures the Great Race had chosen to inhabit. Wars were fought and it was the Great Race that emerged as victor, sealing their enemies deep underground. It is said that the Great Race soon after left, knowing their enemies would once again rise.

In a similar fashion, the Elder Race and the Mi-Go found themselves embroiled in conflict. The Elder Race is

said to have opposed the influence of the Old Ones, fighting for these worlds to evolve on their own. They were unusual creatures from distant parts of space, who believed that they could enjoy these developing worlds, living in harmony with the natural order. However, they were too late – the natural order was now that of the Old Ones. The Mi-Go were creatures also from distant parts of space, who had come to revel in what the Old Ones were doing. They had found a place under the rule of these malevolent deities, a place that included colonies on different planets. Unfortunately for both, such colonies put them into direct competition with the Elder Race and the Mi-Go promptly went on the defensive. In the end, the Elder Race retreated deep under the oceans of Earth, finally to leave this solar system all together. Their enemies were simply too strong.

However, through all this, the Old Ones and their servants built vast civilizations spanning the worlds of this solar system that lasted for more years than can be remembered. Their servants evolved and flourished, creating many of the unspeakable races that are awakening now.

Very little of this information has survived, and what little has lives in the domain of the fringe and the occult. There are many conflicting legends as to what happened to the Old Ones. Some say that they were exiled. Some say that they were beaten by a superior foe. Some say they just went to sleep – which is more or less the truth. The energy of the Chthonian Star faded from this part of the uni-

verse, the Old Ones and their servants drifted off into slumber, most often no longer entirely projecting into this dimension, waiting the scant few million years it would take for the Star to circle around.

Human beings have hidden from this information at every step along the way, with a few notable exceptions. People don't like bad news, especially when it comes to news like this, so organizations have always existed to deny the truth. Religions are the most obvious culprit, making up fancy stories of benevolent gods that only demand half-hearted worship and obedience to certain basic rules. Such religions have been very powerful throughout the course of human history, so powerful that they could forcibly keep the truth hidden while keeping humanity quiet and acquiescent. However, things began to change after the Renaissance as the power of organized religion began to wane. People began to once again search for lost knowledge, forming the foundation for the explosion of occult investigation that started in the early 20th century. Something, perhaps in the



human subconscious, began to drive the learned to unearth that which seemed outlandish or outright mad. This further paved the way for certain government conspiracies to actively begin to fight against dark and supernatural threats as we approached the 21st century. In the end, however, such things were bad for business and politics – the new giant that would deny the existence of the inevitable.

So how do human beings fit in with the true origins of our solar system? Human beings are, simply put, an accident. If one were to have the exten-

sive wisdom and intellect required to observe such a thing, evolution on this planet was not supposed to result in us. Mammals in general are a happy coincidence. There are several possible explanations for our existence, but it is impossible to validate any of them. The most popular is the influence of the Old One known as Shub-Niggurath. The wild energy that is thrown off by this unspeakable creature has most likely had the effect of mutating the evolution of creatures that come anywhere within its sphere of influence. Shub-Niggurath has most certainly spent a great deal of time making its home on Earth, so it seems likely that somewhere along the way, it changed the normal evolution of things. Such wild mutation may have ultimately resulted in mammals, then hominids, then humans.

However, Shub-Niggurath is not the only candidate. Legends also place the Elder Ones as a possible source. These creatures are often seen by occultists as benevolent, beings who opposed the Old Ones and the machinations of their servants. There are cryptic musings that point to the human race being a direct cause of their experiments on the life on the Earth during the time they inhabited it. If so, we are the product of their science.

Darker legends speak of the human race being designed by the Great Race, as perfect vessels for their consciousness sometime down the road. A race that travels through time and space, possessing the bodies of whatever suitable lifeforms are present, the Great Race would have a vested interest in creating creatures that

would truly suit their purposes when they came back around to this galaxy. However, given the current situation, even if this were the case, it would be unlikely they would be coming back around this way now.

In any case, human beings are all alone in a godless universe, ill-equipped to deal with the dangers ahead. We can only hope that the Unified World Council and the Wardens can make up for centuries, if not millennia, of deliberate ignorance.

The Old Gods

The difference between the gods of the human race and the old gods is this – the gods of humanity are fictional, while the old gods are beings of immense power who will one day return to claim this solar system as their own. The Old Ones are not so much gods, *per se*, but they might as well be from our perspective. They are beings of such incredible power that they exist in more than the four dimensions we perceive, and they draw power from them. While legends speak of these creatures as malevolent, such concepts are beyond them. They exist on such a level as to be incomprehensible to human beings – one might as well ask if a human being is malevolent when it destroys a bothersome ant hill.

Legends speak of two types of the old gods. The Old Ones are the powerful beings that will soon awaken, who claimed this solar system as their own billions of years ago – and possibly epochs before that. The Elder Ones (also known as the Other Gods) are beings that are practically embodi-

ments of cosmic forces of the universe. They have little to do directly with the events of living things, but their influence is nearly always felt.

