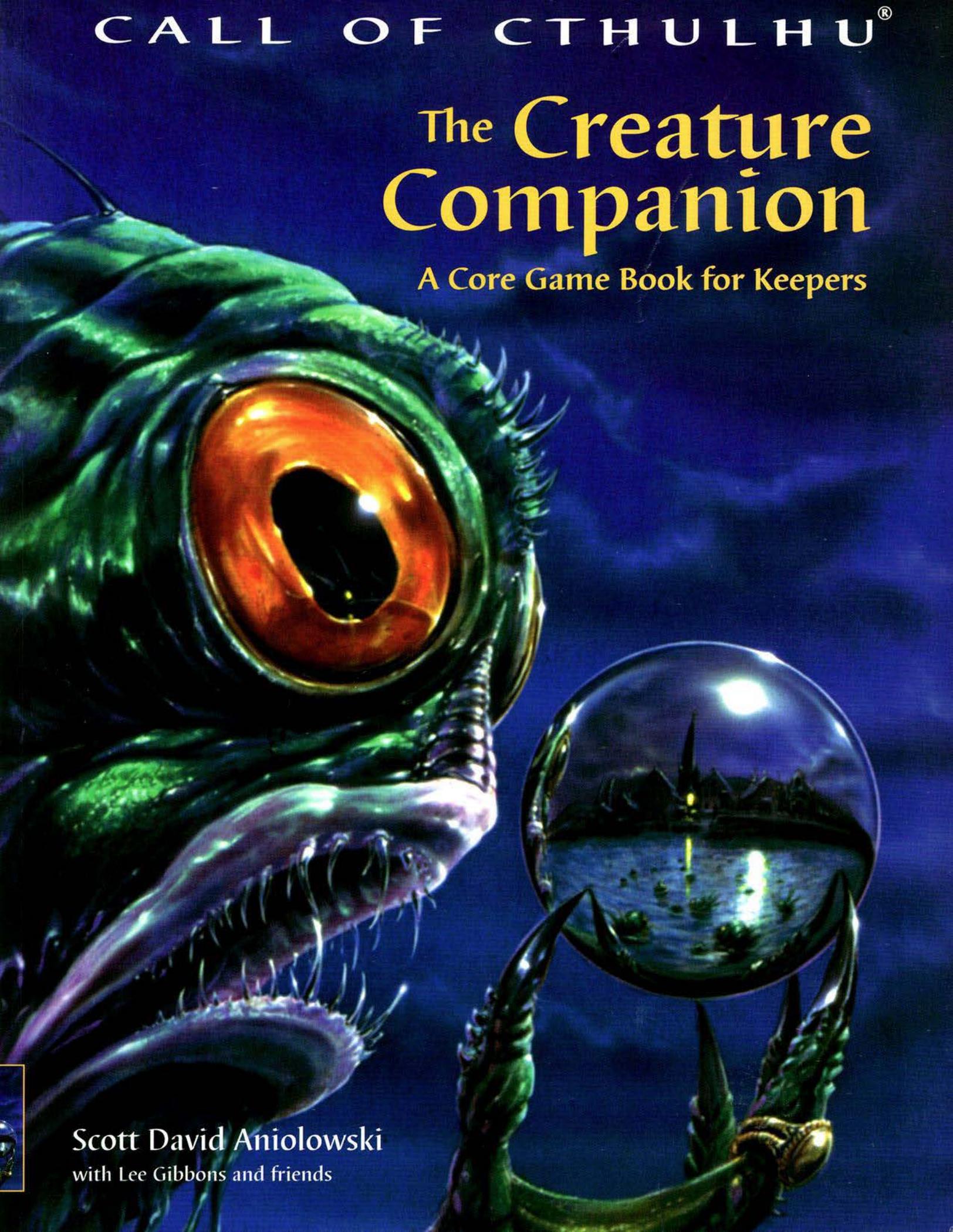


CALL OF CTHULHU[®]

The Creature Companion

A Core Game Book for Keepers

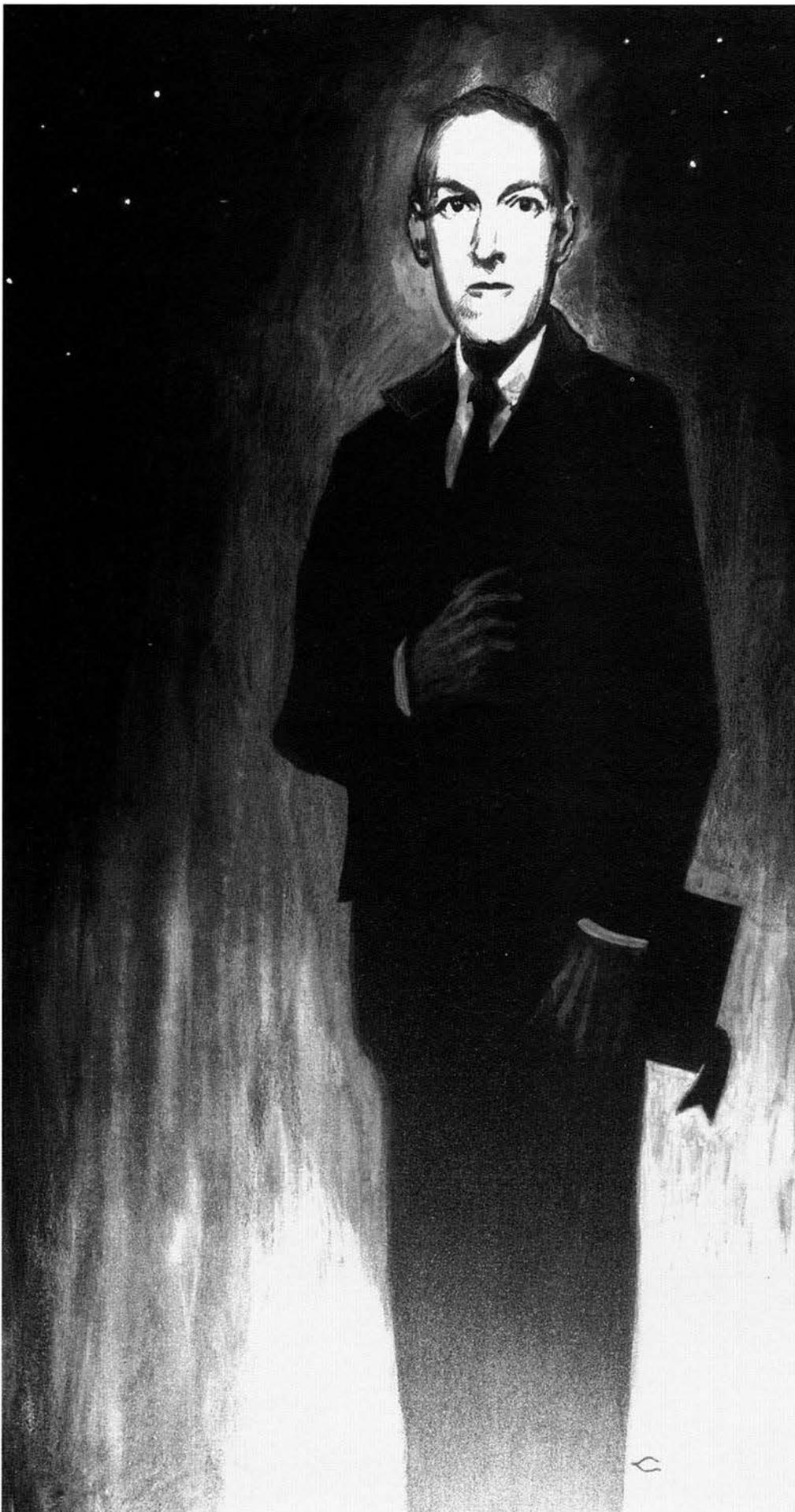


Scott David Aniolowski
with Lee Gibbons and friends

The Creature Companion

A Core Game Book for Keepers





**Howard
Phillips
Lovecraft**

**Author,
Scholar,
Gentleman**

**Born 1890
Died 1937**

The Creature Companion

A Core Game Book for Keepers



by Scott David Aniolowski



additional creatures & deities

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Chaosium Inc.

1998

Clear Credit

Scott David Aniolowski created stats for the children of Abboth, Aforgomon, the Aihais, the Ancient Ones, Baoht Z'uqqa-Mogg, the brothers of Chaugnar Faugn, Cthylla, Cynothoglys, the Dark Demon, the dwellers in the depths, the Faceless God, the Feaster from Afar, the fosterlings of the Old Ones, Fthagghua, Ghroth, Goatswood gnomes, the God of the Red Flux, the Green God, the children of the Green God, the spawn of Hastur, Hydra, Iod, the Keeper of the Moon-Lens, Kthanid, the inhabitants of L'gy'hx, Lloigor, Lrogg, Madam Yi, the Martense kin, M'bwa, the Million Favoured Ones, the miri nigri, M'nagalah, the niorth-korghai, Nug and Yeb, Orryx, Ossadagowah, Othuum, Q'yth-az, Rlim Shaikorth, the denizens of S'glhuo, the shoggoth lords (based on Lynn Willis' Mr. Shiny), the blessed of Shub-Niggurath, Shugoran, Tawil at'Umr, the Tick Tock Man, Tru'nembra, the voormis, the voors, Vorvados, Vulthoom, the wendigo, Ubb, Xada-Hgla, the denizens of Yaddith, the inhabitants of Yekub, Yeggha, the children of Y'golonac, and Zoth Syra.

Fred Behrendt contributed the travelers. Clifton Ganyard designed stats for the adumbrali, B'moth, Sebek, and the spawn of the Green Abyss. J. Todd Kingrea created stats for the children of Tsathoggua and the xo tl'mi-go. Kevin A. Ross wrote up Bugg-Shash, Byatis, Gol-goroth, the larvae of the Other Gods, the ny'ghan grii, the space eaters, the tomb-herd, the yuggs, and Zu-che-quon. Michael Szymanski did Yidhra.

Other creatures and entities were culled from Chaosium scenarios, and credit must be given to their creators. Marion Anderson and Phil Anderson created the Dho-spawn (*Fearful Passages*). Scott David Aniolowski designed Juk-Shabb and the inhabitants of Yekub (*Sacraments of Evil*), as well as the Wailing Writher (*Escape from Innsmouth*). Bill Barton wrote up the Martians and the Martian war machines (*Cthulhu by Gaslight*). Fred Behrendt created the desh (*Adventures in Arkham Country*). John Carnahan wrote spectral hunters (*Shadows of Yog-Sothoth*). Larry DiTillio and Lynn Willis created stats for the Black Sphinx, the Bloated Woman, and the Children of the Sphinx (*Masks of Nyarlathotep*). Geoff Gillan designed the Skinless One (*Horror on the Orient Express*). Sheldon Gillett created the lesser brothers of Chaugnar Faugn (*Horror's Heart*). Ed Gore created the rat people (*Shadows of Yog-Sothoth*). Steve Hatherly created the fractal creatures and the fractal Yog-Sothoth (*The Stars Are Right!*). Keith Herber wrote the Beast (*Day of the Beast*), Sons of Yog-Sothoth (*Day of the Beast*), and the unspeakable possessors (*Cthulhu Now*). Kevin W. Jacklin created Vibur (*Dark Designs*). Doug Lyons created the hell-plants (*Terror from the Stars*) and the thralls of Cthulhu (*Great Old Ones*). Randy McCall designed the crawling ones (*Shadows of Yog-Sothoth*), as well as Arwassa and the proto-shoggoths (*The Asylum and Other Tales*). Kurt Miller created the spawn of Nyogtha (*Fatal Experiments*). Sandy Petersen created the Messenger of the Old Ones and the Worm that Walks (*Shadows of Yog-Sothoth*). Kevin A. Ross designed the deep one hybrids (*Tales of the Miskatonic Valley*), the degenerate serpent folk (*Sacraments of Evil*), and the Star Mother (*Kingsport*). Mike Szymanski created the Chorazin (*Cthulhu Now*). G.W. Thomas designed Gloon (*Cthulhu Now*). Lynn Willis created Mr. Shiny (*At Your Door*).

Most of the Introduction originally appeared in *Call of Cthulhu*, fifth edition. Lynn Willis revised that version.

Shannon Appel wrote the excerpts from the Journals of Sir Hansen Poplan.

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Dedication

This volume is dedicated to Fred Behrendt and Gary Sumpster, two fellow explorers of the Dark. Any casual observer seeing the three of us as we drove back from NecronomiCon 3rd Edition last summer would surely have thought us insane!
“Right! Get my truncheon!”



Foreword

Welcome to *The Creature Companion*. This volume collects together for the first time all the non-Dreamlands creatures from *Ye Booke of Monstres 1* and *2*, some critters from the *Call of Cthulhu* rule book, some corrected or revised entries, and a bunch of brand new additions. The new monsters for this edition come from a variety of sources, including some rare and classic Mythos stories and popular Call of Cthulhu scenarios. Some of the rare Mythos creations of Donald Wandrei are presented here for the first time, as are some of the Mythos-fantasy creatures of Brian Lumley, among many others.

The notion that I came away with after compiling this edition of *The Creature Companion* was the rich diversity of the Cthulhu Mythos. The literary behemoth that H.P. Lovecraft’s Cthulhu Mythos has become is composed of elements of horror, history, fantasy, sword & sorcery, hard-boiled adventure, high adventure, dark fantasy, science fiction, science fantasy, erotic, Gothic, Traditional, Victorian, splatter punk, space opera, avant garde, and any number of other sub-genres. It is a strange (and not always user-friendly) amalgamation of the ideas

and creations of so very many authors. And within this seemingly all-encompassing genre exist various camps ranging from Lovecraftian purists to enthusiastic collectors and pasticheurs, each with his or her own ideas of what is or is not true to the Cthulhu Mythos.

I have tried to take no sides in the writing of this series, and have included hundreds of entries from dozens of authors. Do I personally like or agree with every creature and creation collected in this volume? Not especially. I have simply tried to assemble the greatest diversity of monsters possible, from as many sources as I could. And as I have said in the original *Ye Booke of Monstre* volumes, I urge the keeper to use or ignore the material herein as he or she sees wishes. Not every monster in this volume will fit into every keeper’s campaign or world-view. That’s fine. These are options I am presenting here—that’s all. But I think there is something here for every keeper and every campaign, no matter what the setting, time period, or particular slant. Here are lots of new ways to terrorize and torment your investigators—enjoy!

—Scott Aniolowski



INTRODUCTION

Monster Types; What Those Stats Mean



Entries in this book are alphabetical, usually by key word or phrase: thus you'll find the *Denizens of S'gghuo* entered under S, as *S'gghuo, Denizens of*. The exact forms for entities occur in the deities and monsters boxes, at the start of each section. There the entries are also classified according to one possible Mythos hierarchy.

Servitor species may also be independent agents, or agent of other entities.

Creature Classifications

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

FABULOUS CREATURES

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

INDEPENDENT RACES

Certain species are servitors to no particular god or Great Old One, although individuals may certainly worship such beings. Certain species neither desire nor instigate any interaction with other races of the Mythos, while others may actively associate with or war against other species or even gods and Great Old Ones.

SERVITOR RACES

Specific species are often associated with particular Great Old Ones, Great Ones, Outer Gods, or Elder Gods. These are servitor species. Frequently a god or Great Old One manifests accompanied by several such servitors. In scenarios and stories these representatives have acted as guards, abductors, assassins, messengers, spies, and delivery boys, frightening investigators and bulking out confrontations.

UNIQUE ENTITIES

Certain individuals defy classification. Some are distinctive members of a certain race—either particularly interesting

or powerful. Others are members of no race, nor are they gods or Great Old Ones. These beings, for lack of any better classification, are designated as Unique Entities. Some Unique Entities are also listed as being a particular type of creature—belonging to a certain Mythos race.

Unique Entities run the entire gamut of possibility, but are often powerful, unusual beings that have the god-like ability of being dispelled upon reduction to zero hit points or less, rather than death. Often mere damage cannot destroy a Unique Entity.

Deity Classifications

Deities of the Mythos are classified in one of five categories: Elder Gods, Great Old Ones, Great Ones, Outer Gods, and Avatars. Not all of these classifications are used in this book.

ELDER GODS

The Elder Gods are a race of gods neutral to or possibly rivals of the Outer Gods. Though of vast and awesome power, the Elder Gods do not seem to be as dangerous to humanity as the Outer Gods. Like them, the Elder Gods have little contact with humanity. Few Elder Gods are mentioned; the god Nodens is most often mentioned by name.

GREAT OLD ONES

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

GREAT ONES

The Great Ones are the gods of Earth's Dreamlands. Do not confuse them with the Great Old Ones. The Great Ones are the weakest of all the deity types, and a wise mortal can surpass them in might. However, they are protected by the dread Outer Gods, so mortals properly revere and worship them. The Great Ones are fairly benevolent toward mankind and are so similar to humans that they can actually breed with them. All Great Ones resemble human beings and all share the same general racial aspect: a stern and terrible visage, with long narrow eyes, long-lobed ears, thin noses, and pointed chins. Great Ones walk through the air

as easily as on the ground and they can travel between the dimensions at need, arriving swiftly at their chosen destinations. No Great Ones are described in this book; see *The Complete Dreamlands*.

OUTER GODS

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

AVATARS

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

Entry Format

Where possible, each entry starts with a quote describing the deity or monster. Certain creatures were created by a designer for the Call of Cthulhu game system, and were not taken from literary sources; these entries often have atmospheric quotes. If much is known about the entity, there may be additional description. If discussing an Outer God, Elder God, Great One, or Great Old One, notice of any notable cult comes next. The rest of the notes consider peculiarities of habit or habitat. A deity may be discussed as it is only after it has been summoned or otherwise encountered. Sub-heads may break up lengthy and complex material. Entries end with information on specific attacks, when appropriate.

The relative length of entries has nothing to do with the importance of the entity or species within the Mythos, nor with the likelihood of encounter. Certain species may have remarkable properties which demand considerable space to summarize.

THE STATISTICS

Mythos statistics include STR, CON, SIZ, INT, POW, and DEX, but not usually APP, EDU, or SAN, since those qualities in such alien creatures are not meaningful. Unintelligent beings also lack INT.

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

HIT POINTS

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

Though they have hit points, gods and Great Old Ones cannot be truly slain. When a deity or Great Old One is reduced to zero hit points or less, the thing is dispelled—forced back to whence it came. Mere physical damage will not destroy any Great Old One, Outer God, Elder God, or Great One.

MOVE

If two numbers or more are separated by slashes, the trailing number is the monster's Move in another medium (water, air, etc.), as listed next to the statistic.

DAMAGE BONUS

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

WEAPONS

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

LOSS OF CHARACTERISTICS

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

ARMOR

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

SPELLS

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

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

SKILLS

Most monsters do not have skills shown, though most or all could have physical skills such as Listen, Sneak, Spot Hidden, or Track. As with spells, add or delete skills as desired.

SANITY LOSS

This entry shows how many Sanity points an investigator loses when encountering a member of a Mythos species.

Chaosium Pronunciations of Mythos Names

These are not official, but it's how we say them. All-capital syllables are stressed. Lovecraft developed unpronounceable names sometimes, to drive home their alien quality. Some of these entries are found in the Deities chapter.

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."

<i>entity</i>	<i>pronunciation</i>
Abhoth	AB-hauth
Adumbrali	A-dum-brahl-ee
Aforgomon	a-FOER-goe-mon
Ahtu	AH-too
Aihai	IGH-high
Arwassa	ahr-WAH-sah
Baoht Z' uqqa-Mogg	BAUT ZOO-kah-mog
B'moth	b'MOETH
Bugg-Shash	bug-SHASH
Byatis	BEE-at-ihs
Chaugnar Faugn	SHAHG-ner FAHN
Chorazin	CHOE-rah-sin
Cthulhu	kuh-THOO-loo
Cthylla	kuh-THIGH-la
Cynothoglys	kih-NOETH-oe-glis
Desh	DESH
Dho	DOE
Fthaggua	fuh-THAH-gwah
Ghroth	GHROTH
Gloon	GLOON
Gol-goroth	GOL-goe-roth
Hastur	has-TOOR
Hydra	HIGH-drah
Hyperborean	high-pehr-BOER-ee-an
Iod	IGH-od
Juk-Shabb	JUK-shabb
Kthanid	kuh-THUH-nihd
L'gy'hx	LKS
Lloigor	LOI-goer
Lrogg	L'RAHG
Martense	MAR-tins
M'bwa	mih-BWAH

<i>entity</i>	<i>pronunciation</i>
Miri Nigri	MEE-ree NEE-gree
M'nagalah	m'nah-GAH-lah
Nioth-Korghai	NIGH-oth-KOER-gae
Nug	NOOG
Ny'ghan Grii	NIGH-ghon GREE
Nyogtha	nee-AUGH-thah
Orryx	OR-riks
Ossadagowah	oe-sah-DAH-gwah
Othuum	OE-thoom
Q'yth-az	KIGHTH-az
Rlim Shaikorth	R'lim SHAE-koerth
Saaitii	sae-TIGH
Sebek	SEE-behk
S'glhuo	SLOE
Shoggoth	SHOE-gauth
Shub-Niggurath	shub-NIG-er-ath
Shugoran	SHU-goe-ran
Summanus	su-MAN-us
Tawil at'Umr	ta-WIHL at-OOM-r
Tru'nembra	TROO-nem-brah
Tsathoggua	tsah-THAUG-wah
Ubb	UHB
Vibur	VEE-boor
Voor	VOOR
Voormis	VOOR-meez
Vorvados	VOER-va-dos
Vulthoom	vuhl-THOOM
Wendigo	WHEN-dee-goe
Xada-Hgla	ZAE-dah-GLAE
Xothra	ZOE-thra
Xo Tl'mi-go	ZO tuhl-MEE-goe
Yaddith	YAD-ith
Yeb	YEB
Yegg-ha	yeg-HA
Yekub	YEK-ooB
Y'gonolac	ee-GOE-laun-ahk
Y'hath	EE-hath
Yi	YEE
Yidhra	YID-rah
Yog-Sothoth	YAHG-sau-thauth
Ythogtha	yih-THOEG-thah
Yugg	YUG
Zoth Syra	ZOTH SEE-rah
Zu-che-quon	ZOO-shae-kwan
Zvilpoggua	zveel-PAH-gwah
Zy'tl Q'ae	ZIGH-til KAE

The actual amount lost might increase if more than one monster were seen, at the keeper's discretion, but the Sanity loss charged at one time should never exceed the maximum possible loss that a single creature could cause.

"To see" is appended as a way of saying "to witness", or "to experience", or "to encounter". The investigators are affected whether or not they close their eyes.