The Old Ones

Cthulhu

The dark deity known as Cthulhu is perhaps the most notorious of all the Old Ones. It is described as being a creature that is part alien humanoid and part octopus or squid, with giant fleshy wings – though it is likely that this is simply the closest human interpretation of this creature. Legends say that it once ruled a great empire from the city of R'lyeh, that existed both above and below the waves.

Legends say that Cthulhu now sleeps the slumber of death inside his tomb in the city of R'lyeh, supposedly long lost beneath the waves of the ocean. At times, his power is so great that even only stirring in his sleep has actually touched the dreams of sleepers in such a way as to move them to worship or other despicable actions.

Cults have long been dedicated to the worship of this Old One, continuously throughout human history. Some of his followers, creatures known as the Deep Ones, have existed alongside human beings on Earth for the entirety of recorded history. They have perpetuated worship of this dark god, in addition to its slumbering power and the natural and unfortunate curiosity of humans.

Hastur

The Old One properly known as Hastur is most often referred to as the

Unnamable, the Unnamed One, or the Unspeakable. There is something so powerful in the creature's name that it is said that he can channel his power into those who speak it – which most often destroys them or their minds. It is regarded by most sane occultists as a thing to be feared, a creature so alien that there is no Earthly way to describe it.

There are those that say the Unnamable is a creature that feeds off the energy of death, destruction, and depravity. Its minions are perhaps among what humans would consider the most evil of all. Though entreated by many who seek the power of true magic, nothing good can come by the presence of Hastur – in any capacity – no matter how careful one tries to be.

Shub-Niggurath

Though thought by some to be an eternal one, the dark god known as Shub-Niggurath only aspires to that level of power. It is a thing resplendent with the wild energies of life itself. In those cultures enlightened enough to have known this creature's name, it was most often worshipped as a nature or fertility deity. Shub-Niggurath is a powerful being whose very presence shapes the life around it.

There are those who suspect that the verdant nature of Earth is due to the influence of Shub-Niggurath. After all, it really is the only planet in the solar system where life has flourished as the energy of the Chthonian Star has waned. Especially in these most perilous of times, it is Shub-Niggurath to whom the growing cults of Earth most dedicate themselves.

S'shlosuuma

While there are those who have had visions and created descriptions of the Old Ones, the being known as S'shlosuuma is one that is distinctly missing. It is said to be a creature of powerful energy, a thing that rarely deigns to touch the dust of planets. Instead, it is a creature of the void, the thing that surfs the solar winds, the master of all the things in the black. In olden days, S'shlosuuma was entreated as a thing that could reveal the wisdom of the celestial mechanics.

There are those high-ranking occultists who posit that this Old One might

be somehow linked to the Chthonian Star. There are even those who believe S'shlosuuma is the Chthonian Star. Regardless, it is likely this Old One will have an important part to play as that celestial body comes ever closer.

The Eternal Ones

Azathoth

If there is a true deity that can be likened to any of the fabricated gods of man, it is Azathoth. It is the thing that made the universe and will be the thing that ultimately destroys it. Azathoth is a thing so beyond mortal understanding that very little has been

written about the being. Those few who know of and worship Azathoth are few and far between, as such activity provides no other benefit than the psychological. Adulation by some of the creatures that have come into existence inside its universe is not something of which it has, or will ever, take notice.

It is a primal force of the universe that can neither be entreated nor destroyed. It simply is, has been, and always will be – from our limited perspective.

Nyarlathept

Its true name either lost in obscurity



Deep Ones Raid a Cruise Ship

or deliberately hidden, Nyarlathotep is what it was called by the Egyptians who revered it. It has been a part of human evolution from very nearly the beginning. It's almost as if Nyarlathotep was charged with shepherding, for lack of a better term, life in the universe, for it takes an active interest in species everywhere. If there is one dark deity likely to somehow play a part in the times ahead, it is Nyarlathotep. Its influence will bring both joy and suffering to the human race, for no one knows its ultimate goals.

It is said that Nyarlathotep's primary role is as messenger or herald of the gods of the universe. If Azathoth and Yog-Sothoth truly have wills as we understand them, Nyarlathotep is the one that brings those desires to creation. As the Chthonian Star approaches, it is most certainly the phenomenon's herald.

Yog-Sothoth

For those insane or reckless enough to play with cosmic forces, it is most often Yog-Sothoth they entreat. This being is said to dwell in the places in between, throughout all time and space. It is as if Azathoth was the thing that made the universe, but Yog-Sothoth is the intelligence that binds it together. No one knows whether or not this deity pays attention to such basic life as that of the human race, but there are those who gain power from its name.

Like Azathoth, Yog-Sothoth is a primal force of the universe. Those who entreat the aid of Yog-Sothoth are most often granted access to power beyond the confines of this dimension – but there is always a stiff price. Such

magic is not the playground of the uninitiated.

Children of the Old Ones

There are several important races who have given up their independence to serve the Old Ones. As races, they have seen their own empires rise and fall long before the first fish crawled out of the oceans of Earth. They are once again coming out into the universe, which can only mean one thing – their masters are somewhere on the horizon.