The Journals of Sir Hansen Poplan

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

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

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

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

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

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

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

May you be protected from Mythos monstrosities! ■

"They were here long before the fabulous epoch of Cthulhu was over, and remember all about sunken R'lyeh when it was above the waters. They've been inside the Earth too . . . blue-litten K'n-yan, red-litten Yoth, and black, lightless N'kai."

CERRICK



AUGGGGH!: A CHTHONIAN STRIKES

CREATURES OF THE MYTHOS



Creatures, By Type

Independent Races

Adumbrali
Desh, Greater & Lesser
Green Abyss, Spawn of the
Hyperboreans
L'gy'hx, Inhabitants of
Martense Kin
Martians
Nioth-Korghai
Ny'ghan Grii
Rat People
Serpent People, Degenerate
S'glhuo, Denizens of
Shoggoth Lords
Space Eaters
Travelers
Voormis
Voors
Xo Tl'mi-go
Yaddith, Denizens of
Yekub, Inhabitants of
Zy'tl Q'ae

Servitor Races

Abboth, Children of
Aihais
Chaugnar Faugn, Greater Brothers of
Chaugnar Faugn, Lesser Brothers of
Crawling Ones
Cthulhu, Thralls of
Deep One Hybrids
Dwellers in the Depths

Servitor Races (Cont.)

Fosterling of the Old Ones
Fractal Creatures
Goatswood Gnomes
Green God, Children of the
Hastur, Spawn of
Hell-Plants
Miri Nigri
Nyogtha, Spawn of
Seekers
Shoggoths, Proto-
Shub-Niggurath, Blessed of
Shugoran, Children of
Spectral Hunters
Sphinx, Children of
Tomb-Herd
Tsathoggua, Children of
Unspeakable Possessors
Wendigo
Y'gononac, Children of
Yog-Sothoth, Sons of
Yuggs

Unique Entities

Black Sphinx
Fthagghua
M'bwa
Million Favoured Ones
Mr. Shiny
Ubb
Worm that Walks
Zoth Syra





CREATURES OF THE MYTHOS



The Children of Abhoth to Zy'tl Q'ae

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



SEVERAL CHILDREN OF ABHOTH

The children of Abhoth are the various creatures which the Outer God sloughs off from its great fertile bulk. Unlike Shub-Niggurath's offspring, no two children of Abhoth are alike, yet unlike the brood of Ubbo-Sathla, the Abhoth-spawn are generally complex life forms. Some appear as unfinished bodies or singular body parts, while others look like prehistoric creatures, monstrous mutant things, queer humanoids, amorphous blobs, etc. Some children of Abhoth fly, some swim, some crawl, and some don't move at all. Abhoth scoops up and reabsorbs some of its children. Those that escape their sire's grasp wander about in dank and lightless subterranean lairs or even venture up into the world of men.

Abhoth's children are mostly simple-minded creatures which act and react on impulse. A few of these creatures tend to the alien needs of their sire, but most simply wander away. Because every child of Abhoth is different, each has a different mode of attack. The keeper should determine the specific form of attack for each child he or she creates. Characteristics for the Abhoth-spawn vary

greatly. For most statistics, the keeper must first make a random dice roll to see how many dice the statistic has. For example, STR is listed as 1-4D10. So the keeper should first roll a D4 and then roll that many D10.

The Outer God *Abhoth* is described in the *Call of Cthulhu* rules, page 160.

CHILDREN OF ABHOTH, Spoor of an Outer God

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

Av. Damage Bonus: +1D6.

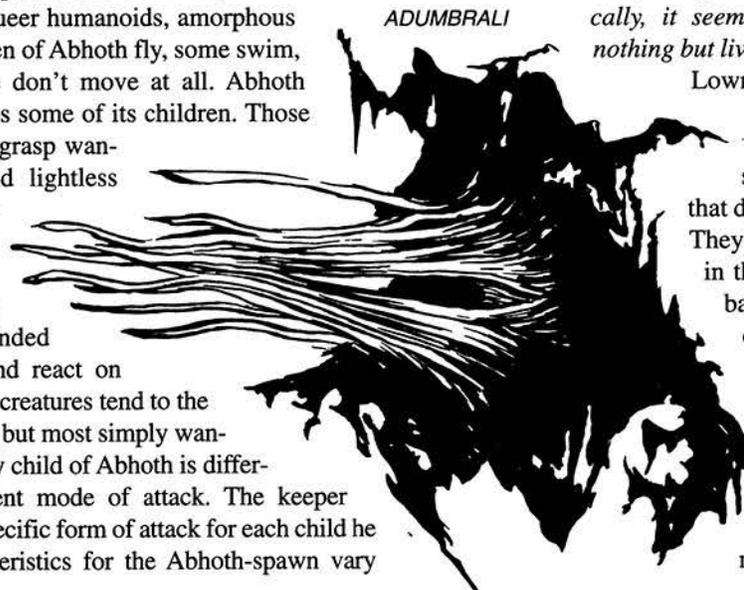
Weapons: Various D100%, as per mode of attack

Armor: none.

Spells: none.

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

ADUMBRALI, Lesser Independent Race. *There were things in the abyss, he said in hoarse tones, great shapes that were like blobs of utter blackness, yet which he knew to be alive. From the central masses of their beings he could see them shoot forth incredibly long, filamentine tentacles. They moved themselves forward and backward—horizontally, but they could not move vertically, it seemed. They were, he thought, nothing but living shadows".—Robert A.W. Lowndes, "The Abyss".*



ADUMBRALI

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

From the Journals of Sir Hansen Poplan

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

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

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

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

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

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

Continued on page 16.

brali delight in toying with and hunting down their prey before killing them. The eyes of an adumbrali victim are forever frozen open in a stare which seems to see into another plane.

While the adumbrali are usually confined to their own dimension, they have means of hunting and acquiring victims from other worlds. Adumbrali can combine individual efforts to create a “seeker” (see *Seekers*, page 38), an entity able to enter other dimensions and from there project the minds of chosen victims back to the realms of the adumbrali.

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

ATTACKS: when they feed, the adumbrali extend tentacles of blackness to engulf their victims, draining them of all body fluids. Such an entity drains 1D6 STR and CON each time it successfully attaches filaments to a victim. Once a victim’s STR reaches zero, he or she is permanently bed-ridden; once a victim’s CON reaches 0, he or she is dead. STR and CON drained by an adumbrali regenerates at a rate of 1 point per week of bed rest. A person killed by this vampiric alien is left totally dehydrated. Although there are no visible wounds on the corpse, it is marked with disturbing geometric patterns which have an eerie luminescence, and which shift and move across its skin.

ADUMBRALI, Other-Dimensional Shadow Vampires

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

Av. Damage Bonus: N/A.

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

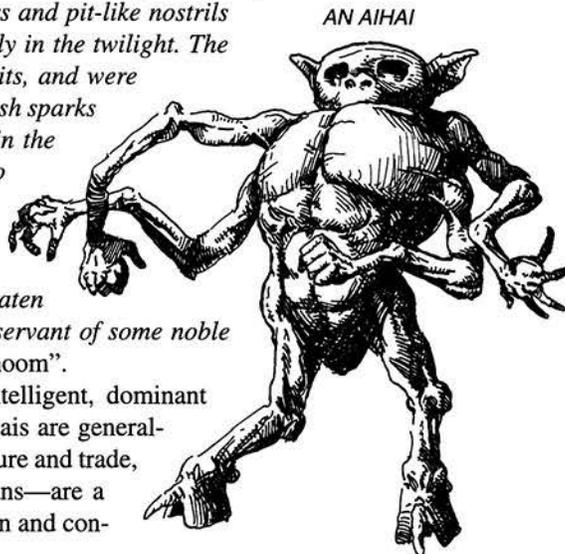
Armor: none, but due to their shadowy nature the adumbrali are immune to all mundane weapons. Only enchanted weapons and spells which affect POW or INT can harm the adumbrali.

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

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

A IHAIS, Lesser Servitor Race. *The figure, nearly ten feet in height, was taller by a full yard than the average Aihai, but presented the familiar conformation of massively bulging chest and bony, many-angled limbs. The head was featured with high-flaring ears and pit-like nostrils that narrowed and expanded visibly in the twilight. The eyes were sunken in profound orbits, and were wholly invisible, save for tiny reddish sparks that appeared to burn suspended in the sockets of a skull. According to native customs, this bizarre personage was altogether nude; but a kind of circlet around the neck—a flat wire of curiously beaten silver—indicated that he was the servant of some noble lord.—Clark Ashton Smith, “Vulthoom”.*

The Aihais are one of two intelligent, dominant races indigenous to Mars. The Aihais are generally a peaceful race content with culture and trade, while their neighbors—the Martians—are a warlike species bent on the invasion and con-



quest of other worlds. The two races coexist by in uneasy truce and have very little to do with each other.

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

Many, although certainly not all, Aihais are followers of the Great Old One Vulthoom. Vulthoom and its cult members dwell in an expansive complex far below the surface of Mars where they live out an eternal cycle of sleep and activity. The complex—Ravormos—is a cavernous place of alien technology and Eden-like gardens populated by strange and beautiful plants and animals unknown even on Mars. A potent drug is released into the cult complex during the long sleep phases. This gas puts Vulthoom's followers into states of deep sleep, almost like suspended animation. Vulthoom and its minions sleep for one thousand years at a time.

Vulthoom fled to Mars from its home world aeons ago. On Mars, the Great Old One gathered loyal followers and armed them with advanced weapons so that they could wage a great civil war against the ruling Aihais. Eventually, Vulthoom and its followers were defeated and fled to their underground complex where, after centuries of inactivity, they were remembered only in legends. Vulthoom's arrival on Mars and attempted coup became part of the Aihaiian mythology, until the Great Old One's very existence became mere myth. In Aihaiian lore, Vulthoom has become the devil and Ravormos the name of the Martian hell.

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

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

AIHAIS, Martian Servants of Vulthoom

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

Av. Damage Bonus: +1D6.

Weapons: Fist 50%, damage 1D3 + db

Disintegrator Gun 20%, damage 5D6 hit points, 1D3 CON, and 1D6 APP

Armor: none.

Spells: typically only a priest of Vulthoom will know spells.

Those spells might include Contact Vulthoom, Create Gate, and 1D3 others of the keeper's choice.

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

BLACK SPHINX, Unique Entity. *It was something quite ponderous . . . something yellowish and hairy, and endowed with a sort of nervous motion. It was as large, perhaps, as a good-sized hippopotamus, but very curiously shaped. It seemed to have no neck, but five separate shaggy heads springing in a row from a roughly cylindrical trunk; the first very small, the second good-sized, the third and fourth equal and largest of all, and the fifth rather small, though not so small as the first. Out of these heads darted curious rigid tentacles which seized ravenously on the excessively great quantities of unmentionable food placed before the aperture.—H.P. Lovecraft and Harry Houdini, "Imprisoned with the Pharaohs".*



BLACK SPHINX

The Black Sphinx is a creature out of nightmare. A huge and lumbering beast, its eyeless faces are dotted with a number of snapping maws which constantly drool the blood and bones of its previous victims. This creature is one of the million favoured ones (for more info, see the *Million Favoured Ones*, page 30)—powerful creatures

and entities connected with Nyarlathotep. The Black Sphinx dwells in a world of blackness, in a void between the planes. Generally the creature can enter into this world only when it is summoned by Nyarlathotep's mad and faithful followers, or when the Outer God sends it forth to spread madness and destruction.

The Black Sphinx has an insatiable appetite and must be provided with a great number of sacrificial victims with which to glut its monstrous hunger. If such sacrifices are not presented when the beast arrives, it devours all present, including those who have summoned it.

ATTACKS: in combat the Black Sphinx may scoop victims into its drooling maws: everyone within 15 yards of the creature's paws is scooped into its mouths. Alternately, it may attack twice each round—once with each of its massive forepaws.

If reduced to zero or fewer hit points the Black Sphinx is dispelled back to its nightmare dimension.

From the Journals of Sir Hansen Poplan

MARS (CONT.)—Continuing Sir Hansen Poplan's description of Mars. See also page 14.

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

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

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

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

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

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

BLACK SPHINX, A Million Favoured One

STR 120 CON 100 SIZ 150 INT 26 POW 50
DEX 10 Move 6 HP 125

Damage Bonus: +16D6.

Weapons: Scoop 75%, damage swallowed
Forepaw Smash 80%, damage 16D6

Armor: 16 point hide.

Spells: Contact Nyarlathotep, as well as any others as desired by the keeper.

Sanity Loss: 1D10/1D100 Sanity points to see the Black Sphinx.

CHAUGNAR FAUGN, GREATER BROTHERS OF, Greater Servitor
Race. *Its Brothers who will come down from the mountains ravening for ecstasy when it calls to them. Chaugnar and its Brothers converse by means of thought-transference.*—Frank Belknap Long, "The Horror from the Hills".

The greater brothers of Chaugnar Faugn appear as lesser forms of the Great Old One: bloated elephantine horrors with skeletal heads endowed with webbed ears and trunks that end in great, flaring disks. Long

intertwined crystalline tusks sprout from the mouths of these creatures. The bodies of the brothers of Chaugnar Faugn are humanoid, although mottled and stained. Like their sire, these brothers of Chaugnar Faugn at first appear to be statues, totally motionless until attacked or driven to gorge upon blood. These creatures dwell in caves within the Pyrenees mountains in Spain.



A GREATER BROTHER

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

The Great Old One *Chaugnar Faugn* is described in the *Call of Cthulhu* rules, page 163.

PSYCHIC POWERS: these elephantine horrors are much weaker than their Master, although they do possess some of Chaugnar Faugn's psychic attack capabilities. The brothers can cause a victim to experience horrible nightmares about the brothers and their sire. They can also entice a victim to come to them: of course the monstrosities brutally murder and feed upon the hapless human who does. This attack costs the psychic attacker three magic points and it must first overcome its victim with its own magic points on the Resistance Table.

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

GREATER BROTHERS OF CHAUGNAR FAUGN, Vampiric Elephantine Horrors

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

Av. Damage Bonus: +2D6.

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

Blood Drain (after Grapple) 100%, damage 1D6 CON each round

Armor: none; however only magic or enchanted weapons can harm a greater brother of Chaugnar Faugn.

Spells: all greater brothers of Chaugnar Faugn know at least 1D10 spells.

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

CHAUGNAR FAUGN, LESSER BROTHERS OF, Lesser Servitor Race. *Its ropy arms descend to suck / Dark nurture from the deeps / Of lava-pools within a cone / That shines whilst Chaugnar sleeps.*—Frank Belknap Long, “When Chaugnar Wakes”.

These, like the greater brothers of Chaugnar Faugn, resemble their namesake. Of the two forms of brothers, the lesser form is the smaller and weaker, though still more powerful than any human.

Like the Great Old One who wrought them, the lesser form is squat, elephantine, and plump

when well fed, proportioned like Gan-
esha the Hindu elephant-god of wisdom. The skin is lighter in color, a wrinkled gray.

When summoned, each brother is gaunt and hungry after long slumbers in deep, unknowable vaults within the Pyrenees.

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

Lesser brothers are larger and stronger than most men, but their claws only abrade and their small tusks are too short to stab. They may hug and crush victims, or use their long segmented snouts to suck blood from them and thereby feed. Their large ears are keenly sensitive to sound. They can detect the breathing of prey at considerable distances.

The Great Old One *Chaugnar Faugn* is described in the *Call of Cthulhu* rules, page 163.

ATTACKS: a lesser brother has two important attacks. One is a simple crush attack, which can stun or kill. The other, the draining of blood, involves a sequence of attacks, and is how a brother feeds itself.

To drain blood, the thing must first successfully Grapple the target to hold it still. In the second round, it must properly Bite the target to create a useful flow of blood. In the third round, it inserts its pliant segmented snout over the wound left by the bite, and in that and succeeding rounds

drains one hit point per round until the target is emptied of blood and dies.

To escape the clutches of a lesser brother of Chaugnar Faugn, the victim must Grapple free or die.

LESSER BROTHERS OF CHAUGNAR FAUGN, Lesser Vampiric Elephantine Horrors

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

Av. Damage Bonus: +1D6

Weapons: Bite 40%, damage 1D3

Blood Sucker 100% (after Grapple and Bite), damage 1 hit point per round.

Grapple 35%, damage special

Crush 30%, damage 1D4 + db

Armor: 2 point wrinkly elephantine skin.

Spells: none.

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

CRAWLING ONES, Lesser Servitor Race. *The nether most caverns are not for the fathoming of eyes that see; for their marvels are strange and terrific. Cursed the ground where dead thoughts live new and oddly bodied, and evil the mind that is held by no head. Wisely did Ibn Schacabao say, that happy the town at night whose wizards are all ashes. For it is of old rumor that the soul of the devil-bought hastes not from his charnel clay, but fads and instructs the very worm that gnaws; till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl.*—H.P. Lovecraft, “The Festival”.

A crawling one is composed of thousands of worms and maggots. Each worm is individually alive and constant-



CRAWLING ONE

A LESSER BROTHER



From the Journals of Sir Hansen Poplan

ATLANTIS—I first read of the lost land of Atlantis in Plato's *Timaeus*, a decidedly non-Mythos tome I should be quick to note. It told of an island greater in size than Asia Minor that lay just beyond the Pillars of Hercules. It was said to have been a vast kingdom sometime far back in the shrouded depths of time. It conquered all of the Mediterranean lands but for the Greek city of Athens, then was reclaimed by the sea.

The truth of Atlantis gains some credence in other ancient writings. Egyptians talk of "sea people" invading their lands. Until at least the Middle Ages, Atlantis was a fact to most people, as true as the Isles of the Blest or the Fortunate Islands. Lacking evidence, modern scientists have decided to place Atlantis in the category of myth.

If they read the tomes of the Mythos, they would be enlightened, for there the history of Atlantis is written large. *The Book of the Golden Gates* tells of an Atlantis at its height, before it fell to the worship of dark gods. *The Book of Thoth* paints a bleaker picture, detailing a once-great civilization fallen to barbarism due to natural cataclysms. *The Ilarneq Papyri* mentions the last days of Atlantis some 11,500 years ago, offering a reflection of Plato's own writing.

Still we know little about Atlantean civilization. They worshiped dark gods, among them Cthulhu, Ghatanothoa, and Gloom. We can only guess at their connections to deep ones, yugs, and other undersea monstrosities.

Today the dark secrets of Atlantis live on. Far beneath the surface of the ocean, long-abandoned ruins may be found, and in those cities are ancient relics. As for the people, many humans walking the Earth today trace their lineage to Atlantean stock. Tomes speak of certain Atlantean-descended cults that plan to raise their old home above the waves again.

ly moves, though they generally hold the shape of a human body. Due to the soft and resilient quality of the crawling ones' bodies, normal weapons do minimum damage to the things. Bullets only do a single point of damage upon striking a crawling one, except for shotgun pellets which do minimum damage for that type of firearm.

Crawling ones cannot speak but can write messages. It is unnecessary for them to use spoken words in performing spells or when communicating with their alien masters. Crawling Ones have been known to worship Cthulhu and Ythogtha, and it is suspected that they hold some affinity to the Xothians.

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

CRAWLING ONES, Wormy Things

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

Av. Damage Bonus: none.

Weapons: various per base chance, damage as per weapon type.

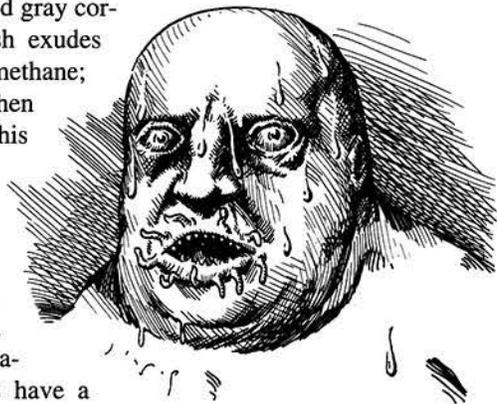
Armor: none; however due to the soft and resilient quality of the crawling ones' bodies normal weapons do minimum damage to the things. Bullets only do a single point of damage upon striking a crawling one, except for shotgun pellets which do minimum damage for that gauge of gun. Fire, magic, and enchanted weapons inflict normal damage to a crawling one.

Spells: all crawling ones know 1D10 spells.

Sanity Loss: 1D3/2D10 Sanity points for seeing a crawling one.

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

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



THRALL OF CTHULHU

although the creatures' awkwardness precludes foot attacks. Thralls retain previous sexual characteristics, but the distorted organs are sterile

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

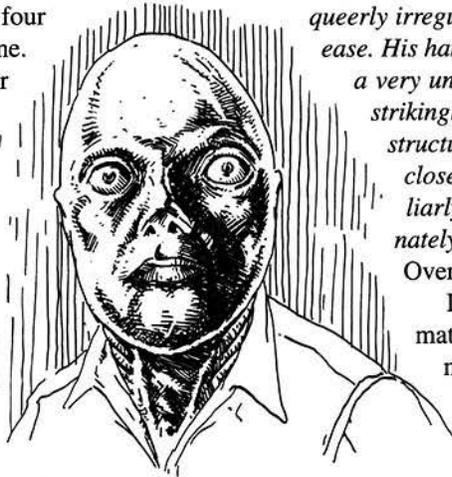
Thralls shun direct sunlight.

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

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

The Great Old One *Cthulhu* is fully described on page 64 herein.

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



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

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

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

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

Full deep ones are described in the *Call of Cthulhu* rules, page 138.

THRALLS OF CTHULHU, Servants of Cthulhu

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

Move 6/10 swimming HP 15-16

Av. Damage Bonus: +1D4.

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

Armor: none, but thralls regenerate hit points lost to physical damage at a rate of 1D6 points per round. Thralls reduced to zero hit points through physical attack reform completely healed in 1D8+1 rounds. Thralls are most vulnerable to magical attack.

Spells: any known as human.

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

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

From the Journals of Sir Hansen Poplan

DIMENSIONS, OTHER—We look out unto the stars and we believe that we see unlimited possibilities. Horror and beauty are intertwined amidst the vast gulfs between the stars. The potential is infinite.

But there are certain ancient books that hint the universe is even bigger than we would believe, that we see but one facet of an infinite jewel, that a multitude of dimensions overlies each other, near but apart.

It was the *Book of Eibon* that first led me to knowledge of other dimensions. That Hyperborean sorcerer spoke of a dimension lying coterminous with our own which was as a great ocean through which a species named the Desh swam. Though the people of Earth are invisible to the Desh, and they to us, we are forever touching and intermingling, totally unbeknownst to all.

The Desh were of particular interest to Eibon because of their affinity to human minds. Eibon used them to spy out the thoughts of his enemies and also to rediscover his own memories which had been lost.