Deep Ones

Vicious creatures best-described as part man, part fish, and part frog, the Deep Ones are one of the few races who never entirely left this solar system. As the last epoch of the Chthonian Star faded, the Deep Ones hid under the oceans of Earth, building giant cities in the depths. There they felt content to stay, living as shadows of their former selves for millions of years. However, the appearance of human beings changed things for them. Who knows how such a thing could have occurred to them, but somewhere along the way the Deep Ones discovered that they could breed with humans. The offspring, later known as Hybrids, would begin their lives as humans, but morph into Deep Ones after maturity. This in itself is sad and bizarre, but it also has a benefit – Hybrids mature into adult Deep Ones faster than purebred Deep Ones. Mating with humans is a way to grow in population faster.

For the last several centuries, the Deep Ones have felt the pull of the approaching Chthonian Star and

know their time is once again here. This time, instead of waiting for the Star's influence to help them rise and grow in numbers, they've taken it on themselves to jump-start the process. They have taken coastal towns and villages and corrupted them into dens of cultists who will breed with these inhuman creatures. The last thirty years have been the worst in recorded history, as the Deep Ones quietly plague isolated coastal communities. The Wardens have been doing all they can to conceal their activities.

Lately, the Deep Ones have changed their behavior – they have begun to send their agents far onto the land, to steal technology and materials. Certainly, Deep Ones do have their own form of alien technology, but they've never been particularly interested in the tools of humanity before. Those powerful few who know this fear what the creatures might be planning.

Hybrids have also been found as far out as Neptune, for some reason. They have also been found infiltrating the scientific colonies on Europa. If they are that far out into the solar system, something is most definitely going on – and it is most assuredly not good.

Ghosts

A race that in some ways bears a disturbing similarity to humanity, ghosts are often underestimated. There are legends that say these kangaroo-like creatures originally dwelled in a land beyond dreams. Such stories must be the product of hallucinations or psychic projections of the past of places like Mars, which the ghosts truly call their home.

The colonies of Mars were built over the hibernating, desiccated remains of the ghost race. Their alien physiologies have allowed them to survive throughout millennia in a death-like state. Were humans ever to have truly been able to dig down through the surface of Mars, they would have found the sleeping monsters. Unfortunately, humans mining has hit a Ghost substance that has prevented them from going further, so they have simply come to complete terraforming the planet and build colonies to ease overpopulation. The Unified World Council is only starting to become aware of the threat.

It has taken quite a while for the ghosts to come back to life. The energies of the Chthonian Star in addition to underground water deposits have nourished the race back onto its collective feet. However, now it is in need of something just as significant – food. Unfortunately for the colonists, they represent the best source of sustenance on the Red Planet. Ghosts have begun to quietly steal food from the colonists, as well as picking off stragglers, the infirm, and children. What's worse is that more ghosts are starting to wake up – and they have begun to breed again. The situation will only grow more dangerous for the colonists of Mars, especially as the ghosts gain a taste for humans.

Ghosts also have their own alien form of technology, some of which has survived dormant under the surface of the planet. Who knows what will happen when that strange equipment fires up again? However, ghosts have also begun to steal human technology, though this appears to be primar-

ily out of curiosity that the creatures are putting it to use. They appear to be more interested in learning their new prey...

Unfortunately, some ghosts have stolen away onto transports to Earth. There are small colonies of ghosts whose physiologies are adapting to the atmospheric differences, but they have already begun to venture out onto this resource rich world.

Mi-Go

The Mi-Go are a race described as part-insect, part-crustacean, and part-fungus, though this really isn't adequate. They are an alien race from far out into the galaxy. An expedition came to this part of the universe a very, very long time ago and found it to be to their liking. However, the Old Ones had also laid claim to the planets of this solar system. The Mi-Go fought with the minions of the Old Ones for a time, until they realized there was no winning. The old adage "if you can't beat them, join them" became the Mi-Go's new lives, as they fell into worship of the Old Ones and became a part of life in this part of the galaxy.

Like the Deep Ones, the Mi-Go have never truly gone away. As the Old Ones began to fade away, the Mi-Go found themselves drawn to the dwarf planet at the edge of the solar system now known as Pluto. For millennia now, these creatures have lived hidden under the surface of the rock, their physiologies perfectly adapted for surviving in the cold void. They have visited Earth frequently and often, experimenting on the life that has evolved since the last epoch ended

and gathering certain resources only found on the planet.

However, things have changed. The Mi-Go, like many other of the Old Ones' servants, sense the return of the Chthonian Star. There is something inside Pluto that practically hums in anticipation. The Mi-Go have begun to spread out into other parts of the outer solar system, for purposes unknown. Regardless, their intentions toward human beings are never nice.

The Independent Races

Not all of the sentient races that have inhabited this solar system served the Old Ones. There have been many who walked their own road, but left – who knows if they will return again? More importantly, will any of them find humanity as allies worth having, or at least worth leaving alone?