Eibon also states in his famous book that the skins of the Desh have supernatural properties related to thoughts and memories. According to his papers Eibon made a skullcap of the flesh of one of these creatures, enchanted it in a most specific manner which is recorded in the *Book of Eibon*, and afterward was able to use it to remember and record his own dreams. The insights which he derived from this experiment were many, as the unconscious mind is a great unplumbed sea of knowledge.

The dimension of the Desh is not the only plane lying parallel with our own. Other sources tell of the realm of Yog-Sothoth, the All-in-One, and the legendary Dreamlands. Many would be surprised by how simple it is to enter these infinite worlds.

DEEP ONE HYBRIDS, Carriers of the Innsmouth Taint

char.	rolls	averages
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6+6	13
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
APP	2D6-1	6
EDU	2D6	7
Move	8	HP 11-12

Av. Damage Bonus: none.

Weapons: Fist 55%, damage 1D3

Grapple 35%, damage special

Other weapons as per base %, damage as per weapon

Armor: none.

Spells: deep one hybrids with a POW of 14 or more may know 1D4 spells. Spells are usually those dealing with the deep ones, Cthulhu, Dagon, Hydra, and other entities associated with Cthulhu.

Skills: deep one hybrids have skills typical of average humans.

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

DESH, Lesser Independent Race. *This panel, being partly wrought from a kind of matter which belonged to another universe than man's, possessed uncommon radiative properties that served to ally it with some higher dimension of space.*—Clark Ashton Smith, "The Door to Saturn".

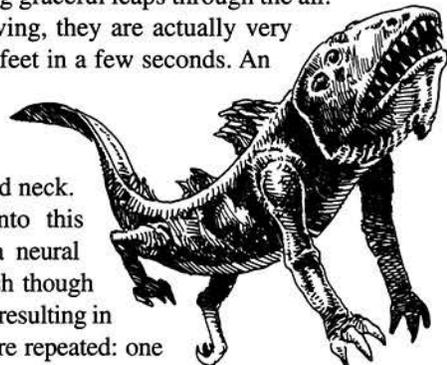
Desh is the name given by Hyperboreans to those creatures living in a near but alternate dimension. Existing in many different forms, these creatures float through the invisible spaces around us, as unaware of our presence as we are of theirs. Although the varieties of desh may be unlimited, only two forms are described here, for simplicity's sake: greater and lesser desh. Lesser desh appear as large silvery tadpoles with limp, toothless mouths and with a row of dark, bead-like eyes across their narrow heads. Their long limbs are tough and springy. Greater desh have slim, fishlike bodies with four long limbs knotted with cords of stringy muscle. Wide mouths bristle with curved, six-inch teeth. The top of the sleek head is crowned with a bundle of 2D4 lidless, plate-shaped eyes arranged in a crescent.

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

Desh are buoyant, able to make long graceful leaps through the air.

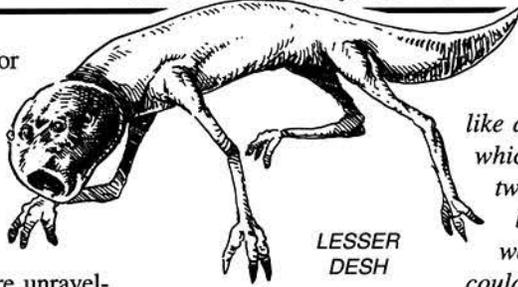
Although they appear to be slow-moving, they are actually very fast, capable of covering hundreds of feet in a few seconds. An investigator glimpsing a desh at a distance of 60 yards finds that on the next round the thing has attacked, sinking dagger-like fangs into head and neck.

Desh are most easily brought into this dimension using a sentient brain as a neural gateway. The summoning of lesser desh though such a gateway is painful to the subject, resulting in a gradual loss of INT if summonings are repeated: one



GREATER DESH

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



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

LESSER DESH, Things from Another Dimension

char.	rolls	averages
STR	2D6+1	8
CON	1D6	3-4
SIZ	1D6	3-4
INT	1D4	2-3
POW	1D3	2
DEX	3D6+1	11-12
Move 6		HP 3-4

Av. Damage Bonus: N/A.

Weapon: Grab and Trip 35%, victim falls unless the player can roll DEX x3 or less on D100

Armor: none.

Spells: none.

Sanity Loss: 0/1D3 Sanity points to see lesser desh.

GREATER DESH, Horrors from Another Dimension

char.	rolls	averages
STR	4D6+3	17
CON	3D6	10-11
SIZ	2D6	7
INT	2D6	7
POW	3D6+2	12-13
DEX	6D6+1	22
Move 30		HP 8-9

Av. Damage Bonus: none.

Weapons: Grab and Hold 45%, restrained for bite
Bite 55%, damage 1D10

Armor: none.

Spells: greater desh may or may not have magical abilities, at the keeper's discretion. Desh magic likely has very bizarre effects in this dimension or may not work at all here, as the keeper determines is appropriate.

Sanity Loss: 1/1D4+1 Sanity points to see greater desh.

DWELLERS IN THE DEPTHS, Greater Servitor Race. *The thing had eight major arm-like appendages protruding from an elliptical body, six of which were tipped with flipper-like protrusions, the other two being tentacular. Four of the web-tipped legs were located at the lower end of the body, and used for walking upright. The other two were near the head, and could be used for walking near the ground. The head joined directly to the body; it was oval and eyeless. In place of eyes, there was an abominable sponge-like circular organ about the center of the head; over it grew something hideously like a spider's web. Below this was a mouth-like slit which extended at least halfway round the head, bordered at each side by a tentacle-like appendage with a cupped tip, obviously used for carrying food to the mouth. . . . The sketch and the Necronomicon illustration had not reproduced everything; they had not shown the transparency of the half-gelatinous flesh, revealing the mobile organs beneath the skin. Nor had they shown the globular organ above the brain. . . . And as the mouth fell open when they stirred the body, he saw that the being possessed no teeth, but six rows of powerful tentacles interlaced across the opening of the throat.—Ramsey Campbell, "The Horror from the Bridge".*

DWELLER IN THE DEPTHS



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

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

From the Journals of Sir Hansen Poplan

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

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

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

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

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

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

DWELLERS IN THE DEPTHS, Aquatic Horrors

char.	rolls	averages
STR	4D6+6	20
CON	4D6+6	20
SIZ	2D6+16	23
INT	2D6+6	13
POW	3D6+6	16-17
DEX	2D6+6	13

Move 7/12 swimming HP 21-22

Av. Damage Bonus: +2D6.

Weapon: Tentacle 35%, damage 1D6 + db

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

Spells: all dwellers know 2D6 spells.

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

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

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

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

These genetic alterations and transformations are passed from generation to generation; each successive generation becomes more like the parent deity. Those bearing the taint of such genes experience dreams and nightmares of odd cult ceremonies and Mythos activities. These dreams are the ancestral memories of the initial encounters with the Mythos deity.

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

In some instances the characteristic rolls listed below might be higher or lower, depending upon the Outer God or Great Old One involved in the creation of the



A FOSTERLING

fosterling. For example, an entity with no INT would produce a fosterling with very low (less than 3D6) or no INT.

FOSTERLINGS OF THE OLD ONES, Bastard Children of Alien Gods

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

Av. Damage Bonus: +3D6.

Weapon: Crush 75%, damage 1D6 + db

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

Spells: all fosterlings with INT know at least 1D6 spells.

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

FRACTAL CREATURES, Lesser Servitor Race. *The dead leaves rush in strange, fantastic twists, / And chimney-smoke whirls round with alien grace, / Heeding geometries of outer space, / While Fomalhaut peers in through southward mists.*—H.P. Lovecraft, “Fungi from Yuggoth”.

These creatures dwell in a bizarre fractal realm accessible only through a Gate created by a special computer program. For this reason most of their appearances correspond to the present-day. Certain Outer Gods, Elder Gods, Great Old Ones, or even Great Ones may also travel to and from the fractal dimension and transport or teleport humans there.

The fractals manifest themselves as pure energy. A faint, sparkling light show, they drift translucently through the air in search of precious energy. For some this is easy; they are able to sip gently—like herbivores—from the electrical currents coursing through civilization. Some, like carnivores, feed upon the energy of others.

The fractals’ only meaningful statistics are POW and magic points. Once a fractal’s magic points equal its POW, it needs to feed no more. However, on this plane the fractals’ energies naturally dissipate over a period of 24 hours, so fairly soon they are hungry again. Magic points drained from living things are immediately added to the fractal’s own. When its total equals its POW, it ceases to attack. Upon emerging from a computer, a given fractal’s magic points are equal to its POW less 1D6+3 (but never less than one).

Although physical weapons cannot harm fractals, they can be successfully attacked with various forms of energy. Low powered lasers, microwaves, or ultrasound might work. The best attack is a powerful jolt of electricity. An electrical stun gun delivers 2D6 points of damage to a fractal, subtracted from the fractal’s current magic point total. Reduced to zero hit points, a fractal dies, winking silently out of existence.

As a fractal leaves the Gate it suffers 1D3 points of damage when it breaks contact with the monitor screen. Fractals jerk swiftly away from screens and do not approach a monitor while it remains on. Monitors and television screens repel the creatures.

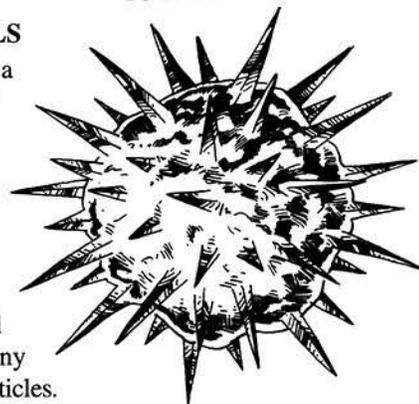
Switching off or rebooting the Gate-producing computer closes the Gate and kills any fractals still roaming on the screen. Those already floating freely are unaffected by this.

Fractal creatures serve the fractal avatar of Yog-Sothoth in their technologically-alien dimension. There are any number of different sub-species of fractals. Here are but a sampling:

BUILDER FRACTAL

BUILDER FRACTALS

Looking rather like a spiky lump, builder fractals construct elegant fractal structures according to an unknown plan. In the material plane they move to where they can feed from electrical currents, building tiny structures from dust particles.



BUILDER FRACTALS, Creatures from the Fractal Dimension

char.	rolls	averages
INT	1D6+2	5-6
POW	1D6	3-4
DEX	2D6	7

Move 4

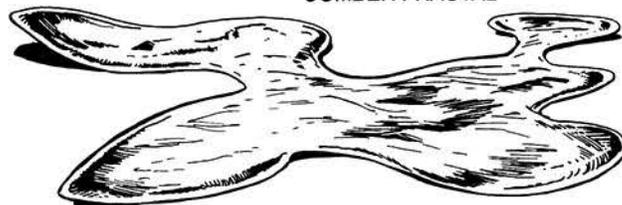
Weapon: none.

Sanity Loss: 0/1D4 Sanity to see a builder fractal.

COMBER FRACTALS

Comber fractals are thin, filmy patches filled with tiny filaments. Other fractals completely ignore them, even moving through the comber. Once they have passed through, the comber is covered with tiny motes and specks, which slowly vanish.

COMBER FRACTAL



COMBER FRACTALS, Creatures from the Fractal Dimension

char.	rolls	averages
INT	1D6	3-4
POW	1D6	3-4
DEX	2D4	5

Move 7

Weapon: none.

Sanity Loss: 0/1D4 Sanity points to see a comber fractal.

From the Journals of Sir Hansen Poplan

THE LORDS OF FIRE—

Cthugha, Fthagghua, and the fire vampires have on occasion been called the Lords of Fire. They are a group of entities scarcely known upon this Earth, but they are without a doubt as malevolent, and perhaps as important, as better known Great Old Ones, such as Cthulhu and his kin.

We may be thankful that the Lords of Fire dwell on a burnt and ashen world beneath the star Fomalhaut. Fomalhaut is one of the brightest stars in the sky and is located a mere 23 light years from Earth. It can be found in the constellation of Piscis Austrinus. The word Fomalhaut means "the fish's mouth" in Arabic.

However, certain ancient tomes, prime among them the *Sapientia Magorum* written by the Persian Ostanes, relate that Cthugha and his kin might have dwelled on Earth long ago. That book claims that the Lords of Fire came to Earth when it was still cooling and stayed until the battle with the Elder Gods, whereupon the Great Old Ones were imprisoned. It states that was when the Lords of Fire were placed in the mouth of the fish. A few sources from the early Christian era claim that Cthugha was imprisoned by an Elder God named Atar, who is a Zoroastrian god of fire.

In human times the Lords of Fire have been worshiped under many names, among them Milcom, Moloch, and Melkarth. Fire has long been a tool, a weapon, and a mystery, and so cultists are drawn to Cthugha, Fthagghua, and the fire vampires.

In addition, there are a number of artifacts upon the Earth related to the Lords of Fire. Tomes tell of the ever-burning stone, that first rock which Cthugha touched when it came to Earth, still alight; and the Pillars of Melkarth, which can be used as a gate to summon the ancient Lords from faraway Fomalhaut.

FEEDER FRACTALS

A feeder fractal appears as a conglomeration of spiky spheres and balls. It may be that a single feeder is made up of lots of individual feeders. Feeders drift, ingesting tiny motes of energy floating in space.

FEEDER FRACTALS, Creatures from the Fractal Dimension

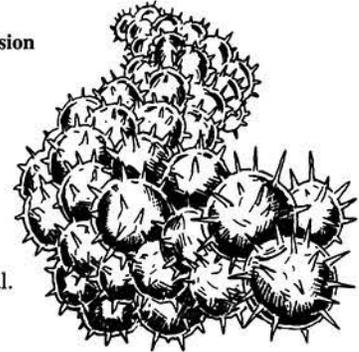
char.	rolls	averages
INT	1D3	2
POW	1D4	2-3
DEX	1D4	2-3

Move 5

Weapon: none.

Sanity Loss: 0/1D4 Sanity points to see a feeder fractal.

FEEDER
FRACTAL



FLOATER FRACTALS

Floater fractals look like short, sturdy clubs, their handles covered in a forest of fins and blades. Barely moving, floaters appear nearly motionless in space.

FLOATER FRACTALS, Creatures from the Fractal Dimension

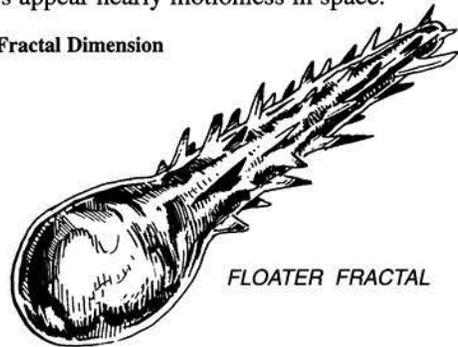
char.	rolls	averages
INT	1D2	1-2
POW	1D4	2-3
DEX	1	1

Move 1

Weapon: none.

Sanity Loss: 0/1D4 Sanity points to see a floater fractal.

FLOATER FRACTAL



HIDER FRACTALS

Hider fractals are tiny blobs bursting with tentacles. They are almost never seen in the open, preferring to hide within other fractals.

HIDER FRACTALS, Creatures from the Fractal Dimension

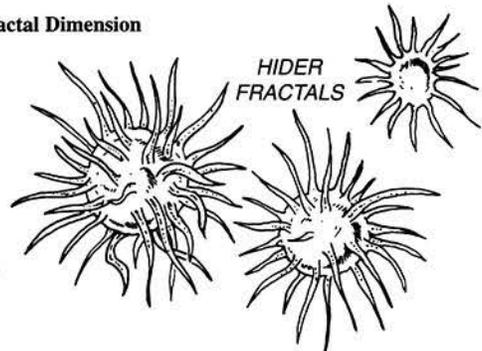
char.	rolls	averages
INT	1D4	2-3
POW	1D4	2-3
DEX	2D6	7

Move 3

Weapon: none.

Sanity Loss: 0/1D4 Sanity points to see a hider fractal.

HIDER
FRACTALS



INSPECTOR FRACTALS

Inspector fractals, thin spiky tubes with a blob at one end, are insatiably curious and will examine everything they discover in this new, material world. Inspectors feed by stealing magic points from living animals, and can survive indefinitely in the material world.

INSPECTOR FRACTALS, Creatures from the Fractal Dimension

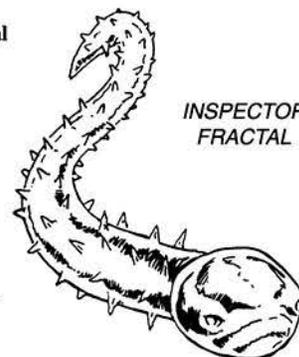
char.	rolls	averages
INT	2D6+6	13
POW	3D6	10-11
DEX	2D6	7

Move 7

Weapon: Tentacle 50%, damage 1D3 MP drain.

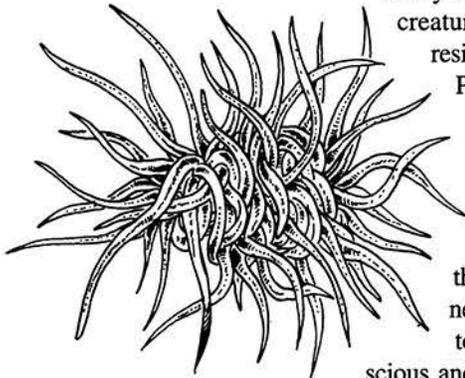
Sanity Loss: 0/1D4 Sanity points to see an inspector fractal.

INSPECTOR
FRACTAL



MARAUDER FRACTALS

Marauder fractals, stringy masses of fine tendrils, are among the most dangerous of the fractal entities. The marauder



MARAUDER FRACTAL

always attacks the nearest living creature. Investigators may resist the attack by winning a POW vs POW struggle. If successful, the marauder is forced away. The attacked investigator suffers a 1D3/1D10 Sanity point loss, and the marauder moves to a new target. If the investigator fails, he falls unconscious and loses 1D6/1D20 Sanity points as the marauder tries to take full control of him, but it must succeed with INT x1 to do so.

If the marauder cannot immediately take control, its host awakens and is tormented by alien visions of fractal madness. It takes the marauder 1D8 days to achieve control. Meanwhile it steals its host's magic points. This is not enough to satisfy it so it leaves at intervals to feed on others.

When the marauder takes control, it enters its victim's body where it has access to its host's skills and memories. Marauders free on the material world often attempt to open a Gate to their weird dimension to summon their fractal god (see the fractal avatar of *Yog-Sothoth*, page 105) or return to their home plane. To do this they must first visualize and write the proper computer program.

Marauders can attack with 1D3 writhing fractal tentacles each round or may fire tiny bolts of energy. The bolts of energy inflict 1D3 points of damage and cost the fractal 1 magic point to fire.

MARAUDER FRACTALS, Creatures from the Fractal Dimension.

char.	rolls	averages
INT	4D6	14
POW	4D6	14
DEX	3D6	10-11

Move 9

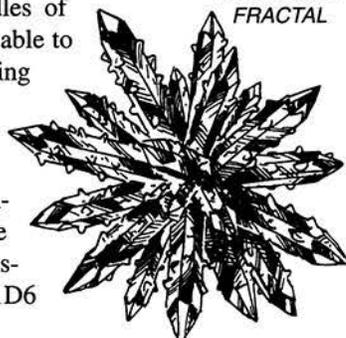
Weapons: Writhing Tentacles 80%, damage 1D3 magic point drain.

Energy Bolts 60%, damage 1D3.

Sanity Loss: 1/1D6 Sanity points to see a marauder fractal.

PREDATOR FRACTALS

Predator fractals are bundles of spiky shafts. Predators are able to steal magic points from living creatures, instinctively picking on the weakest. They attack by stabbing their victim and overcoming its magic points on the Resistance Table. If successful, the predator steals 1D6 magic points.



PREDATOR FRACTAL

Predators can also fire tiny bolts of energy which do 1D3 points of damage and cost the fractal 1 magic point each.

PREDATOR FRACTALS, Creatures from the Fractal Dimension

char.	rolls	averages
INT	3D6+3	13-14
POW	2D6+6	13
DEX	4D6	14

Move 10

Weapons: Stab 60%, damage 1D6 magic point drain. Energy Bolts 50%, damage 1D3.

Sanity Loss: 1/1D6 Sanity points to see a predator fractal.

FTHAGGHUA, Unique Entity (Fire Vampire Greater Servitor). *Then they saw it—the comet streaking up from the east, brilliant and bluish-red and strange, with a corona haloing it and its tail fanning away behind in a vast curve. . . . The sinister thing poised far above its victim, contracted—and like light hurtled downward to fling coils of living fire around [a victim].—Donald Wandrei, "The Fire Vampires".*

Fthagghua is the lord and leader of the fire vampires, and dwells with them and their god Cthugha on or near the star Fomalhaut. There is some speculation that this intelligent, fiery gas is an offspring of the Great Old One Cthugha.

Fire vampires are described in the *Call of Cthulhu* rules, pages 139-140.

ATTACKS: Fthagghua

burns at 1100° centigrade, and sets flammable objects alight with its touch. It attacks by dropping coils of bluish lightning-like flames over its victims, inflicting 8D6 hit points of severe burn damage.

Only calcified skeletons remain of those killed by Fthagghua. If a victim survives Fthagghua's attack but the burn damage overcomes his CON on the Resistance Table, the victim goes into shock and must be successfully treated with a First Aid or Medicine roll.

Unsuccessfully treated or untreated victims go into deep shock and can do nothing. Untreated, severely burned victims die within a few hours.

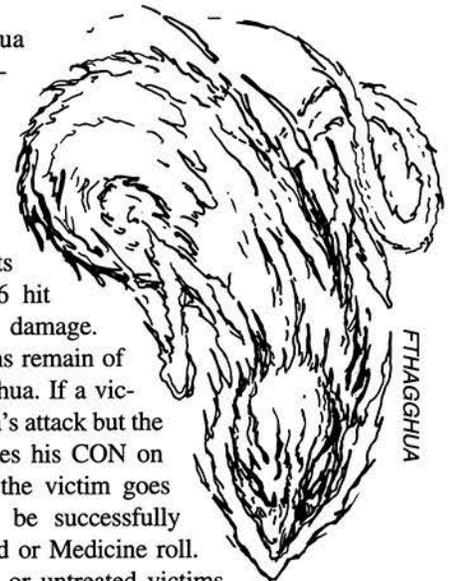
Fthagghua travels between worlds at a speed of one light-year per day, and is always encountered in the company of 1D4 x10 fire vampires. Fthagghua may communicate with humans by spelling out fiery words in the air.

FTHAGGHUA, Lord of the Fire Vampires, Lord of Ktynga

STR	N/A	CON	35	SIZ	87	INT	18	POW	21
DEX	60	Move	100	flying		HP	61		

Damage Bonus: N/A.