Elder Race

Long ago, an unusual but highly-advanced race came to this solar system. Theirs was a people that had spread out into the stars, exploring the void as far as they could reach. This part of the galaxy was an interesting place, with worlds the Elder Race was keen to enjoy. However, the Old Ones and their minions had already made this place their own. Though the Elder Race fought both the influence of the Old Ones and the incursion of the Mi-Go, they were incapable of mounting the kind of resistance that would have gained them ground. Those left here retreated under the oceans of Earth, eventually leaving once the rest of their kind deemed this solar system a lost cause.

Legends say that the Elder Race were barrel-shaped creatures with a star-like head, capable of using their odd wings to both fly and swim. They were capable of adapting their physiologies to survive in a variety of atmospheric conditions. The last ruin of an Elder Race city was found in the arctic several hundred years ago, but it has been lost since the knowledge found there was transcribed and relegated to the occult.

There are those scholars of lost things that believe that the Elder Race may have been the true progenitors of the human race. These creatures were gifted scientists and legends say that they experimented with the life that was evolving at the time. Inadvertently, they may have made just the right evolutionary nudge to bring the human race into being.

It is unknown if the Elder Race has come back to check on this solar system throughout time. There has been no recorded evidence of them any time in human history. Perhaps the human race could send messages into space to try to contact them, but that would suppose that such creatures would somehow be sympathetic.

The Great Race

If what is known about the Great Race is true, they are a magnificent species. They have created technology that allows their consciousness to migrate across both space and time, as long as they do not cross their own timeline and exist in the same time and space simultaneously. They came to this solar system eons ago, from some other when and where, taking up resi-

dence in odd creatures that once lived in the Southern Hemisphere of Earth. They were powerful enough, or at least not important enough, to have carved out their own empire in the shadow of the Old Ones, but not so powerful that they didn't have enemies of their own.

Their wars against the Polypous Race are the stuff of legends. The great basalt cities of the Polypous Race were razed, but their numbers were just too great. Eventually, the Great Race discovered that they could not defeat their enemies – but they could entrap them. They did just that, sealing the survivors of the Polypous Race deep underground. Unfortunately, the Great Race was wise enough to know that such incarceration would not last and they weren't interested in hanging around to find out how long. This part of the universe in this time had become more trouble than it was worth, and so the Great Race once again migrated to some other time and place.

While the Great Race has never itself returned, individual members of the species have. For whatever reason, members of the Great Race have possessed human beings for a time. Some suspect this is to learn more about us and our time, while others believe them to be passing on information. Some worry they will return to possess us, while others believe they are our saviors, passing on key information to help with our survival. Regardless, they continue to reveal themselves from time to time.

The Polypous Race

These creatures were technically the enemies of the Great Race. However,

this racial enmity did not start the way others traditionally have. The Polypous Race came to this planet from far away, finding themselves drawn to this solar system the way others had. They took up residence here and discovered strange conical beings that were not only tasty, but also an excellent source of nutrition. Thus, the Polypous Race began to hunt and prey on the shells that had been inhabited by the Great Race and the hatred between the species began.

The Polypous Race is predatory and what some might call arrogant, in an alien sort of way. They created great basalt cities in their day, mighty empires that were powerful. The Polypous Race not only was capable of flight, even through vacuum, they also commanded great control of basic forces. Furthermore, their rate of reproduction was staggering. Like locusts, they ravaged whatever they came across.

It seems that the Old Ones found the Polypous Race in some way amusing, or that these malignant creatures took to worshipping the dark gods, because it was up to the Great Race to resist their blight. There really was no way their enemies could defeat the Polypous Race in their entirety, but the Great Race instead laid a clever trap. Those of the Polypous Race surviving in this solar system were locked away in subterranean prisons. However, no prison is forever and one day it is likely that the Polypous Race will return.

Those who have studied the occult legends of the Polypous Race have always assumed that the prisons that hold them are somewhere under the

Southern Hemisphere of Earth. However, we are piecing together enough information now to show that the solar system was different in those days. It seems likely that the Polypous Race was not only found on Earth, but in other planets of the inner solar system.

Valusians

Perhaps the most enigmatic of the legendary independent race are the Valusians. It is said that they were a race of serpentine people, gifted in both science and magic. It is said that they were among the more recent of life-forms, perhaps even evolved here during the days when lizards were kings of the land. Some believe that they never knew the predations of the Old Ones and died out during the last Ice Age.

However, there are other occultists who believe that the Valusians never died. They believe that creatures of such power couldn't possibly have been extinguished by something so trivial as an Ice Age. It is rumored that they simply went into hibernation until the solar system returned to a time when it was more hospitable to them. If that is the case, one hopes that the current situation might also wake them up. The big question remains – how would they be disposed to hairless mammals like humans?

While stories tell that the Valusians were a species confined to, and possibly evolved on, Earth, things were different back then. It is entirely possible that they found themselves on other planets, given their level of technology. However, the human race has found no evidence of their civilization

anywhere on Earth, much less elsewhere.