Weapon: Fire coil 40%, damage 8D6 burn.



FTHAGGHUA

From the Journals of Sir Hansen Poplan

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

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

Following are comments on the Severn Valley towns.

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

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

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

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

Continued on page 46.

Armor: none, however no material weapons can harm Fthagghua. Water thrown on Fthagghua inflicts two points of damage per gallon. Handheld fire extinguishers do 1D6 hit points of damage, and a bucket of sand 1D3 hit points of damage. Extreme electrical voltage also inflicts damage upon Fthagghua at a rate of 1D6 points of damage per one hundred thousand volts.

Spells: Call Cthugha, Summon / Bind Fire Vampire, and others as desired by the keeper.

Sanity Loss: 1/1D8 Sanity points to see Fthagghua.

GOATSWOOD GNOMES, Lesser Servitor Race. *The eyes were grey globes set deep in pits; the noses were hooked like those of childhood witches she'd leafed over; the mouths grinned, revealing pointed teeth.*—Ramsey Campbell, "Made in Goatswood".

These ugly little creatures are actually statues carved from stone and enchanted to life by an unknown source in Goatswood, England. Dormant during the daylight hours, these entities can spring to life at night to carry out vile and devious acts. The awakening of these stone monsters may be linked to the cycles of the moon and seasons, and they may be able to function only at specific times such as full or new moons, etc. Goatswood gnomes are strongly connected with Shub-Niggurath and other primal forces of nature and woods.

GOATSWOOD GNOMES, Enchanted Creatures

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

Av. Damage Bonus: N/A.

Weapons: Claws 30%, damage 1D2
Bite 40%, damage 1D3

Armor: 9 points of tough hide.

Skills: Hide 75%, Sneak 50%.

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

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

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

The spawn of the Green Abyss inhabit the seas and oceans of the Earth. Although similar to shoggoths, the spawn are highly evolved and intelligent. They dwell in aquatic societies and are ruled by a queen called Zoth Syra (see *Zoth Syra*, page 57). The spawn appear as a bluish slime with various and shifting features. They create limbs and sensory organs as needed, usually with



rudimentary mouths. Highly intelligent, the spawn are capable of speech and can learn other languages.

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

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

SPAWN OF THE GREEN ABYSS, Entrancing Entities of the Deep

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

Av. Damage Bonus: +4D6.

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

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

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

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

GREEN GOD, CHILDREN OF THE, Lesser Servitor Race. *Then I saw that one of the worshipping horde was Crawley, and began to make out faces less able to pass for human than his, their great eyes bulging in the dimness, their bestial teeth gleaming in misshapen mouths.—Ramsey Campbell, "The Horror Under Warrendown".*

The children of the Green God are a degenerate, mutated lot. Once human, their worship of the botanical Green God has transformed them into hopping, rabbit-like parodies of their former selves. The



SPAWN OF THE GREEN ABYSS

children typically are covered in coarse hair, have elongated ears, large eyes, and sharp rodent-like teeth. They move in a hopping gait, and seem to shun light. They typically dwell in underground warrens and overgrown woods.

These lesser servitors are mostly harmless to man, so long as their lairs are avoided and they are left to their own ways. They are a quick, agile race, capable of outmaneuvering humans and vehicles alike. Single children most often flee if confronted. They may attack, however, if encountered in larger groups. These creatures seldom stray far on their own, so

they are typically encountered in groups.

See also *The Green God*, page 75.

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

CHILDREN OF THE GREEN GOD, Mutant Rabbit-Folk

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

Av. Damage Bonus: +1D4.

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

Armor: none.

Spells: at the keeper's discretion, a Child of the Green God with a POW of 16 or more may know 1D6 spells.

Sanity Loss: 0/1D4 Sanity Points to see a Child of the Green God.

HASTUR, SPAWN OF, Greater Servitor Race. *Amid the Hyades / We reached at last that bleak and mythic world / To men forbidden and by gods abhorred, / Carcosa, where the great Hastur is Lord.—Lin Carter, "Dreams from R'lyeh".*

Like their sire, the spawn of Hastur are never clearly described except to say that they are octopoidal and have unspeakably hideous faces. Some references erroneously suggest that the spawn of Hastur are identical to those of Cthulhu, the star-spawn. Although they may have certain similarities, the spawn of Cthulhu and Hastur are not similar races.

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

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

The Great Old One *Hastur* is described in the *Call of Cthulhu* rules, pages 167-168.



CHILD OF THE GREEN GOD

From the Journals of Sir Hansen Poplan

HYPERBOREA, LAND OF—It is the *Book of Eibon* which best records the history of Hyperborea, an ancient land whose memory is all but lost to us, a dream of the past which is scoffed at by modern men who name themselves scientists.

The modern Greenland comprises part of the land mass once known as Hyperborea. It still contains many artifacts of relics of the time-lost land, as was proven by the Mathieson Miskatonic University Expedition to Greenland, though the results of that foray have, not unexpectedly, been suppressed.

The history of Hyperborea seems to have begun about five million years ago, when a race of serpent people sojourned there from lost Yoth. The *Book of Eibon* also records the emergence of the voormis some three million years ago, and then the emergence of the Hyperboreans some one million years ago. The seemingly cyclic nature of these rises and falls is somewhat disturbing, and we can only wonder if our own race is to follow the same path.

Hyperborea itself seems to have fallen some 750,000 thousand years ago, a victim of the encroaching Ice Age, through records of this event are scant, the primary source being the *Nine Golden Scrolls of Lemuria*.

Though most of Hyperborea may have faded into history, we cannot deny that it has an effect on our present.

As I have already noted, there are still artifacts and relics in Greenland; perhaps in the nearby straits and seas more may be found.

More importantly, certain records from Lemurian and Valusian times hint that a few Hyperborean cities still existed then, shielded from the elements and the deprivations of time. I fear that these remnants still survive today, waiting.

See also **Hyperborea, Peoples of** (page 50).

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

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

char.	rolls	averages
STR	6D6+20	41
CON	3D6+10	20-21
SIZ	6D6+10	31
INT	2D6+6	13
POW	5D6	17-18
DEX	3D6	10-11

Move 6/8 swimming/20 flying HP 25-26

Av. Damage Bonus: +3D6.

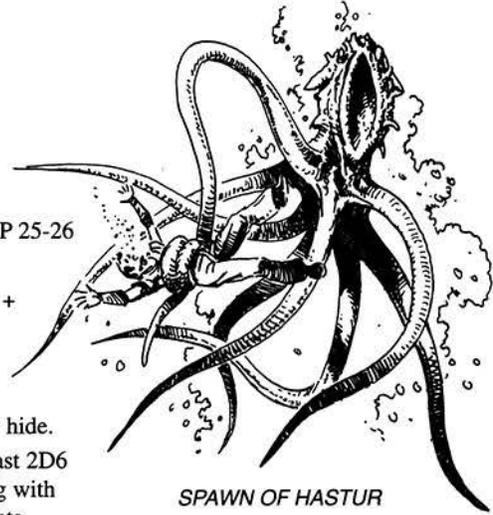
Weapons: Tentacle 75%, damage 1D6 + db or hold to Engulf

Engulf automatic when held, damage death

Armor: 10 points of thick and rubbery hide.

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

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



SPAWN OF HASTUR

HELL-PLANTS, Lesser Servitor Race. *Behind me the trees and the things they may have been hiding seemed to radiate infinite menace. This I knew without turning to view them, for as I grew more used to the scene I became less and less dependent upon the five senses that once had been my sole reliance. I knew the green scaly forest hated me.*—H.P. Lovecraft and Elizabeth Neville Berkeley, "The Green Meadow".

Hell-plants are writhing, slime-covered masses of creepers and branches covered with bulging eyeballs and fanged, lipless mouths. Once sprouted, hell-plants grow ever larger with preternatural speed, their mouths and tendrils reaching hungrily for any living beings nearby.

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



HELL-PLANT

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

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

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

HELL-PLANTS, Nightmare-Born Creepers

char.	rolls	averages
STR	4D6 + 6	20
CON	3D6 x5	50-55
SIZ	N/A	grows
INT	3D4	7-8
POW	5D6	17-18
DEX	2D6 + 6	13
Move 0		HP 30 + 2D6 growth per round

Av. Damage Bonus: N/A.

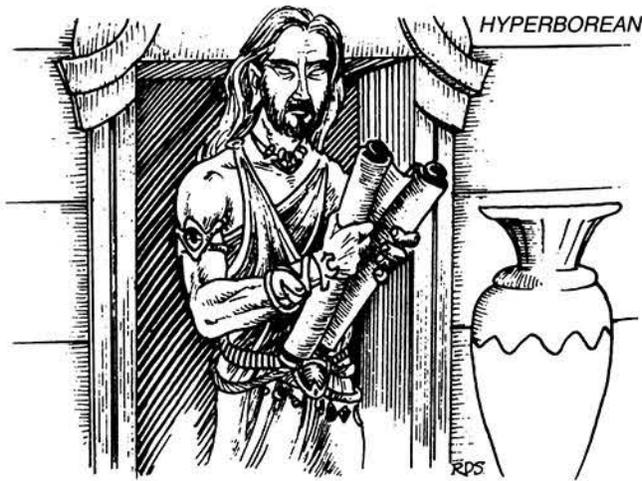
Weapon: Tendril 80%, damage 1D6 + drains 1 STR each subsequent round

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

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

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

HYPERBOREANS, Lesser Independent Race. *The man was a stranger; possibly a travelling merchant from outland realms, the usurer thought—or else an outlander of more dubious occupation. His narrow, slanting, beryl-green eyes, his bluish, unkempt beard, and the uncouth cut of his sad raiment, were sufficient proof of his alienage.*—Clark Ashton Smith, “The Weird of Avoosl Wuthoqqan”.



Small and slender, Hyperboreans are seldom more than five feet tall. Their hair is light blond to white and their eyes are gray or straw-colored. They have large straight noses and ear lobes longer than those of most humans.

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

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

Statistics are those of normal humans, except that Hyperboreans have smaller SIZ and higher INT than modern man.

HYPERBOREANS, Builders of a Once-great Civilization

characteristics	rolls	averages
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D4+4	9
INT	2D6+8	15
POW	3D6	10-11
DEX	3D6	10-11
APP	3D6	10-11
Move 8		HP 10

Av. Damage Bonus: none.

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

Armor: none.

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

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

L'GY'HX, INHABITANTS OF, Lesser Independent Race. *The native race of cuboid, many-legged metal beings was not openly hostile.*—Ramsey Campbell, “The Insects from Shaggai”.

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

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

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

These creatures utilize various weapons constructed of a

L'GY'HXIAN



From the Journals of Sir Hansen Poplan

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

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

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

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

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

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

strange gleaming metal unknown to Earth, including many not listed below. They may have unknown, technologically advanced weapons and devices as well.

INHABITANTS OF L'GY'HX, Metal Cuboid Aliens

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

Av. Damage Bonus: +1D6.

Weapons: Knife* 25%, damage 1D8 + db
Whip** 30%, damage 1D4 + 2D10 electrical shock

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

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

Armor: 19 points of metal skin.

Spells: if the L'gy'hxian's INT or less is rolled on D100 it knows that many spells.

Sanity Loss: 0/1D8 Sanity points to see an inhabitant of L'gy'hx.

MARTENSE KIN, Lesser Independent Race. *They were dwarfed, deformed hairy devils or apes—monstrous and diabolic caricatures of the monkey tribe.*—H.P. Lovecraft, "The Lurking Fear".

These dwarfish cannibalistic creatures are the degenerate descendants of the Martense family. In the late seventeenth century the wealthy New Amsterdam merchant Gerrit Martense built the Martense mansion high atop Tempest Mountain in the Catskills. Through generations of inbreeding and seclusion from the outside world, the Martense family devolved into a horde of ghastly ape-like creatures, more monstrously animal than human.

These creatures dwell in labyrinth caverns and dark caves beneath their ancestral mansion and in dank lairs throughout their mountainous territory. Lone hikers and those who stray too close to the Martense mansion or one of their lairs are snatched away to the black depths of the caverns and devoured by the monstrous horde.

The Martense kin attack by swarming victims, biting and clawing them. These creatures consume their prey live and even eat their own kind. Swarms of hundreds of these creatures are not uncommon, and they are almost never encountered singularly or in groups smaller than a dozen. They shun the light, although it does not actually harm them.

MARTENSE KIN, Degenerate Ape-Things

char.	rolls	averages
STR	2D6	7
CON	3D6	10-11
SIZ	1D4+4	6-7
INT	2D6	7
POW	3D6	10-11
DEX	3D6	10-11
Move 8	HP 8-9	

Av. Damage Bonus: none.

Weapons: Claw 25%, damage 1D3.
Bite 25%, damage 1D2.

Armor: none.



MARTENSE KIN

Spells: none.

Sanity Loss: 0/1D3 Sanity points to see the Martense kin. 1/1D6 Sanity points to see a large swarm of these creatures.

MARTIANS, Lesser Independent

Race. *A big, grey, rounded bulk, the size, perhaps, of a bear . . . rising slowly and painfully out of the cylinder. As it bulged up and caught the light, it glistened like wet leather. [The creature had] two large dark-coloured eyes [and its head] was rounded and had, one might say, a face. There was a mouth under the eyes, the lipless brim of which quivered and panted and dropped saliva.*

*The whole creature heaved and pulsated convulsively. [It] further displayed [several] lank tentacular appendages, [a] V-shaped mouth, [and a] fungoid, oily brown skin.—H.G. Wells, *The War of the Worlds*.*

Martians have a large eardrum on the back of the head, but only can hear certain sounds and tones. Their near-vestigial sense of hearing does not allow for complex communications, and it is thought that they communicate telepathically.

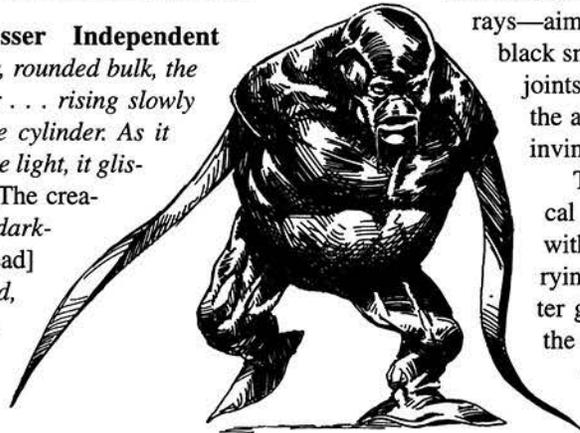
Martians are one of the two intelligent, dominant races indigenous to Mars. The other race, the Aihais, are generally a peaceful race content with culture and trade. The two races coexist in an uneasy truce and have very little to do with each other.

The Martians are vampiric in nature, extracting blood from their victims via long glass pipettes and taking it directly into their own systems for nourishment. They are not feeble beings, despite their discomfort in the Earth's heavier gravity—they are able to move unaided, despite their increased weight, and humans grasped by Martian tentacles are rarely able to struggle free. Though the Martians employ mechanical aids

when once established on a new planet, probably they adapted devices used routinely on their home world, not machines specially built for invasion.

BATTLE MACHINES: the Martians are relatively vulnerable to injury, but the same is not true of their machines. Their tripod battle machines are so heavily constructed that little short of a direct hit by artillery can harm them. Their construction machines are similarly well-made, though Martians riding in these sit exposed at the top.

The tripod fighting vehicles are devastating war machine. They stand some 100 feet tall and can move at



MARTIAN

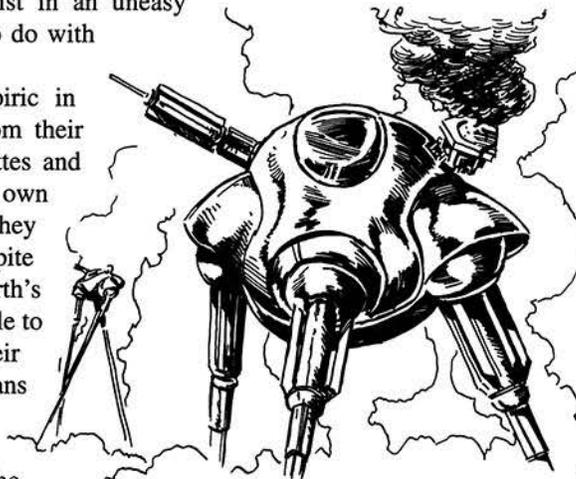
speeds up to 60 mph. Though heavy artillery fire can disable them, few field pieces can get off more than a shot or two before being destroyed, thanks to the alien heat rays—aimed with a parabolic mirror—and deadly black smoke projectors. Belching green vapor at the joints of their tripod legs and from other parts of the alien machinery, the battle tripods are nearly invincible.

The tripod war-machines also have mechanical tentacles, simulating the Martians' own, with which they can grasp objects when not carrying heat ray projectors or black-smoke canister guns. The Martians often mount cages onto the bodies of their tripod machines in which to collect human victims they find among the ruins they created. These victims are taken back to a Martian base as food.

BLACK SMOKE: the Martian black smoke is discharged in canisters carried by the mechanical tentacles of the battle machines. One canister can be loosed each round. Smoke billows out from the canister, quickly encompassing an area many yards wide and moving with the wind. This smoke is thick, viscous, and clinging, rising no more than 50 feet into the air. Anyone on the ground and in the smoke's path is attacked by it—a potency 25 poison against target CON. If the smoke overcomes the CON, the victim dies at once. Otherwise, he takes 1D6 points of damage and must resist against the smoke with his CON again the next round. Holding one's breath reduces the effective potency of the smoke to 15, though it is still quite deadly.

The Martians often follow along after their poison smoke, using a wind device to blow it along toward a target area, or away from a place where it is no longer needed. The smoke solidifies into a black, sooty covering when exposed to rain; this residue is harmless.

HEAT RAYS: the Martian heat rays can ignite buildings a mile away. The beam shows only a pale light when fired in darkness, and is invisible in daylight, marked only by the flames that spring up where it strikes.



WAR MACHINES

MARTIANS, Invaders from the Red Planet

char.	rolls	averages
STR	3D6+6	16-17
CON	2D6	7
SIZ	4D6+12	26
INT	3D6+6	16-17
POW	3D6	10-11
DEX	3D6+6	16-17
Move 1	HP 16-17	

Av. Damage Bonus: +2D6.

Weapon: Grapple 50%, damage special

From the Journals of Sir Hansen Poplan

CHAUGNAR FAUGN—The Great Old Ones live amidst a sea of prophecy. When “the stars are right”, when “the end times are come”, they will rise again. We can only wonder why. Are the Great Old Ones and their brethren truly not bound by time? Are the prophecies they offer the history of the future?

Much mystery surrounds the Great Old One named Chaugnar Faugn, but the primitive Tcho-Tcho people of the Tsang Plateau do have prophecies concerning him. They say that Chaugnar Faugn once stated, “Our servants shall carry us eastward to the primal continent, and there we shall await the arrival of the White Acolyte. When the time-frames are dissolved I alone shall ascend in glory. All of you I shall devour before I ascend to the dark altars.”

The Tcho-Tcho people believe that this marked the time when Chaugnar Faugn journeyed from Europe to their plateau, that it marked the time when he abandoned his brothers, greater and lesser, for they would not follow him.

We do indeed have some evidence that monsters remain in the Pyrenees Mountains where Chaugnar Faugn once dwelled. Certain of the annals of Rome record how cohorts of soldiers were destroyed by monsters that “had the faces of elephants yet walked like men.”

It is my belief that Chaugnar Faugn and his brethren still lie sleeping, the god in Asia, its children in Europe, and woe to he who mistakenly wakes them.

Certain of my researches indicate various cults which still worship the old god. Tales state that among the peasants of northwest Spain and southeast France are those who still offer sacrifices to Chaugnar Faugn. In Canada a mysterious group known as the Blood may too await his return.

Even sleeping, Chaugnar Faugn demands worship.

Armor: none, however, all physical weapons do only half damage.

Sanity Loss: 1/1D8 Sanity points for seeing a Martian.

MARTIAN WAR MACHINES

STR 80 SIZ 100 DEX as per operator

Move 30 HP 120 body/40 each leg

Weapons: Tentacle 30%, damage 10D3 or grapple

Heat Ray 80%, damage 10D6 in a 4-yard radius

Black Smoke 100%, POT 25 poison—damage death or 1D6

Armor: 30 points. Each point of damage which penetrates the machine’s hull gives the device an additional and accumulative 5% chance that it breaks down. Additionally, the operator takes full damage from any attack penetrating the outer armor. If one of the tripod legs is reduced to 0 hit points, the whole machine topples over and is no longer operational.

Sanity Loss: 0/1D4 Sanity points to see a Martian tripod war machine.

M’BWA, Unique Entity (Zombie Lesser Servitor of the God of the Red Flux). *A horribly wrinkled old black, with a face as pasty as the gray ground, and a blank look in his eyes. . . . He was on me like the wind. He was cold, his eyes were dead like a corpse’s. . . . Never a sound did he make, never a light of life or intelligence shone in his dead eyes, he moved like living death, soulless, stiff, and his flesh was like ice but his strength was terrific.*—Donald Wandrei, “The Tree-Men of M’bwa”.

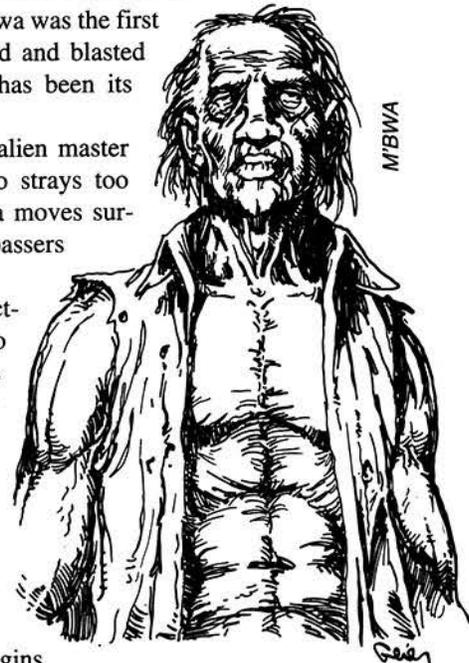
M’bwa is the zombie servant of the nameless alien God of the Red Flux. Legend holds that M’bwa was the first human to find the nameless god’s dead and blasted valley in central Africa, and that he has been its undead servant for centuries.

M’bwa’s sole duty is to guard his alien master and its strange craft, and anyone who strays too close is automatically attacked. M’bwa moves surprisingly quickly, and is upon trespassers without much warning.