Cults

Despite the fact that human beings did not evolve until long after the Old Ones had vanished from this solar system, there have always been cults of humans dedicated to their worship. Perhaps it is something in the human condition that draws people to the worship of anything powerful and ancient, written of in old books. More likely, there is something in the powerful influence of the Old Ones that, even as they dream, they somehow exert their influence onto the universe. Here are a few of the most prominent cults that are active today.

Children of the Void

There is so little written about the Old One known as S'shlosuuma that it seems ridiculous that there would be humans enthralled by its worship. The fact that there is such a healthy and growing cult points to the influence of the Old One in the first waves of the Chthonian Star's energies. Whatever the case, the Children of the Void are most comfortable traversing the cold black vacuum of space, communing with their god the best way they know how – ritualistically sacrificing those who would blaspheme their deity's sacred void with their unbelieving presence.

The Children of the Void operate similarly to the Thuggees of old east India on Earth. They book passage on ships, or operate ships of their own, traveling as just another passenger. Typically, several Voidbringers, as they

are also known, will travel together – though putting on the appearances of being strangers. When the time is right, they will begin to pick off crew and passengers one by one. They ritualistically murder their victims, if given the opportunity, but will happily settle for simply killing as an expression of their devotion. However, until they reveal themselves, they are most often charming and friendly.

Order of the Storm

The primary cult dedicated to the worship of Cthulhu for generations has been the Esoteric Order of Dagon. Once upon a time, the Deep Ones would infiltrate sleepy coastal fishing villages, bending the inhabitants to dark worship and sexual commune. Due to retaliation against Deep One communities during the 20th century, the Esoteric Order of Dagon was forced to disappear. The Order of the Storm, a more pure form of the Deep One religion, rose up in its place.

The Order of the Storm is a cult led by Deep Ones and their Hybrid offspring. On one hand, they continue the work of the past, corrupting small coastal towns to use as labor and breeding stock. On the other hand, they are becoming an unpredictable menace to the human world. The Order now penetrates deep onto the land, stealing human science and technology – for what reasons, no one knows. All along the way, they murder and kidnap.

The Order of the Storm is primarily confined to Earth. However, there is rumor that powerful Deep Ones can be found as far out as Neptune, or that they have tried to covertly infiltrate

the scientific colonies of Europa and their subsurface ocean.

Primoris Nox

An immensely powerful being, the Eternal One known as Nyarlathotep has always taken some kind of interest in the human race. It is not surprising, then, that there have been many cults dedicated to its worship throughout history. In this time, in this place, the primary cult of this unfathomable being is called Primoris Nox, a secret society spread throughout every strata of human civilization on all worlds in the solar system.

If one were to look at Primoris Nox in a big picture sense, the cult would appear to be schizophrenic. There are factions within the cult that are dedicated to the acquisition of occult relics and knowledge – hoarders of powerful information and objects. Other factions are dedicated to revealing the horrors now facing the solar system, sending people into a state of panic and fear. Some factions try to push science into fringe or unethical waters, past the limits of human knowledge. Just as Nyarlathotep is known as a being with a thousand faces, his cult appears to be the same. One thing is consistent – they are all in some way guided by avatars of the Eternal One itself.

One might be led to conclude that not all of Primoris Nox's activities are adversarial to the human race, but the methods of the cult are not humane. Make no mistake, for they are not friends of the human race, regardless of appearances. They promise only chaos and suffering.

Scions of Blight

There are those who have been unfortunate enough to have intoned the Unnamed during magical rituals or inopportune times of power. In those moments, their minds have been opened to the power of Hastur and the Old One has obliterated what must have once been their minds and their sanity. These are the creatures who began the cult now known as the Scions of Blight.

The Scions are among what could be considered the most diabolical of all cults. They perpetuate suffering wherever they go, feeling that this is the highest form of worship to which they can aspire. They drag people down into the depths of the most dark and sick urges and addictions. They cause fear and despair in communities. They perpetrate wholesale murder and slaughter when given the opportunity. Wherever the Scions go, disaster and suffering follows in their wake.

The Scions of Blight are found anywhere in the solar system, as long as there is an appreciable colony of people and there is mayhem to be caused that will affect them.

The Wild Ones

Growing out of fertility cults and those who have taken on a dark worship of nature, the cult now known simply as the Wild Ones embrace the exaltation of Shub-Niggurath. Their revelry is reminiscent of the bacchanals of old, where the cultists throw off any semblance of civilization to indulge their base instincts. Their ceremonies are festivals of food, alcohol, and carnal pleasures. Keeping with the



A Martian Ghost City Awakens

rumors that Shub-Niggurath's influence is greatest in the inner planets, the Wild Ones are found predominantly on Earth and Luna, though their influence has spread to Mars, Ganyমে, and Titan.

The Wild Ones have taken it on themselves to supposedly free the human race from the shackles it has placed on itself. By shackles, they mean the restrictions that have come from living like people instead of animals. They work tirelessly to infect both the media and neighborhoods with the temptation to give in, to sate one's desires. They are unrestrained

killers, when need be, and have no difficulty murdering those who get in their way. With every move, the Wild Ones are working to tear down everything humanity has put in place over the millennia, to reduce us to rutting animals in worship of an Old One. They can be very clever and quite devious in their actions, unfortunately.

Secret Places

Just as the true nature of the solar system has been a mystery to us, there are also certain places that are hinted at in occult lore that are just as hidden. Here are a few of them – the Dreamlands, Leng, Kadath, and the

infamous R'lyeh. Each of them is but a story to most, but easily a nightmare to others.

Dreamlands

Throughout time, there have been those delvers into the occult who claim that they have traveled to a land beyond dreams, an alien place filled with strange beings. They named this place the Dreamlands, supposedly a place for the gifted and, in some cases, the dispossessed. Many legends speak of it as a place of wonder, sometimes terrible.

The truth is that the Dreamlands never existed. The perceptions of the Dreamlands, sometimes shared, were simply visions induced by the remnant energies of the Chthonian Star. People have seen fragmented images of the past, of places and things in this solar system that no longer exist. The Dreamlands are nothing more than ephemeral shades of the past – or perhaps of things to yet to come.

Leng

Legends tell of a place hidden on the Earth, a plateau of such power and malignancy that it is said to be a meeting place of the Old Ones. It is called Leng and it is rumored to be somewhere in central Asia. A dark land of ancient monuments and alien creatures, Leng is mystically hidden to all save those who know for what they are looking. Even then, the journey is said to be perilous and the reward at the end is madness.

There is much debate among those in the know regarding the location of Leng. With all the technology the human race has developed, there appears to be no such place on Earth – or any other planet we inhabit either. Some believe, if Leng exists and can be found, that it contains secrets that may help the human race weather the days ahead. Of course, others believe that such a place holds new dangers and may actually hasten the end.

Kadath

There supposedly is a mystical place hidden in the cold wastes, which radiates with the power of the Old Ones. There are those who have seen it in dreams, a blasted place home only to

a gigantic castle – or something that is interpreted by the human mind as a castle. Stories say that this place is a place of secrets, but one must wonder what dwells in the monolithic structure that surveys the land. Something most assuredly lives or is entombed there, but the cryptic tales are unspecific as to what.

Like Leng, there are those who wish to discover if Kadath is a real place. They seek it for the knowledge it supposedly contains, which may assist the human race as the Chthonian Star approaches. However, it is also likely that whatever the keep in Kadath contains is coming to life as the Star gets nearer, and who knows what that means. Regardless, there are few who believe that such a place exists on Earth. After all, there are only a few icy wastes on the blue-green planet, and entire planets of ice further out in the solar system.

R'lyeh

Cryptic tales place the lost city of R'lyeh in the Pacific Ocean. It is said that this great place was the home of Cthulhu and his children, a place of non-Euclidean architecture and cyclopean spires. Supposedly R'lyeh sank beneath the waves when Cthulhu fell into his death-like slumber, one day to rise and return.

This story makes sense when run through the filter of human understanding at the time. However, the universe as we know it is not the way things have always been. Given the way the Chthonian Star is changing the solar system, it is entirely possible that R'lyeh was never on Earth.

The Awakening

The Chthonian Star is changing the planets of our solar system. Each of them is changing in its own way, though some of these changes are virtually unnoticeable now. As the Star comes ever closer, things will change more and more radically.

The hints we provide here are just the first stage of something greater. Expand them at your will. Future books in the *The Void* line will also delve into them much more deeply.

Mercury

The planet closest to the sun is showing no outward changes as of yet. Chinese mining interests continue on as usual. However, geologists are finding strange pockets within Mercury, places where their instruments won't penetrate. Most believe this to be a sign of something great, such as deposits of rare minerals or, better yet, an entirely new element to be mined. Were this discovery to be a new element, the profits would potentially be enormous. However, there are those that urge caution. Mercury is, for lack of a better term, an alien planet and it is dangerous to act as if we know everything about it. The forces of caution, unfortunately, are losing the battle and research efforts are in full swing. Mining towards these areas is expected to begin very soon.

Venus

There are those on Venus who claim to have had disturbing visions. This sort of thing wouldn't be particularly interesting on its own, but psychiatrists have begun to talk cross colony – regardless of corporate wishes. This

small consortium has discovered that there are consistencies in these visions, even between people who have never met and live on opposite sides of the planet. Alien cities gleaming under the sulphur dioxide clouds are a common theme. For now, these patients are being treated with anti-psychotic drugs, which seem to stop the visions. This is a secret that is kept by those in the know and it has not yet even been reported to the Wardens.

Earth

While all appears to be business as usual from the outside, Earth is suffering its own share of problems as well. The minions of the Old Ones have been here far longer than us, and it is only right that they would be a part of the current situation.

The Deep Ones are perhaps one of the most obvious threats to the planet. They have lived in the depths of Earth's oceans for millennia, venturing out to corrupt quiet coastal villages around the world. They have been breeding with the local populations, creating a virtual army of Hybrids across the planet. This activity has been on the rise and the Wardens are keeping tabs on settlements that are considered to be at risk. The Unified World Council is doing a good job of keeping Warden raids out of the media, though they have had to raze entire communities.