Although M’bwa is capable of inflicting damage upon victims, his goal is to restrain them so that he may force his Master’s strange tree-serum down their throats. Once M’bwa has restrained all his victims he retrieves the serum from the alien craft and forces each victim in turn to swallow it. Anyone swallowing the alien potion must match his POW against the liquid’s POT of 25 on the Resistance Table. If the liquid’s POT overcomes the investigator, he begins

to transform into one of the tree-men. The transformation process is a long one. First, the victim’s legs take root to the spot, effectively trapping him. Then, over slow centuries, the serum transforms the victim into an ugly towering tree-man. If carried off by a rescuer within the first few days of transformation, the victim may be saved from this awful fate, although he will forever carry the telltale signs of his encounter in thick woody skin or rootlike growths. If left for more than a week or so, the process is irreversible.

THE TREE-MEN: the tree-men of M’bwa are silent, motionless guardians. They appear as oddly humanoid trees of varying ages and sizes. These beings were once human, but were turned into the weird tree-men by M’bwa for whatever unthinkable plan his alien master has. In the earliest stages of transformation many human qualities are still visible—even eyes. Some tree-men in early transformation are still capable of speech, although madness usually overtakes



them, making whatever they have to say difficult to understand. The human mind remains eternally alive, if mad, within the tree-man. Seeing the Tree-Men of M'bwā costs 0/1D3 Sanity points.

M'BWA, Zombie Servant of the God of the Red Flux

STR 27 CON 33 SIZ 11 INT N/A POW 13
DEX 18 Move 10 HP 22

Damage Bonus: +1D6.

Weapons: Grapple 45%, restrain
Claw 45%, damage 1D6 + db

Armor: none, but impaling weapons do no damage to M'bwā, and all others do only half damage. If reduced to zero hit points, M'bwā is revived by the God of the Red Flux unless there aren't enough pieces left.

Spells: none.

Skills: Dodge 75%, Sneak 90%.

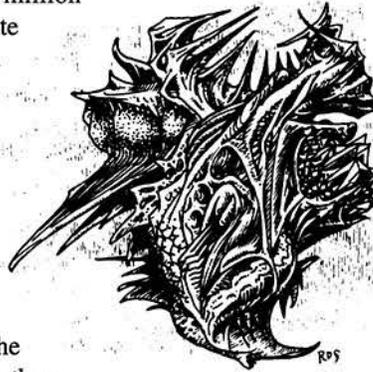
Sanity Loss: 1/1D8 Sanity points to see M'bwā.

MILLION FAVOURED ONES, Unique Entities. *M*Nyarlathotep, Great Messenger, bringer of strange joy to Yuggoth through the void, Father of the Million Favoured Ones.—H.P. Lovecraft, "The Whisperer in Darkness".

The Million Favoured Ones are creatures and entities connected with Nyarlathotep, who is known as the Father of the Million Favoured Ones. It is unlikely that Nyarlathotep is the literal parent of all of these entities. Presumably the Outer God had something to do with the birth, creation, or empowerment of the million so favored or had its attention drawn to particularly powerful or wicked beings whom it chose as favored ones.

The Million Favoured Ones are unique beings or especially powerful members of various races. Many exhibit god-like abilities though they are neither gods nor Great Old Ones. Being one of the million favored does not necessitate the worship of Nyarlathotep. Many of the million favoured ones are fully independent of any gods or Great Old Ones.

Given such number and variety, no statistics are provided, though see *The Black Sphinx*, page 15, for a specific example. The keeper may freely invent other representatives.



A FAVOURED ONE

MIRI NIGRI, Lesser Servitor Race. [Chaugnar Faugn] *m*ade from the flesh of toads a race of small dark shapes to serve it. In bodily contour these shapes resembled men, but they were incapable of speech and their thoughts were the thoughts of Chaugnar.—Frank Belknap Long, "The Horror from the Hills".

The miri nigri are a race of dark, silent dwarves that serve the Great Old One Chaugnar Faugn and its "brothers". The miri nigri appear as ugly little humans with

amphibious features. These creatures tirelessly tend to their alien sire, and crawl about the inert form of Chaugnar Faugn day and night. Twice a year the Great Old One sends its dwarfish sub-human servants down from their mountainous lair into the world of man to acquire youths and maidens. These young men and women are food for the vampiric Great Old One.

The miri nigri are generally encountered in groups of ten or more. As the servants of Chaugnar Faugn, they are protected by the Great Old One as well as its brothers and certain tribes of the Tcho-Tcho.

MIRI NIGRI, Dark Dwarves

char.	rolls	averages
STR	2D6	7
CON	3D6	10-11
SIZ	1D4+4	6-7
INT	2D6	7
POW	3D6	10-11
DEX	3D6+6	16-17
APP	1D6	3-4
Move 8/8 swimming		HP 8-9

Av. Damage Bonus: none.

Weapon: Claw 35%, damage 1D3

Armor: none.

Spells: none.

Skills: Sneak 90%, Swim 75%.

Sanity Loss: 0/1D2 Sanity points to see the miri nigri.



MR. SHINY, Unique Entity (Shoggoth Lord Greater Independent). *H*e was even grosser-legged and more bloat-bellied. . . . He wore a commodious doctor's smock and slack. His shoes were bulky, black, and orthopedically braced. . . . He gave a last pull, and the row of buckles split crisply open. Ropy purple gelatin gushed from his suit front.—Michael Shea, "Fat Face".

Albert Shiny is a shoggoth lord—an unusually intelligent and purposeful shoggoth capable of controlling his body shape so as to pass for human.

Controlling his body in this manner requires continuous mental effort and POW.

Mr. Shiny has agreed with forces infinitely greater than himself to help prepare in his own small way the Old Ones' return to dominion. He aims specifically to create conditions that increase the human population. To that end he has tried to help concoct empires, international trade, vaccines, religious organizations, the scientific method, better farming techniques, improved public health, missionary societies, newspapers, the acquisition of capital, growth hormone research, and so on—whatever seemed likely to move humanity away from static tribalism and thereby improve the quantity and condition of extant human biomass. Civilization is not his product, but he has had his successes with it.

Now, as the population soars, as the skies thicken with acids and toxins, as competing animal life is expunged, as

From the Journals of Sir Hansen Poplan

VAMPIRISM—Some may smirk here at my discussion of vampires, remembering perhaps some Dracula film or Bram Stoker's original novel. The terrifying gentleman seems already stereotypical.

These recent popular entertainments are built upon an old tradition. The stories of so-called *wampir*, described by my *Britannica* as "blood-sucking ghosts", have been most prevalent in Eastern Europe, especially in the early eighteenth century. However, similar folk tales have existed throughout human history. The Greeks had the *Empusae*—women who drank the blood of travelers. The Jewish people had the *Lilim*—descendants of *Lilith* who drank the blood of men in the night.

These vampire tales seemed to be based upon real facts, namely the denizens of the *Mythos*. *Chaugnar Faugn* is said to live by sucking life from his Chosen Ones. His minions do as well. The *Martians* are said to be vampiric. The *Adrumbali* live off of blood. Fire vampires suck away life.

Most disturbing, though, are the tales I have discovered concerning an alien race named the *Nioth-Korghai*. Certain ancient *Mythos* tomes name them as a star-faring race of some benevolence—they are noted as having saved the original inhabitants of *Pluto* and having helped to uplift the inhabitants of *Mars*. Benevolent life in this universe is a rare thing.

There was a certain group of these *Nioth-Korghai* who had inhabited *Earth* for a time and then left, but out in space they became lost. Millennia passed. Finally they landed on a planet, but were unable to transform themselves to energy as they once could. To live they had to steal energy from others, and thus they became vampires.

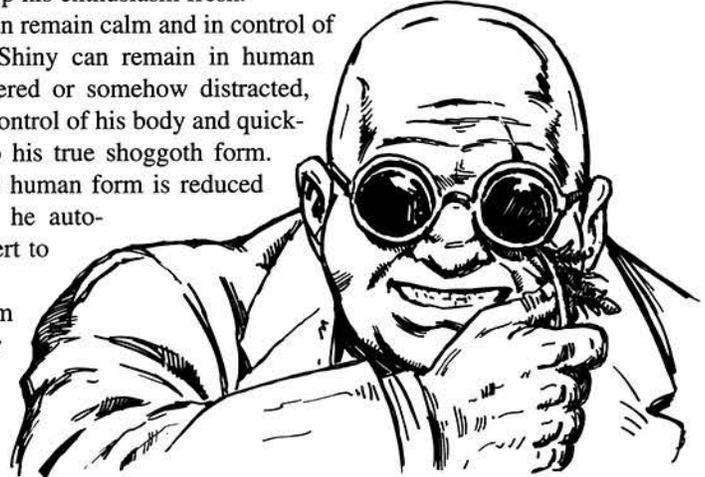
Vampirism, it seems, is thus a choice, one that any of us could make, one that any member of any species could make, one that many do.

the climate shifts, and as radiation threatens to scorch the planet, Shiny calculates that harvest time must be near.

Time has taught him most of what he needs to know. He is not highly intelligent, nor is he creative, nor has he an accurate memory (as his deteriorating language skills suggest). He needs thousands of years to learn one spell. He is more patient than most shoggoths, but that is not saying much—there are always people who deserve quick eating. Like many powerful entities, Shiny glories in his impulses—they keep his enthusiasm fresh.

As long as he can remain calm and in control of his thoughts, Mr. Shiny can remain in human form. If he is angered or somehow distracted, however, he loses control of his body and quickly melts down into his true shoggoth form. Also, whenever his human form is reduced to zero hit points, he automatically must revert to his shoggoth form.

In human form Shiny attacks either by delivering a crushing bear hug or by smashing with a massively-powerful fist. If Mr.



MR. SHINY

Shiny is unmasked for what he really is, he does all he can to quickly take care of any witnesses and make a fast escape. Normally, Mr. Shiny will do all he can to protect his true identity. When his monstrous hunger forces him to take a victim he oozes off to some abandoned building or down into a dark cellar where he can feed in peace.

See also *shoggoth lords*, page 40.

MR. SHINY, Shoggoth Lord

	<i>shoggoth form</i>	<i>human form</i>
STR	24	18
CON	26	14
SIZ	18	18
INT	13	13
POW	18	18
DEX	17	17
APP	N/A	9
EDU	N/A	20
SAN	N/A	0
HP	22	16
Move	10	8

Damage Bonus: +2D6 (+1D6).

Weapons: Crush 100%, damage 2D6

Rhino Fist 95%, damage 2D3 + 2D6 (2D3 + 1D6 in human form)

Grapple 90%, damage victim is pulled into Mr. Shiny's body and suffers 1D6 hit points of damage per round until completely digested (this attack can be made only in shoggoth form).

Armor: none, but fire and electrical attacks do only half damage; physical weapons such as firearms do only 1 point of damage per hit, impaling or not; Mr. Shiny regenerates 2 hit points per round.

Spells: Dominate, and any others as the keeper desires, keeping in mind Shiny's intelligence and slow learning rate.

Skills: Archaeology 10%, Bargain 15%, Biology 65%, Chemistry 25%, Choose Tasty Victim 90%, Climb 75%, Credit Rating (as human) 65%, Cthulhu *Mythos* 12%, Electrical Repair 10%, Electronics 10%, Hide 90%, History 35%, Law 10%, Library

Use 35%, Listen 75%, Persuade 30%, Physics 20%, Psychology 15%, Sneak 70%, Track 75%, and others as the keeper desires.

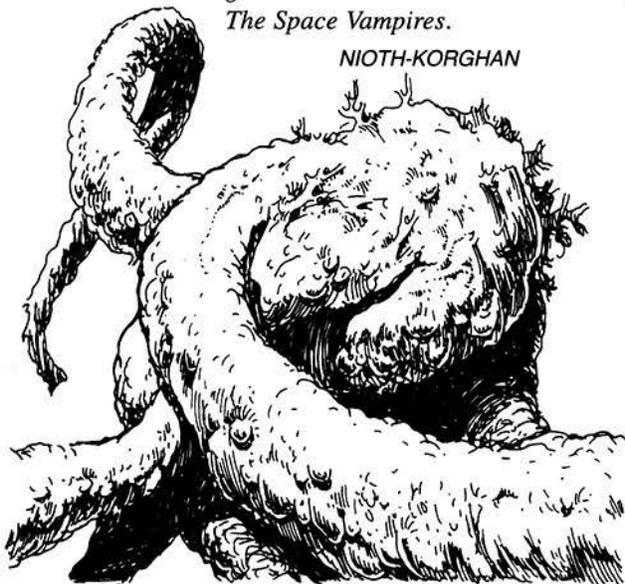
Languages: Arabic 20%, Demotic Egyptian 10%, English 60%, Nath 65%, Spanish 30%, Sumerian 5%.

Sanity Loss: none in human form. 1D6/1D20 Sanity points to see Mr. Shiny in his true shoggoth form. Keepers may add an additional 1/1D3 Sanity point loss for investigators who see Mr. Shiny change from human into shoggoth.

NIOTH-KORGHAI, Lesser Independent Race.

Inside, immense dim shapes were suspended. In the phosphorescent light, they looked like black octopuses. . . . In the dazzling beam, he could see that it was not black, but orange. At close quarters, it looked less like an octopus, more like a bundle of fungoid creepers joined together at one end.—Colin Wilson,

The Space Vampires.



NIOTH-KORGHAN

The nioth-korghai are a race of space-faring vampires who journey through the cosmos in an immense, fifty-mile-long spacecraft. They lay dormant within their ship until they reach a world with inhabitants suitable to their vampiric needs, or until some intelligent life form makes contact with them. These vampiric aquatic fungi have the ability to mentally possess intelligent life forms by overcoming their target's POW with their own via the Resistance Table.

A person possessed by a nioth-korghai may be totally unaware of the alien's presence, experiencing blackouts when the creature feeds. These creatures can move to another body simply by overcoming the new host's POW with their own. The nioth-korghai may also alter their own bodies to resemble the life forms, but at a cost of 1D10 POW which can only be regained by draining lifeforce from a victim. The vampires can change back into their true forms at any time without cost. In a host body, or in their own altered bodies, the nioth-korghai retain their STR, CON, INT, and POW.

A few nioth-korghai may live on the Earth, remaining here since a visit by the space vampires ages ago. The nioth-korghai worship the Outer God Ubbo-Sathla as the creator of all life, including themselves. They refer to themselves as "we of the Ubbo-Sathla".

ATTACKS: the space vampires feed on the lifeforce of intelligent creatures by grasping them tightly and kissing them, drawing off 1D6 points of POW each round while the victim simultaneously loses 1D3 CON and 1D3 APP. As the lifeforce is drained away, the victim ages dramatically until nothing is left but a dried and withered husk. The space vampires may drain as little as a single point of POW from a victim at a time, leaving them tired but otherwise unharmed. Any POW, CON, or APP drained by a nioth-korghai is gone forever.

NIOTH-KORGHAI, Space Vampires

char.	rolls	averages
STR	3D6+18	28-29
CON	3D6+18	28-29
SIZ	8D6	28
INT	1D6+12	15-16
POW	3D6+6	16-17
DEX	2D6+6	13
Move 6/10 swimming		HP 28-29

Av. Damage Bonus: +3D6.

Weapons: Tentacle 40%, damage 1D6 + db or hold.

Lifeforce Drain automatic when held, damage 1D6 POW, 1D3 CON, and 1D3 APP drained per round.

Armor: none, but the nioth-korghai cannot be wounded anywhere but in the solar plexus region. A hit to this area with an impaling weapon causes instant death. To strike the solar plexus an investigator must roll 10% or less of his or her attack skill.

Spells: none, normally.

Sanity Loss: 1/1D8 Sanity points to see the true form of the nioth-korghai.

NY'GHAN GRII, Lesser Independent Race. *At first I got the impression of a globe, oddly flattened at the top and bottom, and covered with what I thought at first was a sparse growth of very long and thick hairs. Then I saw that they were appendages, slender tentacles. On the rugose upper surface of the thing was a great faceted eye, and below this a puckered orifice that corresponded, perhaps, to a mouth. . . . A squamous, glowing ball covered with squirming, snake-like tentacles—translucent ivory flesh, leprous and hideous—a great faceted eye that held the cold stare of the Midgard Serpent.—Henry Kuttner, "The Invaders".*

The ny'ghan grii are luminous spherical creatures from another dimension. They move by floating or crawling and are accompanied by thick fog and icy cold.

The ny'ghan grii are referred to in a very few tomes, and usually only as "the invaders", or "the Enemy". They lurk near the thresholds leading to other worlds, seeking sacrifices that will allow them entry. Even without a sacrifice these creatures can briefly visit a world if someone there has recently practiced magic that in any way disturbed the spacetime fabric.

ATTACKS: these creatures can attack once per round, preferring to use their cold and devolutionary abilities. Alternately, the ny'ghan grii can attack with 1D3 flailing tentacles per round.

From the Journals of Sir Hansen Poplan

NYOGTHA & ITS CULTS—

Reference to the god known as Nyogtha can be found in the *Necronomicon*. It is described as a black, amorphous, gelatinous mass. It lives in frightful caverns somewhere deep beneath the Earth, but can be summoned up to the surface through the many fissures and ravines that pierce the Earth.

I believe that Nyogtha is one of the Drowners, of whom I have written before. Its relationship to Bugg-Shash and Yibb-Tstll seems very clear. Like them, its true nature is a black and amorphous being. Like them, its sole business seems death. Like them, it is warded by certain signs: the ankh, the Vach-Viraj incantation, and the Tikkoun elixir.

The main worshipers of Nyogtha seem to be witches, though the precise reason for this is unknown. Some sources point to Nyogtha imparting spells to its worshipers that may be used to contact the various deities and races of the Mythos.

Unfortunately, because of Nyogtha's voracious nature, it requires sacrifices from those who worship it—usually human sacrifices. If its witches are unmindful of this reality, they may find themselves becoming its victims.

A rare book called the *Scriptures of Klek* tells the story of a group of ghouls worshipping Nyogtha. This must be somewhat suspect, since it is said these ghouls live in the legendary Dreamlands, but still the story is interesting.

The leader of these ghouls is named Naggoob, whom I have seen referred to elsewhere as the "Father of Ghouls." He is said to be high priest of Nyogtha for his followers. According to Klek, Naggoob often travels to our world to participate in witch ceremonies, in which he begets hybrid ghoulish children.

Their chilling blast attack affects an area five feet in diameter, bathing everything with numbing icy air. Each attack costs two magic points and does 1D6 points of damage. The chilling effect has a range of fifteen yards and can be Dodged.

Devolution is used against a single target and costs the ny'ghan grii 2D6 magic points. The creature must overcome the target's magic points on the resistance table. If successful, the target begins rapidly and painfully devolving through a series of increasingly bestial forms. Witnessing this costs 1/1D6 SAN. Once begun, the process is irrevocable and within 2D6 rounds the victim has been transformed to some primitive lifeform devoid of human qualities.

NY'GHAN GRII, Extra-Dimensional Invaders

char.	rolls	averages	
STR	3D6+10	20-21	
CON	3D6+6	16-17	
SIZ	5D6	17-18	
INT	3D6	10-11	
POW	2D6+6	13	
DEX	2D6	7	HP
Move	2 crawling/8 flying		17-18

Av. Damage Bonus: +1D6.

Weapons: Tentacles 35%, damage db

Chilling Blast 65%, damage 1D6 to all in a five-foot diameter

Armor: the ny'ghan grii's tough, fleshy hide provides 4 points of armor. Cold does not affect it.

Spells: on a roll of its INT x5 or less on D100, a ny'ghan grii knows 1D6 spells.

Sanity Loss: 0/1D6 Sanity points to see a ny'ghan grii.



NY'GHAN GRII

NYOGTHA, SPAWN OF, Lesser Servitor Race. *Men knew him as the Dweller in Darkness, that brother of the Old Ones called Nyogtha, the Thing that should not be.*—Henry Kuttner, "The Salem Horror".

The spawn of Nyogtha result from blasphemous unions between humans, ghouls, and the Great Old One Nyogtha. The children that such a union creates swiftly degenerate into shapeless abominations after three to six decades. The spawn begin life in human form and easily pass for human unless given a detailed medical examination. Instead of blood, however, viscous black ichor pulses through their bodies. These creatures are strong, tough, and charismatic. They both serve the will of Nyogtha and seduce others into the god's dark cult.

At the onset of puberty, Nyogtha's hybrid children succumb to the will of their alien sire. At first the Great Old One fills their dreams with fantastic visions of subterranean tunnels and caverns, chanting, and black-robed figures, as well as glimpses of Great Cthulhu, Tsathoggua, and the other titan horrors who infest this planet. As the months pass, dream sendings increase in intensity until the dreams begin to cost the dreamer 1D3 points of Sanity each night. Once insane these pawns become willing extensions of the Great Old One's consciousness, allowing Nyogtha to perceive the world with their senses.

Degeneration begins 3D10+30 years after birth. Once begun, the metamorphosis occurs quickly in the span of a few months. Hideous black splotches appear on the human form's flesh, then quickly spread. At the same time the spawn becomes ravenously hungry; as it feeds, the monster grows alarmingly in weight and size. During this new growth the human form's skeleton warps and distorts into a parody of itself. Bone and muscle tissue take on ghastly elasticity, while flesh continues to bloat and blacken like a rotting corpse. Its metamorphosis complete, the monstrous form becomes a shapeless horror whose loathsome flesh squirms and writhes as if composed of a sea of foul black worms. Though torso and limbs have a bloated corpulence, the monstrous form maintains skeletal hands and face, with hideous-

ly distorted features, razor-sharp talons, lupine fangs, and bulging eyes with hellish crimson orbs. At a distance, a spawn of Nyogtha might pass for human by wearing a heavy coat or robe, and a hat or hood, though nearby observers will notice that thick, disgusting slime is oozing where the thing has stepped.

The spawn of Nyogtha are photosensitive; the mere touch of sunlight on their exposed flesh causes excruciating pain. They are easily blinded by bright light but have excellent night vision. These creatures cannot see in the total absence of light, such as in a cave.

Once assuming their final monstrous form, most spawn make the long, dangerous journey to Nyogtha's subterranean fastness, there to dwell in the joy of everlasting darkness. Nyogtha may, at times, send its spawn back into the world of the surface-dwelling humans.

The Great Old One *Nyogtha* is described in the *Call of Cthulhu* rules, pages 170-171.

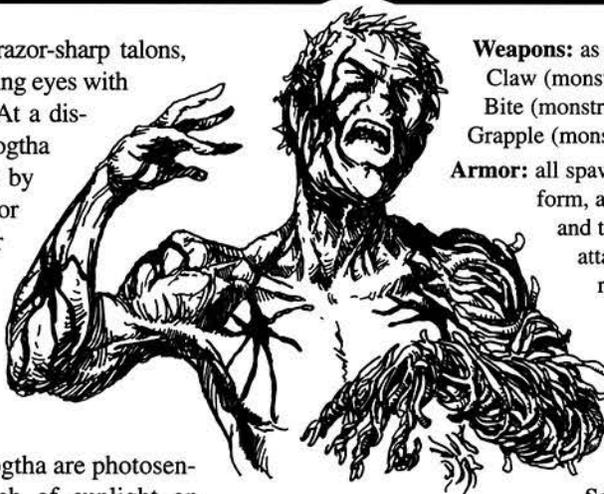
ATTACKS: Nyogtha's spawn can employ two claw attacks and a bite in the same combat round, or can attempt to grapple an opponent and enfold him or her in its loathsome embrace. If the grapple attack succeeds, the victim needs a successful roll of STR vs.STR on the Resistance Table or be pulled into contact with the horror's cold, gelatinous flesh: if that happens, scores of worm-like tendrils sprout from the spawn's body, coiling around the victim's limbs and forcing their way in through body orifices, costing the victim 0/1D6 Sanity points. Once a grapple attack succeeds, the unfortunate victim—stuffed full of wriggling tendrils—must receive a successful CON roll each round or begin suffocating, taking 1D8 hit points of damage each round until freed from the spawn's deadly embrace or until dead.

While grappling with and suffocating a victim, the spawn can also slash with its claws, but cannot utilize its bite attack. A spawn can grapple more than one target, but then must divide and allot STR between each victim. While grappling a target a spawn's movement rate drops to one.

SPAWN OF NYOGTHA, Blasphemous Children of the Dark

char.	rolls (human form)	averages (human form)
STR	4D6+12 (2D6+12)	26 (19)
CON	3D6+6 (3D6+6)	16-17 (16-17)
SIZ	4D6+6 (2D6+6)	20 (13)
INT	2D6+6 (2D6+6)	13 (13)
POW	3D6+6 (3D6+6)	16-17 (16-17)
DEX	3D6 (3D6)	10-11 (10-11)
APP	0 (2D6+9)	0 (16)
Move 6 (8)		HP 18-19 (14-15)

Av. Damage Bonus: +2D6 (+1D4).



SPAWN OF NYOGTHA

Weapons: as per normal human in human form.
 Claw (monstrous form) 65%, damage 1D6 + db
 Bite (monstrous form) 65%, damage 1D8 + db
 Grapple (monstrous form) 50%, damage special

Armor: all spawn of Nyogtha, whether in human or monstrous form, are immune to bullets and weapons that impale, and take minimum possible damage from all other attacks. They are also immune to fire, acid, radioactivity, and electricity.

Spells: all spawn are given the Contact Nyogtha spell at puberty, and learn other spells easily. Once fully grown into their final monstrous forms the spawn know 2D6 spells related to Nyogtha and the other Great Old Ones.

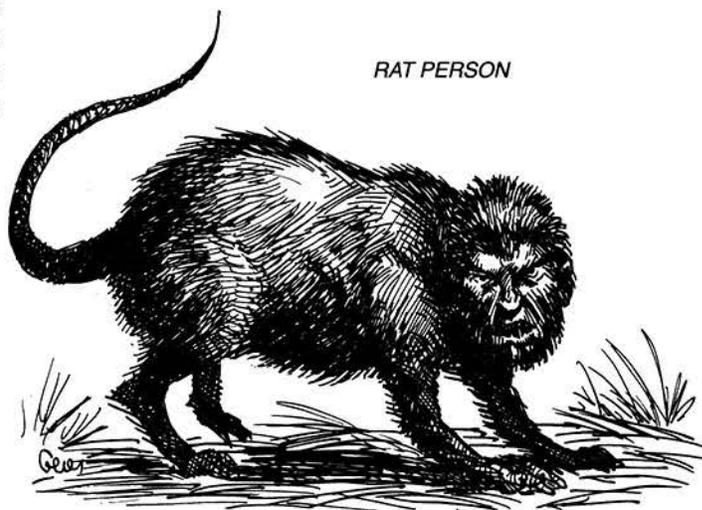
Sanity Loss: none for a spawn still in human form. 0/1D3 Sanity points for seeing a human spawn ooze black ichor instead of blood. 1/1D10 Sanity points to see a spawn that has mutated into its final monstrous form.

RAT PEOPLE, Lesser Independent Race. *For on every side of the chamber the walls were alive with nauseous sound—the verminous slithering of ravenous, gigantic rats.—H.P. Lovecraft, “The Rats in the Walls”.*

The rat people are small, hairy humanoids. They have matted gray fur, rotted teeth, and high-pitched twittering voices. They are large man-rat hybrids.

The rat folk were once human, but because of foul practices and inbreeding they have degenerated to near-animal state. They dwell in dank burrows and warrens beneath old buildings and in sewers.

ATTACKS: the rat people can attack with two claws and a single bite each round. If a bite attack is successful, the creature hangs on to its victim and continues biting, striking automatically with its bite each round thereafter until it or its victim dies. While it is hanging on, the rat creature and its victim each have a +20% chance to hit each other, but others attempting to strike the rat person must make a DEX x5 roll each time they strike or they hit their friend instead. Damage inflicted by a rat person's bite cannot be healed naturally: the hit point loss is permanent.



RAT PERSON

From the Journals of Sir Hansen Poplan

WORMS OF THE EARTH—I have written elsewhere of the serpent people, and more specifically of the degenerates, those members of the serpent people race which have interbred with humans and fallen to a bestial level far below that of their scientific and sorcerous fellows. Recently I have come across the journals of one Bran Mak Morn, and they give in-depth information on one particular race of degenerates, the Worms of the Earth.

The Worms of the Earth live in tunnels below central Britain. They extend as far west as Dagon Moor, at the edge of Wales, and as far north as Serpent Gorge and Kestrel Scour, near Hadrian's Wall. The tunnels that the Worms call home are numerous and underlie everything—they can be used to spy or surprise.

The Worms themselves are hybrids of humans and Serpent People. In general they seem to have devolved and no longer possess the keen intellect of their ancestors. They still interbreed with the nearby human villagers, and thus the taint of the snake can be seen in some surface dwellers as well.

The Worms seem to have good relations with their animalistic ophidian brothers. Giant snakes are tamed and trained. In addition the Worms are said to also breed with giant snakes, and perhaps worse monsters beneath the Earth, producing a race of mutant hybrids named the Crawlers. The Hellworm is a particularly monstrous snake they worship—perhaps even a minor Great Old One.

The Black Stone is an item of particular religious significance to the Worms of the Earth. It is said to rest upon the Altar of the Black Stone, a phosphorescent altar of human skulls. It has magical powers, and can turn snakes into men, and men into snakes. Ancient legends say it once lay at the center of Stonehenge.

RAT PEOPLE, Scampering Creatures from Warrens

char.	rolls	averages
STR	2D6	7
CON	2D6	7
SIZ	2D6	7
INT	2D6	7
POW	3D6	10-11
DEX	3D6	10-11
Move 10		HP 7

Av. Damage Bonus: N/A.

Weapons: Bite 40%, damage 1D3
Claw 25%, damage 1D3

Armor: none.

Spells: none.

Skills: Hide 40%.

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

SEEKERS, Lesser Servitor Race. *But more dreadful than these are the seekers which they send out into other worlds and dimensions, beings of incredible power which they themselves have created and guised in the form of those who dwell within whatever dimension, or upon whichever worlds where these seekers be sent.*—Robert A.W. Lowndes, "The Abyss".

Seekers appear as unusually perfect members of whichever race they were sent to infiltrate. By overcoming an intended victim's POW with its own, a seeker shifts its victim's mind to the dimension of the adumbrali. These victims appear as though hypnotized, although they see and experiencing things in the strange dimension.

A seeker can put any number of victims under its power. Once under the strange hypnosis, a victim's mind can be rescued from the dimension of the adumbrali only by successful Psychoanalysis. When a hypnotized victim is attacked by one of the shadow-vampires, witnesses see the victim's body quickly become inexplicably pale and dry. See also *Adumbrali*, page 13.

SEEKERS, Adumbrali Hunters (human form)

char.	rolls	averages
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6+6	13
INT	3D6+3	13-14
POW	4D6	14
DEX	3D6	10-11
APP	1D4+14	16-17
Move 8		HP 11-12

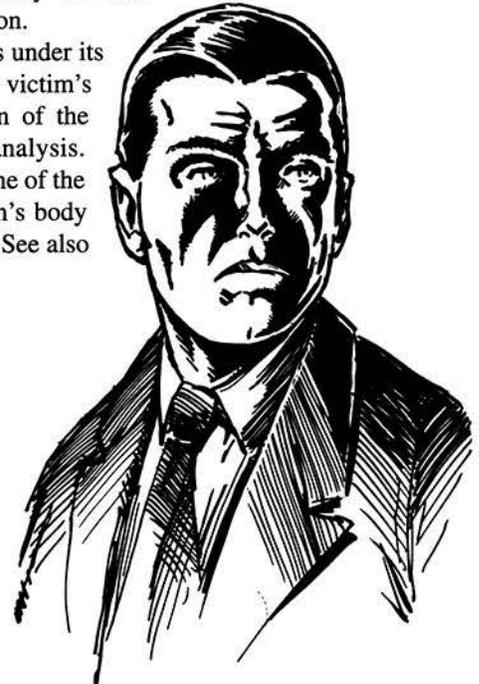
Av. Damage Bonus: none.

Weapons: any at base %, damage as per weapon.

Armor: none.

Spells: none.

Sanity Loss: seeing a seeker in human form costs no Sanity points.



SEEKER IN HUMAN FORM

SERPENT PEOPLE, DEGENERATE, Lesser Independent Race. *Erect, it could not have been five feet in height. Its body was scrawny and deformed, its head disproportionately large. Lank snaky hair fell over a square inhuman face with flabby writhing lips that bared yellow fangs, flat spreading nostrils and great yellow slant eyes. I knew the creature must be able to see in the dark as well*

as a cat. Centuries of skulking in dim caverns had lent the race terrible and inhuman attributes. But the most repellent feature was its skin: scaly, yellow and mottled, like the hide of a serpent. A loincloth made of a real snake's skin girt its loins, and its taloned hands gripped a short stone spear and a sinister-looking mallet of polished flint.—Robert E. Howard, "People of the Dark".

These degenerate creatures are the result of interbreeding between full serpent people and humans in prehistoric Britain. Millennia of unholy minglings have reduced most of Britain's once-proud serpent folk to these dwarfed hybrids: some nearly like small bestial serpent people, others almost human but with ophidian characteristics. They speak in a harsh sibilant language and use crude weapons of stone, wood, and bone.

These creatures have given rise to many Celtic and pre-Celtic myths and legends regarding the "Little People": the sprites and faeries, and the dark aboriginal inhabitants of England and Europe. This bestial race tends toward the more malevolent aboriginal myths, due to their limited intelligence. Sometimes an atavistic serpent person is present among the hybrids, in which case the degenerate forms follow and worship the untainted example of their race's former glory.

Normal serpent people are described in the *Call of Cthulhu* rules, page 151.

ATTACKS: in combat, each round a degenerate serpent person can bite once, claw twice, or use a weapon.

DEGENERATE SERPENT FOLK, Hybrid Descendants of a Once-Proud Race.

char.	rolls	averages
STR	2D6+3	10
CON	3D6	10-11
SIZ	2D6	7
INT	3D4	7-8
POW	3D6	10-11
DEX	2D6+6	13
APP	1D4	2-3
Move 8	HP 8-9	

Av. Damage Bonus: none.

Weapons: Bite 30%, damage 1D3 + poison (POT equals 1/2 CON).

Claws 55%, damage 1D4 + db

Stone Club or Ax 45%, damage 1D6 + 1 + db

Stone Knife 35%, damage 1D4 + db

Spear 40%, damage 1D6 + db

Thrown Spear 35%, damage 1D6 + 1/2db

Thrown Rock 65%, damage 1D4 + 1/2db

Armor: none.



DEGENERATE
SERPENT PERSON

Spells: Degenerate serpent folk with POW 14 or better have the minor magical ability known as The Curse of the Little People. This spell is unique to the aboriginal creatures living in the wilderness areas of the British Isles. Each use requires the caster one round to cast and the expenditure of 1D3 magic points. The range varies according to the "trick" being performed: those physically affecting the target such as tripping, pushing, pinching, or momentarily deluding, can be cast on anyone within the caster's sight. Tricks such as causing food to spoil (even milk within the cow), wine to sour, plants to wither, grain to go bad, etc. require the caster to touch the targeted substance or the container in which it is stored. If used to physically affect a target the caster must overcome the target's magic points with its own. If it succeeds, the trick works, otherwise there is no effect.

Victims who are pushed or tripped must roll their DEX x5 or less to avoid injury. Failure equals one point of damage from the minor fall; fumbles are slightly more serious, incurring 1D3 damage.

Skills: Climb 80%, Hide 85%, Sneak 80%.

Languages: Aklo 35%, English 15%, Serpent Tongue 50%, Welsh 35%.

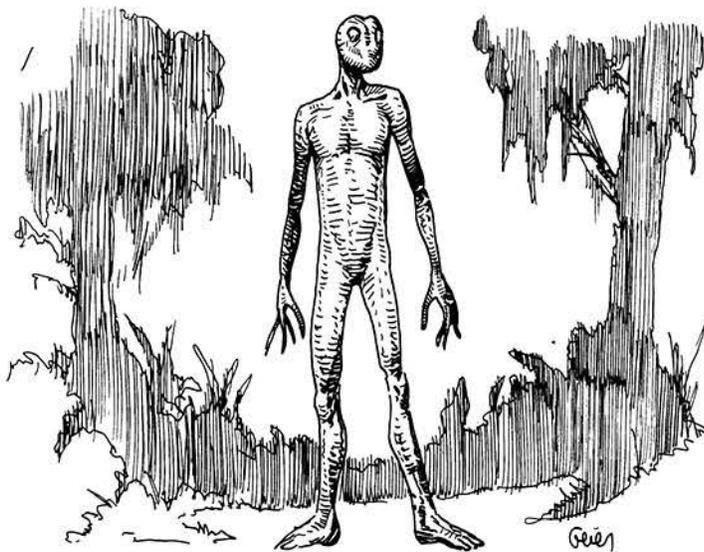
Sanity Loss: 0/1D6 Sanity points to see the degenerate serpent folk.

S'GLHUO, DENIZENS OF, Lesser Independent Race. *It was not human. It was too thin and tall, with huge pupilless eyes, and a skin covered with tiny rippling blue scales. The fingers were boneless.*—Ramsey Campbell, "The Plain of Sound".

In the Gulf of S'glhuo, in a strange and distant universe, all of the worlds and their inhabitants are composed of sound. These strange entities may appear as vaguely-reptilian creatures to humans, although in reality they are nothing more than intelligent, living sound.

The denizens of S'glhuo have the ability to mentally project messages over incredible distances. These messages are picked up as dreams by humans. These sound-creatures are unable to travel outside their universe, however, without the aid of a "translator": a special device which must be activated on the world they wish to visit.

S'GLHUOAN



From the Journals of Sir Hansen Poplan

SHOGGOTHS—If the Winters-Hall and Whitney translations of the *Eltdown Shards* are to be believed, the race known as the shoggoths were created an unbelievably long time ago—perhaps a full billion years.

They were constructed as simple tools that the elder things used to automate their more tedious tasks. They may not have been even truly intelligent, simply cunning and able to learn.

This original species of shoggoths seems to still exist, as is noted in the discredited records of the Pabodie Antarctic Expedition of 1930 and also in certain secret files that I have obtained related to the 1928 federal raid on the town of Innsmouth.

However, much to the horror of the elder things, it seems that a separate subspecies of shoggoths evolved over the aeons.

Some sources call these evolved shoggoths *shoggoth lords*. They seem weaker than their bestial brethren, but they have evolved a wily intelligence on par with humans. It was most likely these creatures which led the uprising against the elder things 250 million years ago, and it was most likely these creatures which founded the blasphemous pact between the shoggoths and the spawn of Cthulhu which lasts to this day.

If certain (questionable) modern sources can be trusted, shoggoth lords work independently of each other, but are willing to bring together groups of humans to accomplish their ends—cultists or stooges alike. Their goals run the gamut from personal power to the return of the Old Ones. The existence of these uncaring and immortal plotters is a great danger to humanity.

The ninth volume of *The Revelations of Glaaki* contains the plans for building the alien translator device. Those receiving the S'glhouian dream messages are guided to the strange blueprints, and are instructed to build the device.

The strange beings of S'glhuo worship the Outer God Tru'nembra—an entity, like themselves, composed of living sound. Tru'nembra may dwell or have originated in the Gulf of S'glhuo.

ATTACKS: these entities attack with bursts of sound waves, ignoring most armor. Such attacks can not be Dodged. The denizens of S'glhuo's hit points equal their POW.

DENIZENS OF S'GLHUO, Creatures of Living Sound

char.	rolls (reptilian form)	averages (reptilian form)
STR	N/A	N/A
CON	N/A	N/A
SIZ	N/A (3D6+6)	N/A (16-17)
INT	3D6+10	20-21
POW	3D10+10	26-27
DEX	2D10+10	21
Move	40	HP 26-27

Av. Damage Bonus: N/A.

Weapon: Sound Blast 25%, damage 1D6

Armor: none, however as living sound these creatures are immune to all physical damage. Certain spells which affect INT or POW harm them normally, as well as particularly discordant sounds, which are especially harmful to the denizens.

Spells: normally none.

Sanity Loss: 0/1D2 Sanity points to hear the denizens of S'glhuo, and 0/1D4 Sanity points to see their blue scaled form.

SHOGGOTH LORDS, Greater Independent Race. *You cannot imagine the Shoggoth Lord's mastery of shapes! His race has bred smaller since modern man last met with it. Oh, but the Shoggoth Lords are limber now! Supremest polymorphs—though what they are beneath all else, is Horror itself.*—Michael Shea, "Fat Face".

The shoggoth lords are smaller, more intelligent descendants of their larger monstrous cousins. Through some quirk of evolution, or perhaps through the unwitting intervention of some other species or being, a handful of shoggoths have evolved into intelligent creatures able at will to mimic humans in appearance and speech.

These beings, without exception, appear in human form as grossly obese, hairless figures. They are cunning and charming, and somewhat awkward in their interactions with humans. Although a shoggoth lord may freely transmute between its human and monstrous forms it takes great concentration and control to remain in human form for any length of time. If somehow caught off guard, angered, or distracted, a shoggoth lord quickly melts down into its terrible true gelatinous self. These creatures guard their secrets and



SHOGGOTH LORD

identities well, living and feeding alone in private and quickly dispatching nosy investigators who would unmask them and expose their true horror.

Shoggoth lords find it amusing (and nourishing) to penetrate the human world; only in human beings do they find that delightful horror of comprehension that makes a thing really worth eating. Shoggoth lords care only about satisfying themselves. Though more sophisticated than most predators, they are given to the same grandiose claims of territory and to murderous squabbles among themselves. They are not social, they do not die natural deaths, nor do they breed.

Because of the great control required to sustain their human guises, certain statistics for shoggoth lords in human form are lower than when in their natural forms.

See *Mr. Shiny*, page 33, for a developed example of a shoggoth lord.

ATTACKS: these foul creatures feed by sucking living prey into their bubbling gelatinous bodies. When it takes prey, a shoggoth lord first grapples and holds its victim. On the next round the monster begins to suck its victim into its body mass, where it is digested. Each round the victim suffers an automatic loss of 1D6 hit points of damage as the caustic acids and digestive fluids begin to dissolve his flesh. An investigator being so attacked may try to break free of the shoggoth lord's hold by matching STR against STR on the Resistance Table each round, until free or dead. Shoggoth lords, unlike their larger cousins, may feed upon only one victim at a time. While feeding, consequently, a shoggoth lord may not use its crush attack, although it can still lash out with its powerful pseudopod fists.

SHOGGOTH LORDS, Corpulent Monstrosities

char.	rolls (human form)	averages (human form)
STR	4D6+10 (2D6+8)	24 (15)
CON	6D6+10 (2D6+6)	31 (13)
SIZ	1D4+15 (1D4+15)	17-18 (17-18)
INT	2D6+6 (2D6+6)	13 (13)
POW	3D6+3 (3D6+3)	13-14 (13-14)
DEX	3D6 (3D6)	10-11 (10-11)
APP	N/A (1D6+3)	N/A (6-7)
EDU	3D6+3 (3D6+3)	13-14 (13-14)
Move	10 (8)	HP 24-24 (15-16)

Damage Bonus: +2D6 (+1D6).

Weapons: Crush 100%, damage is db

Rhino Fist (Pseudopod) 95%, damage 2D3 + db

Grapple 90%, victim is pulled into the shoggoth lord's body and suffers 1D6 hit points of damage per round until he or she is completely digested (this attack can be made only in shoggoth form).

Armor: none, but fire and electrical attacks do only half damage; physical weapons such as firearms do only 1 point of

damage per hit, impaling or not; and shoggoth lords regenerate 2 hit points per round.

Spells: most shoggoth lords know 1D3 spells.

Skills: various, as the keeper desires.

Sanity Loss: none in human form. 1D6/1D20 Sanity points to see a shoggoth lord in his true form. Keepers may add an additional 1/1D3 Sanity point loss for investigators who witness a shoggoth lord change from human into shoggoth.

SHOGGOTHS, PROTO-, Lesser Servitor Race. *He has on rare occasions whispered disjointed and irresponsible things about "The black pit", "the carven rim", "the proto-Shoggoths", [etc.].—H.P. Lovecraft, "At the Mountains of Madness".*



Proto-shoggoth tissue is the color and texture of human flesh, though it is mobile and can change at will. A mass of proto-shoggoth tissue looks like a large piece of human flesh, light brown or tan colored, with nipples, navels, what seem to be ridges where muscle or bone is sticking up, and even eyes or other human orifices. There may be what appear to be large open wounds that do not bleed, acting as openings to the interior, where intestines and other organs may be visible. The whole continually quivers, breathes rhythmically, and

heaves. At will, it can thrust out a limb which may resemble a human limb, though it might bend in the wrong spot or have thickly corded muscles where they should not be.

At whim or need, proto-shoggoths may change their body form, greatly lengthening a limb or growing new ones. They may open lipless mouths or sprout sense organs anywhere on their bodies. A proto-shoggoth's total body mass and volume cannot be changed, however, so if a long, thick appendage is stretched out from some point on the body, then some other part of the proto-shoggoth must shrink accordingly.

Proto-shoggoths are not true shoggoths, but creatures created through alien science or ancient arcane secrets. Through the creation process of dissolving and combining tissues, a proto-shoggoth may be of any SIZ. Proto-shoggoths grow only through the combining and absorption of other proto-shoggoth matter. These creatures, unlike true shoggoths, are often very intelligent and cunning. Small proto-shoggoths may move undetected among humans while in human form.