However, breeding is not the biggest Deep One threat. Hybrids and even Deep Ones have been discovered far inland, stealing advanced technology and building materials. No one is yet sure why they would be doing such a thing. It has always been as-

sumed that the Deep Ones have their own technology, so why ours?

The Mi-Go have likewise been on Earth for a long time, taking resources and experimenting on humans. There is something far more coordinated in their efforts now. There has been evidence of Mi-Go performing rituals, working with human cultists, and infiltrating secure facilities all over the world. It's almost as if they are preparing for something...

Given the proximity of Mars, the awakening ghost population has also found its way to Earth. Many have stowed away on transports, finding their way into the wilderness to give their bodies time to adapt. Now that they can thrive in our atmosphere, they are beginning to quietly and carefully explore our world, as well as prey on the abundant human population. They have started with the wildest places, living in forests, jungles, or even in the hostile climates of deserts and tundras. However, there are rumors of Ghost packs starting to hunt in bigger cities.

Mars

The romance with the Red Planet may be over, but that does not prevent the many inhabitants there from continuing to call it home. Mars becomes more and more habitable with each passing decade, even if the planet did not live up to its promise. Mining and exploration continue across the planet, as people search for further resources to be exploited and the romantics search for what they hope will be ruins of a lost civilization, which they are convinced exists.

The truth is, the romantics are correct – there are ruins of a lost civilization, though underground in places the residents of Mars haven't gotten to yet. Ghosts are waking up from their subterranean hibernation and venturing out onto the surface to see how their world has changed. So far, the Ghosts have not made their presence widely known, stealing technology and picking off stragglers for food, but the attacks are becoming bolder. It will only be a matter of time before the Martians find Ghost ruins or enough Ghosts awakened to become a serious threat.

Those in the know whisper that they do not believe the Ghosts were the only species entombed underneath the surface of Mars...

Jupiter

Perhaps the biggest and yet quietest news is the way the Galilean Moon Callisto is changing. The planet seems to be warming up and the atmosphere is changing – both at a rate that cannot be explained as a natural shift. The change is geometric as well, which means it will soon ramp up significantly. It even appears to be developing its own ecosystem, with its own lifeforms to go with it.

Though carefully covered up by the UWC, there have been incidents of Hybrids attempting to infiltrate the scientific colonies of Europa. But these are only the ones to be caught – who knows if Hybrids, or even Deep Ones, have already made their way into Europa's oceans? Furthermore, the unusual life in the deep and expansive oceans of Europa also are acting differ-

ently, almost as if they were spooked by something.

Before the Voyager missions, scientists posited that some form of ammonia- or water-based life could have evolved in Jupiter's upper atmosphere. This was later found to be unlikely. However, things as we know it are changing...

Saturn

The dark perils of Saturn seem obvious. The colonies on Iapetus and Mimas have simply disappeared. The UWC Wardens have investigated both Saturnine moons in an effort to determine a reason or a culprit. It appears that the cloud that enveloped Mimas before the disappearance played a part, but no one knows what that was. Since then, despite the security zone around the moon, Wardens have determined that there is no further threat on Mimas and the moon has remained quiet. Iapetus, on the other hand, has not provided so fortunate of results. The troops at Fort Saragossa have been instructed not to leave the confines of the base – surface traffic is prohibited to anyone but the UWC Wardens. Seethari have been discovered there and the Wardens are trying to keep them contained – a bloody task easier said than done and one that takes significant time. Some have even escaped, threatening other places in the Saturnine system.

Other than that, perhaps even stranger, is that something inside of Saturn itself is heating up. The change has been gradual and few are paying it any mind. There are those, however, who are worried that this is a symptom

of greater change within the planet and Titan is too important to the outer colonies to be left to chance.

Uranus

The shifting ice canyons of Uranus hold a great secret, something that has not yet been uncovered. Lost for centuries, rumblings within the planet threaten to expose it. Uranus is not a planet that suffers from seismic activity, since it has no stable solid masses, so the fact that there are rumblings at all have begun to worry scientists. For now, these icequakes are localized and professionals are investigating. It is unlikely this will remain so for much longer.

Furthermore, there is something on the Uranian moon Puck after all. In the exact spot where the Wardens are building their base, buried deep within the moon, a creature sleeps. It is John Wesley's plan to wake this creature soon. He will then enjoy the chaos it creates, as well as the distraction.

Neptune

Far away from the heart of civilization, something in Neptune stirs. The storms, while still violent, seem to have abated some. However, the atmosphere inside Salacia is tense. Residents are reporting terrifying nightmares at a rate that cannot be written off as chance. As the months pass, more and more colonists fall prey to night terrors and sleeping disorders.

Though there aren't that many people in Salacia, the Order of the Storm has taken foothold here. The cult has a growing membership, performing dark rituals around dark corners. Peo-

ple have begun to go missing without a trace and authorities are baffled. As if that wasn't bad enough, other things have found their way to the colony. There is a small group of Hybrids at work with the cult now, and it is said that several full-blooded Deep Ones have joined them.