ATTACKS: proto-shoggoths may attack with limbs or they may simply engulf and crush a victim. In combat a proto-shoggoth may sprout as many limbs as it desires, but may only attack with one per every ten points, or fraction thereof, of SIZ it has. Thus, a proto-shoggoth with a SIZ of 32 may sprout a dozen limbs, but can only attack with four in any given combat round. Proto-shoggoths can engulf only a single victim at a time, and this attack inflicts damage equal to twice the monster's damage bonus.

From the Journals of Sir Hansen Poplan

GOATSWOOD—I have written elsewhere of the Severn Valley, that collection of towns in Gloucestershire where Mythos monstrosities cluster together like maggots on a corpse. But there is one particular town within that valley, one village of such unusual horror that it must be addressed separately, and that town is Goatswood, or so my sources say.

Shub-Niggurath, that blasphemous goddess of fertility, is one of the most powerful gods in the Mythos if her constant invocation in magical spells is any indication. Yet despite that I have only come across references to one major center of cult worship (though I am sure others exist), and that is Goatswood. It has been a place of worship of the Black Goat since the Romans laid the first streets of the town.

An avatar of Shub-Niggurath lives beneath a hill near to Goatswood. The hill itself opens up to reveal secret paths within when a peculiar arrangement of mirrors known as the Moon-Lens is directed at the hill.

Within the hill lies a region said not to be entirely within our world. The Blessed of Shub-Niggurath roam these corridors, as does She Herself, in Her incarnation as the Keeper of the Moon-Lens.

What else might lie within these corridors, what devices of black and fertile power, what weapons that could be used against the Outer God Herself, I can not even speculate. Suffice to say the caverns beneath the hill of Goatswood represent one of the greatest incursions of Mythos horror into our world.

The Cotswolds lying about Goatswood are also a dark and dangerous place, and I would be remiss if I did not at least mention tales of Shan, Xiclotl, and Azathoth worshipers said to inhabit these hilly woods.

PROTO-SHOOGOTHS, Intelligent Shape-Shifters

char.	rolls	averages
STR	10D6	35
CON	7D6	24-25
SIZ	8D6	28
INT	2D6+6	13
POW	3D6+6	16-17
DEX	3D6	10-11
Move	8	HP 26-27

Av. Damage Bonus: +3D6.

Weapons: Crush 100%, damage is db x2

Limb 50%, damage is db

Bite 25%, damage is 1/2 db

Armor: none, but proto-shoggoth matter suffers only minimum damage from any attack against it. Proto-shoggoths also regenerate two hit points per round.

Spells: none, normally. If a proto-shoggoth was created from humans who knew spells, it retains the knowledge and use of those spells.

Sanity Loss: 1/1D10 Sanity points for seeing a proto-shoggoth.

SHUB-NIGGURATH, THE BLESSED OF, Lesser Servitor Race. *The more recognizable living bodies were dissociated alarmingly without any noticeable injury, while some others were composed of parts of varying familiarity, together with portions that did not seem to belong at all.*—Ramsey Campbell, "The Moon-Lens".

These creatures are the servants and priests of Shub-Niggurath, created by the Black Goat from sacrificial victims. In the Outer God's form of the Keeper of the Moon-Lens (see *Shub-Niggurath's* avatar *The Keeper of the Moon-Lens*, page 96), the deity accepts human sacrifices by swallowing them, and later causes them to be "born" out of its body, having suffered great mutations in the process. Such individuals are usually never seen again, as from then on they dwell in dank caverns or dark woods, serving the Black Goat and her followers.

The blessed of Shub-Niggurath are a mutant race, some having the semblance of satyrs, others being mostly humanoid, and still others having been horribly mutated into monstrous things. No two of these creatures are alike, although they are almost always humanoid.

ATTACKS: in combat, one of the blessed may attack with a bite or with a claw/hoof/fist.

BLESSED OF SHUB-NIGGURATH, Mutant Worshipers

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

Av. Damage Bonus: none.

Weapons: Claw 30%, damage 1D6 + db

Bite 30%, damage 1D4

Armor: none. The blessed regenerate 1D6 hit points each round until dead.



ONE OF THE BLESSED

Spells: all of the blessed of Shub-Niggurath know Call Shub-Niggurath plus 1D6 other spells.

Sanity Loss: 0/1D4 Sanity points to see most blessed of Shub-Niggurath—1/1D6 for really horrible mutations.

SHUGORAN, CHILDREN OF, Lesser Servitor Race.

I will recall the hide which hung over the bar at the Traders' Club in Singapore, and which, according to tradition, represented the infant of this fabulous creature: its wings were black, like the skin of a Hottentot.—T.E.D. Klein, "Black Man with a Horn".

The Black Man with a Horn can produce smaller versions

CHILD OF SHUGORAN



of itself: servant creatures or guardians sometimes given to favored followers. The members of this created servitor race are identical to their sire in all respects, although smaller and less powerful.

See *Shugoran*, an avatar of Nyarlathotep, page 87.

CHILDREN OF SHUGORAN, Amphibious Horrors

char.	rolls	averages
STR	3D6+8	18-19
CON	3D6+12	22-23
SIZ	2D6+8	15
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6+8	18-19

Move 8/10 swimming HP 18-19

Av. Damage Bonus: +1D6

Weapons: Claw 25%, damage 1D6 + db
Proboscis 30%, damage is automatic death on following round

Armor: 3 points of slime and hide.

Skills: Sneak 50%.

Spells: none.

Sanity Loss: 0/1D6 Sanity points to see one of the children of Shugoran.

SPACE EATERS, Lesser Independent Race. *From the ceiling to the floor it towered, and it threw off blinding light. . . . In the center of the room, between the ceiling and the floor, the pages whirled about, and the light burned through the sheets, and descending in spiraling shafts entered the brain of my poor friend. Into his head, the light*

was pouring in a continuous stream, and above, the Master of the light moved with a slow swaying of its entire bulk.—Frank Belknap Long, "The Space Eaters".

The space eaters are a monstrous interstellar race. They appear as shimmering columns of twisting shafts of light. Though their bodies are incorporeal, they are able to create temporary limbs in order to perform physical tasks such as attacking.

The arrival of one or more space eaters in a given area causes a slight drop in temperature, followed by a pervasion of fog and mist. The air becomes cold and wet and clammy, and the space eaters hunt prey in the affected area.

These creatures occasionally reach Earth, by "eating their way through space"—apparently some form of natural Gate-like ability. The process is heralded by a droning sound given off as the space eater attempts to break down the walls of space and time to bring others of its kind.

ATTACKS: when it has found prey, a space eater forms a thin, pale-white artificial armlike limb with a small hand attached, with which it then attacks its prey's head. On a successful attack it bores a bloodless, painless hole into the skull and begins draining out the victim's brain. The victim has a terrifying sensation of burning cold within his skull. If the creature reduces the victim's INT, POW, or Sanity to zero, it has drawn out the entire brain, killing her or him. The brain may then be condensed into an immaterial state and stored in the limb until the space eater can reform it later for more thorough ingestion.

A victim who escapes before his brain is completely drained may become violently delirious. If he survives he recovers one point of POW per week of hospital care, but lost INT is lost forever.

A space eaters' artificial limb has only STR and DEX characteristics.

SPACE EATERS, Masters of the Light

char.	rolls	averages
STR	(2D6)	(7)
CON	4D6	14
SIZ	8D6+6	34
INT	4D6	14
POW	4D6+6	20
DEX	(3D6)	(10-11)
Move 5 floating/flying		HP 24



A SPACE EATER ATTACKS

From the Journals of Sir Hansen Poplan

EGYPT, HISTORY OF—If there was ever a country that was built by the Mythos, it was old Egypt, and so I here recount her heights, or perhaps depths, as a warning.

Some 17,000 years ago or more the country of Stygia was founded. It was influenced by the culture of the serpent people, and so it worshiped dark gods from its beginning. We may only pray that no sorcerers from Stygia live on, that all its blasphemous artifacts have been destroyed.

Stygia was destroyed some 11,500 years ago, but from its ashes rose the country of Khem, supposedly free of Stygia's dark taint.

But Khem was doomed from the start. New monstrosities descended from the stars and placed their half-human descendants on Khem's throne. Some 9,000 years ago a great sorcerous battle was fought; though Khem was freed, the once-fertile land was destroyed.

Old Egypt arose from the ashes of Khem. It too seemed cleansed of the old Stygian taint but there would be many evil pharaohs who would try to revive the old ways.

Nephren-Ka was the Black Pharaoh. He brought back all the Stygian gods, creating temples which may still be uncovered today.

Nitocris was the Ghoul Queen. Dark artifacts she created to worship the Mythos still exist as well.

Nophru-Ka was the Mad Prophet. He worshiped Nyarlathotep, and it is whispered that his bloodline still exists, that it is central in Nyarlathotep's plans to bring on the End Times.

Akhenaton was the Priest of the Solar Disk. He worshiped Yog-Sothoth in his avatar as Aton. His prophecies still foretell the future.

Today's Egypt seems free of the great taints of the past, but still we must remember: Secrets lie beneath the sands.

Av. Damage Bonus: N/A.

Weapon: Artificial Hand DEX x5%, damage 1D6 drained from INT, POW, and Sanity (roll separately for each).

Armor: none, but their insubstantial bodies can be harmed only with magic or flame. Cold and most physical weapons have no effect against the space eaters.

Spells: if a space eater's INT x3 or less is rolled on D100 it knows 1D6 spells.

Sanity Loss: 0/1D3 Sanity points to see the space eaters' artificially created limbs; 0/1D6 Sanity points to view the space eaters' actual form.

SPECTRAL HUNTERS, Lesser Servitor Race. *Each monstrous creature marks the wondrous glare, / Drops, fades, and in empty air!*—H.P. Lovecraft, "Psychopompos: A Tale in Rhyme".



SPECTRAL HUNTER

Spectral hunters are large, hideous humanoids 6 to 7 feet in height. Rubbery, jet-black flesh covers their bodies. Their eyes are large and red and their mouths are wide and filled with rows of shark-like teeth. The long, tapering nose matches their general appearance—horribly thin and reedy with the exception of a distended abdomen. Their limbs terminate in gross appendages. While their feet resemble those of a man, their hands are only huge, crab-like pincers. Because they are slightly immaterial at all times, spectral hunters seem to float or hover over the ground. They have no known language.

Spectral hunters are a created race made from the bodies of those who knowingly volunteer to become monsters. They are often left behind to guard some important site or object.

The spectral hunters are formidable foes but are easily destroyed by those who know how. They can become invisible at will, at which time they lower their opponent's chances of striking them by the hunter's POW x5%. When in immaterial form the spectral hunters take damage only from enchanted weapons or spells. Their major disadvantage is that certain forms of light make them visible. Certain types of lenses can reveal the creatures, assuming that they are in direct line of sight of the lens. Another weakness of the spectral hunters is that they are always tied to some kind of artifact or ceremonial device which holds their soul. They can never leave the one-mile area around this object, and if the artifact is destroyed properly the spectral hunter dies.

ATTACKS: a spectral hunter can attack once per round either with a bite or a pincer. The hunters are able to parry with their pincers and can do this every round in addition to attacking. They usually attack when invisible, which gives them a +20% chance to hit.

SPECTRAL HUNTERS, Monstrous Guardians

char.	rolls	averages
STR	3D6 x2	21
CON	2D6+1	8
SIZ	3D6+8	18-19
INT	2D6+6	13
POW	5D6	17-18
DEX	3D6	10-11
Move 8		HP 13-14

Av. Damage Bonus: +1D6.

Weapons: Pincer 50%, damage 1D6 + db
Bite 30%, damage 3D6

Armor: 1 point of hide.

Spells: a spectral hunter knows 1D6 spells if its INT x2 or less is rolled on D100.

Sanity Loss: 1/1D6 + 2 Sanity points to see a spectral hunter.

SPHINX, CHILDREN OF, Lesser Servitor Race. *I would not look at the marching things. That I desperately resolved as I heard their creaking joints and nitrous wheezing above the dead music and the dead tramping. It was merciful that they did not speak . . . but God! their crazy torches began to cast shadows on the surface of those stupendous columns. Hippopotami should not have human hands and carry torches . . . men should not have the heads of crocodiles.—H.P. Lovecraft and Harry Houdini, “Imprisoned with the Pharaohs”.*



TWO CHILDREN OF THE SPHINX

These Sphinx-spawned monstrosities come in great variety: men with the heads of bulls, ibises, falcons, cats, crocodiles, hippopotamuses, jackals, etc. The children of the Sphinx may come in any human-animal composite as long as the grouping has some basis in Egyptian religion and mythology.

Children of the Sphinx are found in Egypt and surrounding arid regions, elsewhere only by special reason.

ATTACKS: all children of the Sphinx can attack in some form or another. Many will have special attacks, based upon their animal half.

CHILDREN OF THE SPHINX, Denizens of the Desert

char.	rolls	averages
STR	4D6	14
CON	2D6+6	13
SIZ	2D6+8	15
INT	3D6	10-11
POW	3D6	10-11
DEX	2D6	7
Move 7		HP 14

Av. Damage Bonus: +1D4.

Weapons: Fist (all) 50%, damage 1D3 + db

Kick (all) 25%, damage 1D6 + db

Beak-stab (falcon-head) 30%, damage 1D4

Beak-stab (ibis-head) 25%, damage 1D3

Bite (ass-head) 35%, damage 1D8

Bite (cheetah-head, lion-head) 40%, damage 1D10

Bite (crocodile-head) 35%, damage 1D10 + db

Bite (hippopotamus-head) 35%, damage 1D10

Bite (jackal-head, hyena-head) 40%, damage 1D6

Bite (snake-head) 35%, damage 1D3 + POT 10 poison

Gore (bull-head) 35%, damage 2D6 + db

Gore (ram-head) 35%, damage 1D6 + db

Armor: 2 point skin.

Spells: none.

Sanity Loss: 0/1D8 Sanity points to see the children of the Sphinx.

TOMB-HERD, Lesser Servitor Race. *Horrible white, gelatinous shapes flopped across the landscape toward the forefront of the scene . . . and as in a dream saw those frightful shapes move upon the statues nearby, and watched the outlines of those statues blur and then begin to move. Then swiftly, one of those dreadful beings rolled and flopped toward me. I felt something cold as ice touch my ankle.—Ramsey Campbell, “The Church in High Street”.*

The tomb-herd have connections to Earth through certain tombs and crypts where they feed upon the extra-dimensional excrescences of the crypts' inhabitants, which are accessible to them on their home world. Special half-humanoid, half-crustacean statues are placed within certain tombs by the followers of Yog-Sothoth, to be used as host bodies by the tomb-herd on this plane.

Tomb-herd gates to this dimension are triggered by a living presence near the gateway in their tomb; the tomb-herd immediately enter the specially-prepared statues in the crypt to attack intruders and feast.

POSSESSION: if a statue is unavailable to a member of the herd it can attempt to possess a human in the tomb by touching him and winning a POW vs POW struggle on the Resistance Table. If overcome by the alien, the target needs a roll of POW or less on D100 or he passes out. Whether or not the victim passes out, the herd-member immediately uses the unfortunate “host” to feed in the tomb. A conscious host of one of these foul feasting creatures must make a SAN roll and loses 1D3/2D4 from participating in such a ghoulish repast. The feeding complete, the herd-member leaves its temporary host, returning to its home plane and leaving its victim otherwise unharmed.

From the Journals of Sir Hansen Poplan

SEVERN VALLEY (CONT.)—
Continuing Sir Hansen Poplan's
description of the Severn Valley.
See also page 26.

Goatswood is a particularly
notable town in the Severn
Valley, but I have already writ-
ten of it. See page 42.

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

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

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

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

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

Also see **GOATSWOOD**.

SPACE FOLDING: a unique ability of the tomb-herd is their ability to fold or disarrange space in small regions (this can be done only while the herd-member is in its natural, insubstantial form). This warping of space acts like an involuntary Gate spell and drains one SAN and one magic point from anyone passing through the disarranged area. This unusual attack is directed at a specific individual, and can be avoided only if the target can successfully roll his POW or less on D100. It costs a herd-member one magic point for each folding of space it does; this need be done but once per victim, who continues to experience the warping until he can roll his POW or less on D100. This Gate-like disarranging usually has a range of less than 5 miles. The tomb-herd use this power to repeatedly return a victim to their tomb or similar location; sometimes they merely keep a victim within the town or area in which the aliens were encountered. Large groups of victims are usually separated so that they can be tormented individually; while some of the tomb-herd are bewildering their enemies in this manner, others alert their human allies to the presence of intruders.



A TOMB-HERD MEMBER

THE STATUES: when not occupied by the herd, the special statues have hit points equal to their SIZ, plus three points of armor; impaling weapons do only half damage to unoccupied statues. The tomb-herd automatically cross into their home dimension if their statues are tampered with.

TOMB-HERD, Lurkers at the Threshold

char.	rolls (statue form)	averages (statue form)
STR	N/A (2D6+6)	N/A (13)
CON	3D6	10-11
SIZ	1D6 (2D6+6)	3-4 (13)
INT	3D6	10-11
POW	3D6+6	16-17
DEX	3D6 (2D6)	10-11 (7)
Move	10 (6)	HP 7 (11-12)

Av. Damage Bonus (statue form only): +1D4.

Weapons: none, usually. In statue form the herd may grapple or make other physical attacks. The herd-members' statue forms have their STR+DEX% chance to attack. Damage from a statue-form's attack equals the creature's damage bonus.

Armor: in natural tomb-herd form, the herd is immune to all damage inflicted by non-enchanted physical weapons. Magic, fire, and acid do normal damage to the insubstantial herd-form. In statue form they take normal damage; however they then also have 3

points of armor.

Spells: normally none.

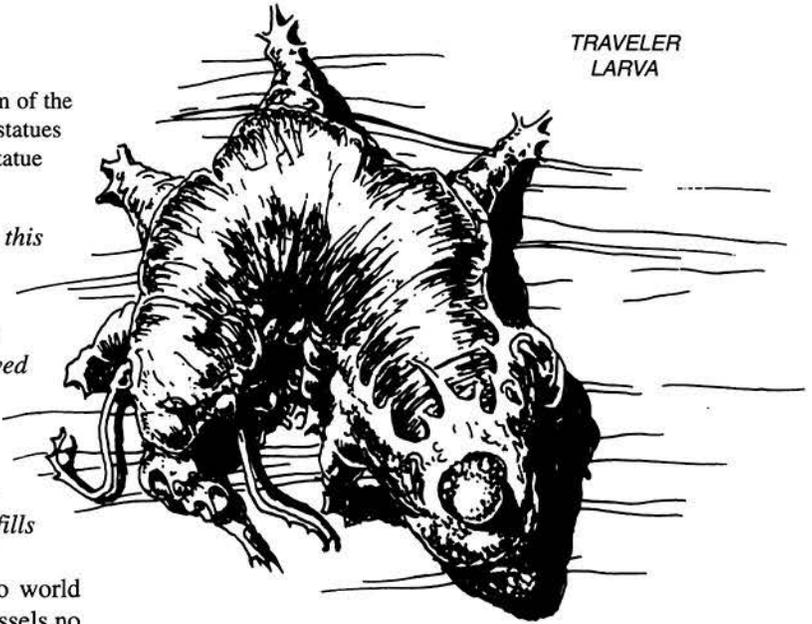
Sanity Loss: 0/1D6 Sanity points to see the natural form of the tomb-herd, 0/1D3 Sanity point loss for the uninhabited statues used by the herd, and 1/1D6 Sanity point loss to see a statue in use.

TRAVELERS, Lesser Independent Race. *In this form we have inhabited the densest brain-webs of three hundred races, lain intricately snug within them like thriving vine on trelliswork. We've looked out from too many variously windowed masks to regret our own vestigial senses. . . . Far better to slip on as we do, whole living beings and wear at once all of their limbs and organs, memories and powers—wear all as tightly congruent to our wills as a glove it to the hand that fills it.—Michael Shea, "The Autopsy."*

Travelers in larval form migrate from world to world through the depths of space in small, translucent vessels no larger than basketballs. To avoid detection the travelers steer their ships to planetary surfaces within the cover of meteor showers. The alien parasites can destroy their ships if they suspect detection: the explosion caused by the auto-destruct system of a traveler's ship is powerful enough to level a city block. Anyone within five yards suffers 10D6 damage; anyone with six to ten yards suffers 8D6 damage; those eleven to fifteen yards away suffer 6D6 damage, etc. A traveler stays hidden until it can invade the body of a suitable host. In doing this, it savors each moment of pain and horror it inflicts, patiently stalking a host, then taunting and torturing the trapped consciousness.

There are four stages in the life of this alien parasite. Only the larval form is capable of any movement beyond sluggish oozing. A larvae is equipped with crude appendages and grasping hooks used to secure itself once it has found a host. A traveler enters the host body through the mouth, usually of sleeping or otherwise immobile victims. Once inside, the larvae develops through three instars, growing in power. During these transformations the traveler changes from wormish larvae to a compact brain-like entity pulsing at the nexus of a network of whiplike filaments. These filaments interface with the host's normal nerve paths. After three days of development, the invading traveler has full control of its host.

ATTACKS: when attacking, a mature traveler whips a nerve tendril from the mouth or other orifice of its host's body. The touch of this tendril exudes a powerful neuro-anaesthetic. If the alien's neuro-anaesthetic of POT 7D6 overcomes the target, he is paralyzed for D100-CON minutes. A second filament is extended into a paralyzed victim's heart so that the parasite can feed on the blood. A traveler feeds its host body on the flesh of its bloodless victim, often storing corpses and returning to them over a period of weeks to feed the host on the decayed meat. Travelers can animate corpses by inserting filaments into the brain to awaken dead memories. The parasites can also manipulate their host's body even if the host is killed, giv-



TRAVELER
LARVA

ing the creature a chance to find a new host. These special filament attacks are not possible until a traveler has reached maturity.

TRAVELER LARVAE, Parasitic Aliens

char.	rolls	averages
STR	1	1
CON	2D6	7
SIZ	1	1
INT	5D6	17-18
POW	2D6	7
DEX	1D6	3-4
Move	6	HP 4

Av. Damage Bonus: N/A.

Weapon: none at this stage.

Armor: none but larval travelers regenerate 1D6 hit points per round until dead.

Spells: none.

Sanity Loss: 0/1D3 Sanity points to see a larval traveler.

TRAVELER FULL ADULT, Parasitic Aliens

char.	rolls	averages
STR	1	1
CON	7D6	24-25
SIZ	1D2	1-2
INT	8D6	28
POW	5D6	17-18
DEX	5D6+1	18-19
Move	1	HP 13

Av. Damage Bonus: N/A.