Needless to say, between the nightmares and the ominous shadow of the Order, paranoia is reaching an all-time high.

Pluto

Anyone who is paying attention knows that Pluto is changing – the dwarf planet is even moving differently, something that is unnatural from our perspective. Within the planet, the Mi-Go awaken in greater numbers than ever before. It is impossible to get anywhere near Pluto without getting their attention, and those that get too

close are destroyed. Since the Mi-Go, as a race, never went fully away, they do not need to explore the solar system to see what is. However, they are getting more aggressive and it is likely they will be filtering into the Kuiper Belt in the days ahead, as well as completing whatever heinous plans they have in motion on Earth.

Kuiper Belt

The stories are true. People have come into contact with strange creatures that appear to be awakening from slumber. These encounters have been infrequent so far, making them tall tales that not everyone out there believes. However, they will soon not remain so isolated and those out on the Kuiper Belt may soon find themselves encountering all kinds of unusual, terrifying, and likely hostile creatures.



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THE STYGIAN CYCLE

The Stygian Cycle is an epic campaign taking Warden Characters to every corner of our solar system, played out over a series of turn-key published adventures. Released regularly, they'll provide all you'll need to keep your group excited and engaged for a quite a while.

These adventures will also be connected to Organized Play. That means that you can take any Organized Play authorized Character to play in any group using the Organized Play framework. You can play with your group or multiple groups, as well as at conventions or events. Naturally, you can play the adventures with your regular gaming group – but Organized Play gives players the flexibility to take their Characters to other groups should their regular group move on to other games.

Here's a quick look at the first four adventures of *The Stygian Cycle*.

Awakening I: Barsoom

Trouble brews in the small mining colony of Presidia, found deep within the Martian Canals of the Outback. Things have begun to go missing – now people as well. The Wardens are assigned to investigate, as this seems like more than a simple mystery.

Awakening II: Venusian Sunset

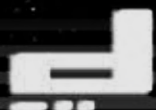
Venus is a corporate world with a caustic atmosphere. Founding Day approaches. Three days ago a collection of ten bodies was found arranged in a neat circle in the center of the main thoroughfare. They all show signs of radiation burns from the inside out. The Wardens must find the source of this atrocity, while keeping things safe for the arriving tourists.

Awakening III: The House Always Wins

Troy, a pleasure city often thought of as the Las Vegas of the Outer Planets. A perfect place to relax and regroup after several hairy missions. However, someone on Troy is taking the arrival of the Wardens as an opportunity to leak sensitive information in a very public way. The Wardens must find and plug the leak.

Awakening IV: Turbulence

The weeks long journey from Saturn to Jupiter is not without its share of perils, including stellar bodies, debris, pirates, and the cold vacuum of space. However, none of these are what plague the Wardens, stuck on a civilian transport. Sometimes the dark things in the solar system come knocking without warning.



UPCOMING SUPPLEMENTS

There are many exciting supplemental books coming up for *The Void*!

Horrors of the Void I: Monsters

The *Horrors of the Void* series introduces you to more of the fascinating and terrifying creatures that are awakening in the solar system. Already available!

Pandora's Paths I: Adventures

The *Horrors of the Void* series introduces you to more of the fascinating and terrifying creatures that are awakening in the solar system. Already available!

Characters Unbound I: Tactical Combat

The *Characters Unbound* series introduces new options for Characters of all kinds, with this volume focusing on an optional combat system, which allows players to track battles on grids for greater tactical execution – along with other, more detailed rules.

Vessels of the Void: Spaceships

This volume greatly expands the roster of spaceships for *The Void*, including expanded stats, customization, and rules for spaceship combat.

Characters Unbound II: Player's Guide

The *Characters Unbound* series introduces new options for Characters of all kinds, with this volume focusing on a much expanded list of awesome Talents and expanded Character creation.



NOTHING IS AS IT SEEMS

The real history of our corner of the universe is much more vast than anyone can understand. People believe that first there were amoeba, then there were dinosaurs, and then the glorious human race – more intelligent than any creature that has ever lived. They also think that they've reached the pinnacle of evolution and that technology will usher in ever-new ages. It is a comforting story.

The approach of the Chthonian Star brings many mysteries to life. Lost things are found in dark places and horrifying creatures awaken. Are you prepared to peer behind the curtain to discover the truth? What will you do when what you find isn't what you'd hoped? After all, ignorance can only be bliss for so long.

The Void is an original Lovecraftian hard sci-fi horror setting, and this sourcebook reveals the secrets of the solar system.

Secrets of the Void:

- Explores the secret history of our solar system.
- Reveals the mysteries of the Chthonian Star.
- Discusses the Old Ones, god-like beings who sleep and wait...
- Explores important alien races, such as the Elder Race, the Mi-Go, and the Great Race.
- Introduces five different cults, including the Children of the Void and Primoris Nox.
- Explores secret places, such as Kadath and R'lyeh.
- Created by the award-winning team that brought you *CthulhuTech*.



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