Weapon: Filament Whip 80%, damage paralysis for D100-CON minutes if overcome by 7D6 POT neuro-anaesthetic discharge

Armor: none, but adult travelers regenerate 1D10 hit points per round until dead.

Spells: none.

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

From the Journals of Sir Hansen Poplan

FACTS TO THE GREAT OLD ONES AND OUTER GODS—

For the most part the Great Old Ones and Outer Gods lie imprisoned, unable to affect the world except by their thoughts and dreams. On occasion, however, a human is foolish enough to summon one of these imprisoned gods from its dark prison.

For some reason bargains seem to have a particular power over many of the Great Old Ones and Outer Gods. Perhaps they are unable to bring their full powers to bear without the consent of the target. Perhaps they in turn are bound by some ancient promise to even older gods. Perhaps they simply consider it an amusing game. In any case, the dark gods seem prepared to offer pacts to their summoners when called forth and they typically follow the rules of these pacts to the letter.

Hastur is the best known example. In return for certain favors—often related to Mythos knowledge or artifacts from far-away stars—he asks that one “afford a haven for Him Who is not to be Named.” Hastur takes as a haven the body of he who made the promise, and so an Unspeakable Possessor is born.

Nyarlathep is well known for offering pacts in many of his aspects. As the Black Man he takes people to the court of Azathoth so that they may sign the *Book of Azathoth*. This costs the signer no less than his soul. In return he gets certain magical powers or spells, to better rule in this world.

Tsathoggua has been known to bargain too, but he typically takes a more utilitarian approach. In return for letting a bargainer live, he demands some payment.

There are, without a doubt, many dark gods which do not offer bargains, simply taking what they want; there are also many who will offer mortals pacts. The rewards—wealth, power, perhaps even immortality—can be hard to ignore.

TRAVELER LIFE CYCLE

	1st larvae	2nd instar	3rd instar	full adult
STR	1	1	1	1
CON	2D6	4D6	6D6	7D6
SIZ	1	1	1	1D2
INT	5D6	6D6	7D6	8D6
POW	2D6	3D6	4D6	5D6
DEX	1D6	1D6+1	2D6+1	5D6+1
MOVE	6	1	1	1
Av HP	4	7-8	11	13
Av DB	N/A	N/A	N/A	N/A
Armor	none	none	none	none
HP Regen	1D6	1D6+1	1D8	1D10
SAN Loss	0/1D3	0/1D4	0/1D4	0/1D6

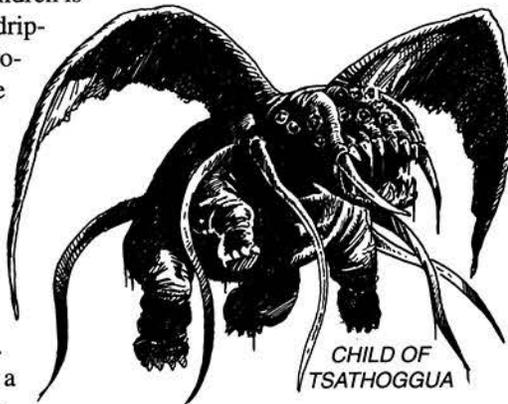
TSATHOGGUA, CHILDREN OF, Greater Servitor Race. *I heard from within a hideous high-pitched tittering and then the disgusting squashy sound as if a great, jelly-like bulk was being forced through the window. I could have sworn I heard a faint swish of gigantic wings. . . . A foul, unspeakable slime smeared the window-sill, and in the center of the room lay [a victim], his head crushed and flattened and on the red ruin of skull and face, the plain print of an enormous hoof.—Robert E. Howard, “The Thing on the Roof”.*

The children of Tsathoggua are enormous, bloated, greasy toad-things. They possess four or more thick legs terminating in mastodonic hooves, dozens of tentacles, and a pair of huge, tattered, membranous wings which sprout from their slimy backs. Curving fangs extend from bony ridges in a wide mouth, and their numerous unblinking, throbbing eyes are milky white. The stinking, blubbery hide of Tsathoggua’s servant children is ebony black and covered in dripping slime. These entities produce an unnerving, child-like tittering.

Children of Tsathoggua dwell in caverns and temples where their alien sire is worshiped. They represent the Great Old One’s presence by accepting sacrifices and worship, and acting as guardians. Anyone removing an item from a temple of Tsathoggua, or otherwise angering the slothful Great Old One, is tracked down and killed by one of its children. Purloined items are retrieved by the servant children and returned to their proper places in the nighted realms of Tsathoggua.

Tsathoggua’s children came from Saturn with him and are innumerable old. Some of them were worshiped as gods themselves by early man. Although connected to the formless spawn of Tsathoggua through their association and servitude to the Great Old One, the children of Tsathoggua and the formless spawn are distinctly separate races. These toad-like, winged beings may also be connected in some way with the minor Great Old One known as Gol-goroth (page 75). Some early sources may have even confused these entities with Gol-goroth, particularly in one instance where a toad-like horror speculatively identified as Gol-goroth was reported to have been killed by a group of men. The Great Old One Ossadagowah also appears to be somehow connected to this monstrous race, and may be one of their kind grown to hideous proportions.

The Great Old One *Tsathoggua* is described in the *Call of Cthulhu* rules,



pages 172-173.

ATTACKS: in combat, children of Tsathoggua use their mass of tentacles to crush opponents, bite with their broad, fanged mouth, or trample a victim beneath their massive hooves. A child of Tsathoggua may attack with 2D6 tentacles and a single bite or with a single trample each round.

CHILDREN OF TSATHOGGUA, Relentless Guardians

char.	rolls	averages
STR	4D6+6	20
CON	3D6+6	16-17
SIZ	4D6+18	32
INT	2D6+6	13
POW	3D6+6	16-17
DEX	3D6	10-11
Move	7/10 flying	HP 24-25

Av. Damage Bonus: +2D6.

Weapons: 2D6 Tentacles 45%, damage db
Trample 35%, damage 2D10 + db
Bite 25%, damage 1D6

Armor: because of the mucous-like makeup of their bodies, children of Tsathoggua suffer minimum possible damage from physical, non-enchanted weapons. Fire, chemicals, electricity, and spells and enchanted weapons harm them normally.

Spells: all children of Tsathoggua know the Contact Tsathoggua, Call Ossadagowah, and Contact Formless Spawn spells. These entities may know 1D6 other spells as well if their INT or less is rolled on D100.

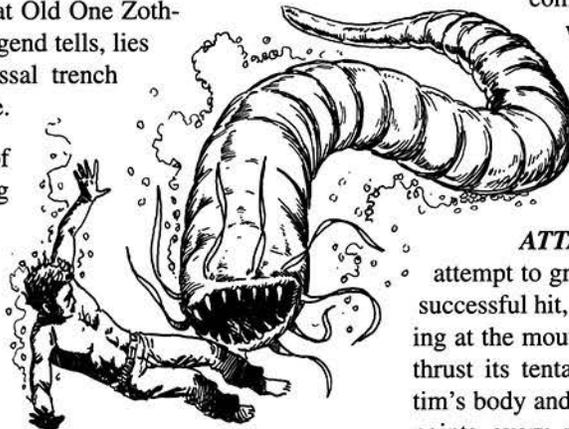
Sanity Loss: 1D2/1D10 Sanity points to see a child of Tsathoggua.

UBB, Unique Entity (Yugg Greater Servitor). The Father of Worms . . . even undying and putrescent Ubb, leader and progenitor of the dreaded Yuggya—the Burrowers Beneath—the loathly and prehuman servitors of [Ythogtha], who squirm and slither in the slimes about His feet.—Lin Carter, “Out of the Ages”.

Ubb, like its fellow yuggs, is a large aquatic, chthonian-like entity, pale gray and slug-like with a large sucker-mouth full of horn-like teeth and ringed with tentacles.

Ubb dwells in the cold fastness of the Pacific Ocean with the rest of its race. The yuggs are said to guard their god, the Great Old One Zoth-Ommog, whose tomb, legend tells, lies at the bottom of a abyssal trench near the island of Ponape.

ATTACKS: the Father of Worms attacks by biting and holding on, sucking body fluids from its victim at the rate of 2D10 points of STR per round. Ubb continues to hold on and drain fluids until its victim is dead or Ubb has



FATHER UBB

been driven off somehow. Victims who survive Ubb's attack regenerate STR at a rate of one point per week of bedrest. Ubb may also crush victims beneath its bulk by rearing up its front end and crashing down on them. Ubb's crush attack covers an area eight yards in diameter. This entity can destroy piers and swamp small boats this way.

UBB, The Father of Worms

STR 51	CON 33	SIZ 49	INT 19	POW 25
DEX 10	Move 2/8 swimming			HP 41

Damage Bonus: +5D6.

Weapons: Bite 75%, damage 2D6 + 2D10 STR drain
Crush 65%, damage 5D6

Armor: 8 points of thick, rubbery hide.

Spells: Contact Yuggs, Contact Zoth-Ommog, and any other as desired by the keeper.

Sanity Loss: 1/1D8 Sanity points to see Ubb.

UNSPEAKABLE POSSESSORS, Lesser Servitor Race. *And certainly they saw the thing that came crying out at us from the sinking ruins behind, the distorted caricature of a human being, with its eyes sunk to invisibility in thick masses of scaly flesh, the thing that flailed its arms bonelessly at us like the appendages of an octopus.—August Derleth, “The Return of Hastur”.*

Unspeakable possessors are creatures created by Hastur when it collects on a binding oath (known as the Unspeakable Promise) made to it by a human. Eventually Hastur possesses all who make the Unspeakable Promise. When it happens, the mind of the Great Old One takes over and transforms the victim's body. The body must still be alive (if the victim is dead, the transformation begins anyway, but stops after a few hours). If the caster of the Unspeakable Promise is deceased, Hastur possesses his or her nearest blood relative instead, after a delay of 1D6 days. The victim's skin takes on a gray-green, scaly texture, the body becomes a bloated parody of a humanoid shape, and the limbs become boneless and fluid.

Once possessed, the resulting thing is usually content to wreak whatever havoc is deemed most vital, often merely killing and devouring.

As with most Hastur-related spells, the hideous product is affected by the position of Aldebaran and collapses comatose at Aldebaran's setting or at sunrise, whichever comes first, losing 1D20 from STR and SIZ. If either statistic is ever brought to zero or less, the unspeakable possessor dies and dissolves. If it survives, the creature wakes again the next time the sun is down and Aldebaran rises.

ATTACKS: in combat the Hastur-thing may attempt to grasp its victim with its tentacular arms. On a successful hit, the target dies instantly and painfully, foaming at the mouth and ears. The creature may opt instead to thrust its tentacle-like, jaw-tipped fingers inside the victim's body and suck out the body fluids, draining 1D10 hit points every round until the victim dies. All hit points drained are divided between the monster's STR and SIZ in

From the Journals of Sir Hansen Poplan

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

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

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

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

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

See also **Hyperborea, Land of** (page 28).

whatever ratio the creature desires. The more victims the Hastur-thing takes, the larger it grows. If it does not take enough victims each night, eventually the 1D20 loss at sunrise causes the creature's dissolution.

UNSPEAKABLE POSSESSORS, Servants of Hastur

char.	rolls	averages
STR	former x2	21*
CON	former x3	31-32
SIZ	former x1.5	19-20*
INT	15	15
POW	35	35
DEX	former	10-11
Move 8		HP 25-26*

*These are the unspeakable possessor's original statistics, which increase each time it feeds on victims, and decreases with the setting of Aldebaran or the rise of the sun.

Av. Damage Bonus: +2D6*.

Weapon: Touch 85%, damage is death or drains 1D10 hit points per round

Armor: 6 points of scales and rubbery flesh.

Spells: any known before the transformation from human into an unspeakable possessor.

Sanity Loss: 1/1D6 Sanity points to see an unspeakable possessor.



VOORMIS, Lesser Independent Race. They stood only half-erect, and their shaggy heads were about his thighs and hips, snarling and snapping like dogs; and they clawed him with hook-shaped nails.—Clark Ashton Smith, "The Seven Geases".

The voormis are a race of primitive dog-like humanoids that dwell in deep, dark caverns. Normally nocturnal, these creatures are savage, cunning hunters who fiercely defend their mates and offspring. These brutes know no fear and the females are even more savage than the males. The voormis worship the Great Old One Tsathoggua.

Although the voormis are mostly extinct today a few isolated tribes may still exist in the northern hemisphere. These creatures are thought to be the ancestors of the sasquatch.

VOORMIS, Savage Humanoids

char.	rolls	averages
STR	2D6+8	15
CON	3D6	10-11
SIZ	2D6+3	10
INT	1D4+6	8-9
POW	3D6	10-11
DEX	3D6	10-11
Move 8		HP 10-11

Av. Damage Bonus: +1D4.

Weapons: Claws 30%, 1D6+db
Bite 30%, 1D4

Armor: none.

Spells: if a voormi's INT x1 or less is rolled on D100, it knows 1D3 spells: Contact Tsathoggua and Contact Formless Spawn of

Tsathoggua are spells commonly known by voormis.

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

VOORMIS



VOORS, Lesser Independent Race. *A writhing mound of bleached and glistening white bodies, beslimed and pulpy as putrescent worms. Yet they were not worms, no, not with those swollen and infantile heads, those bloated and hairless limbs . . . the puffy embryonic faces atop those squirming naked shapes bore no slightest vestige of eyes, naught but smooth pulpy swellings, nostril-slits, and wet, working sphincter-like mouths.*—Lin Carter, “The Secret in the Parchment”.

The voors were a powerful and prosperous race pre-dating humankind. They built cities in the pre-glacial times and worshiped dark and nameless gods. With the coming of the Hyperboreans and the rise of mankind, the voors were driven underground into the darkness of caves and caverns. Eventually the dwarfish race was all but forgotten, though cryptic bits of their civilization were occasionally unearthed. After generations of living in the lightless worlds beneath the earth, the voors became blind, albino creatures, hunting and surviving by sound and smell.

Today the voors may be nearly extinct. At the very least they have moved deeper into the bowels of the earth to escape detection. The voorish folk still worship their dark gods, including perhaps Tsathoggua, Abhoth, Atlach-Nacha, Ubbo-Sathla, and other primordial, subterranean entities of power.

Voors are encountered in large groups, and they attack by swarming victims, biting and clawing at them blindly. The voors are attracted by sound and smell. Although the brightness of the sun would most certainly inflict great harm upon a vooor, they are not normally injured by artificial light.

VOORS, Subterranean Dwarves

char.	rolls	averages
STR	3D3	6
CON	3D6	10-11
SIZ	2D3+3	7
INT	3D6	10-11
POW	3D6	10-11
DEX	2D6+6	13
Move 8		HP 8-9

Av. Damage Bonus: N/A.

Weapons: Claws 30%, damage 1D3

Bite 25%, damage 1D2

Armor: none.

Spells: none normally, but if a vooor can roll its INT or less on D100 it knows 2D3 spells.

Skills: Listen 95%, Track by Scent 75%.

Sanity Loss: 0/1D4 Sanity points to see the voors.



WENDIGO, Lesser Servitor Race. *He found no difficulty in following the tracks for the first few miles. The stride soon began to increase in length, till it finally assumed proportions that seemed absolutely impossible for any ordinary animal to have made. Like huge flying leaps they became. The feet that printed the surface of the snow thus far had now, apparently, left the ground! . . . The face was more animal than human, the features drawn about into wrong proportions, the skin loose and hanging.*—Algernon Blackwood, “The Wendigo”.

The wendigo are a savage race of hoofed or footless humanoids who worship Ithaqua in the cold northern regions. Feeding on humans and other live prey, they occasionally capture hunters or trappers for Ithaqua to transform into new wendigo. Wendigo have the ability to run through the air and often accompany the Great Old One as he races through the icy night sky.

The wendigo may attack with a claw and a bite each round.

A bitten victim must receive a successful POW x5 roll or become struck with an absolute, chilling terror. Anyone so terrified immediately drops everything and flees the area. This icy terror lasts for 100 minutes minus the victim’s current Sanity points. A successful Psychoanalysis roll quells the fear immediately.

WENDIGO, Savage Beasts of the Cold Wastes

char.	rolls	averages
STR	3D6+6	16-17
CON	3D6+6	16-17
SIZ	2D6+10	17
INT	3D6	10-11
POW	3D6	10-11
DEX	2D6+10	17
Move 8/90 flying		HP 16-17

Av. Damage Bonus: +1D6.

WENDIGO



From the Journals of Sir Hansen Poplan

VISIONS FROM YADDITH—It was while researching the legends of Xoth that I first came across the tales of the lost planet of Yaddith.

My best source on Yaddith was a small set of poems called *Visions from Yaddith* (which also mentioned Xoth, ever so peripherally, hence my interest), but I have also been able to consult the journal of one Hareton Paine as well as a few fragments from the legendary *Tablets of Nhing*.

Yaddith lies between five multi-colored suns, but it is closest to one that we of Earth know as Deneb. Deneb is one of the brightest stars in our sky despite being some 1,400 light years away. It is in the constellation of Cygnus, and its name is Arabic for "tail."

The tale of Yaddith as recounted in *Visions from Yaddith* is one of tragedy. It speaks of the Outer God Shub-Niggurath and how she was worshiped by two peoples on Yaddith: the nug-soth, or Yaddithians, who lived on the surface, and the dholes who dwelled under the ground. The two races were locked in war, with the dholes eating away at the very planet that the Yaddithians tried to dwell upon.

The Yaddithians scoured the twenty-eight galaxies in their light-beam envelopes, attempting to fight a cure for the dhole scourge, but they were ultimately unsuccessful. The dholes destroyed Yaddith, the Yaddithians fled, and afterward the dholes continued to hunt the Yaddithians across the whole universe.

Whether fugitive Yaddithians have ever come to Earth I cannot say, but I would fear such a visitation, for the dholes would be haunting their dreams.

Still, we can only wonder at what such a visitation could mean. With light-beam envelopes and the chance to fly between the stars, to visit Elysia and Aldebaran alike, surely the universe would be ours.

Weapons: Claw 30%, damage 1D8 + db

Bite 25%, damage 1D4 + terror

Armor: 6 points of thick hide. Piercing a wendigo's heart with something hot instantly kills it. To strike a wendigo's heart the investigator must roll 10% of his or her attack skill.

Spells: a wendigo knows 1D3 spells if its INT x5 or less is rolled on D100. Spells are usually those concerning Ithaqua or other elemental forces native to the northern part of the world.

Skills: Hide 75%, Sneak 55%, Track 75%.

Sanity Loss: 0/1D6 Sanity points to see a wendigo; 0/1D2 Sanity points for hearing the eerie howl of these creatures.

WORM THAT WALKS, THE, Unique Entity. *Where broods alone in hideous state / A spirit dead and desolate; / A spirit ancient and unholy, / Heavy with fearsome melancholy.*—H.P. Lovecraft, "The Nightmare Lake".

The Worm that Walks is a loathsome being that looks like a human corpse decayed into tones of green, black, and blue, with dripping pieces of putrefying flesh hanging from it. Prodigious claws or talons dangle from this apparition's fingers and from the undead monster's eye sockets stare lidless, bare eyeballs.

The Worm that Walks has the ability to cloak its body with the appearance of a normal human for brief periods of time. Reading its intended victim's mind, the thing may take on the shape of someone trusted by him. The Worm masquerades as a normal human to get close to its victims and can not fully manifest itself until it has siphoned off a portion of their magic points.



THE WORM THAT WALKS

PSYCHIC DRAIN: the Worm is a blood-lusting horror. The creature must, however, have a psychic link to its victim. The thing creates this psychic link with its target by overcoming his or her POW with its own on the Resistance Table. Once it has overcome its target's POW with its own, the Worm that Walks immediately drains six magic points from the victim. These stolen magic points are used by the creature to fully manifest itself. Until it has gotten some of its intended victim's magic points it can not appear in its true form, but instead appears as a normal human. The Worm that Walks can glut its appetite for blood only when it is fully manifested in its true form. The creature may visit its intended victim several times, its hideousness cloaked and disguised until it has managed to overcome the target's POW.

Once the Worm has formed the psychic link with a victim and has drained off a portion of their magic points it does not flee or try to escape confrontation. It instead fights and slays as many as it can. Only after killing its victim does it vanish back to its alien dimension.

OTHER ATTACKS: the Worm that Walks attacks twice each round with its great claws, rending a victim to bits. In its false forms it can cause any bullets or other weapons to pass through its immaterial manifestations, leaving the creature unharmed; it can not be harmed by material weapons except when in its true form. In that form firearms are still useless, doing no damage, although all other types of weapons inflict normal damage to the thing. If the Worm that Walks is slain, its essence escapes back to its plane, where it reforms. The physical body left behind looks like nothing more than a horribly decayed human corpse with long, cracked fingernails.

THE WORM THAT WALKS, Putrefied Horror

STR 16 CON 15 SIZ 11 INT 12 POW 11
DEX 15 Move 8 HP 13

Damage Bonus: N/A.

Weapon: Claws 50%, damage 1D6.

Armor: none, but the Worm that Walks can only be harmed when in its true form and then only by non-firearm weapons.

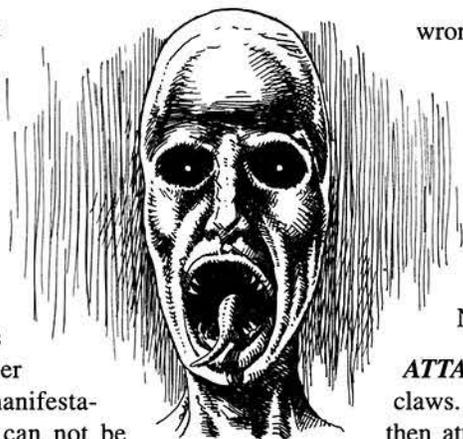
Spells: none.

Sanity Loss: 0/1D10 Sanity points to see the true form of the Worm that Walks.

XO TL'MI-GO, Lesser Independent Race. *I saw, dimly in the streetlight, the empty craters where its eyes had been—empty but for two red dots, like tiny beads—and the gaping red ring of its mouth, like the sucker of some undersea creature. The face was alien and cold, without human expression, yet I swear that those eyes regarded me with utter malevolence—and that they recognized me. . . . I struggled to rise, and felt . . . the touch of naked limbs, smooth, rubbery flesh, hands that scuttled over me like starfish.*—T.E.D. Klein, “Children of the Kingdom”.

The xo tl'mi-go are gangly humanoids with pale, slick skin, webbed hands, and tapeworm-like heads. They dwell beneath the ground in tunnels, burrows, and caverns, only venturing out during times of darkness. They are an aggressive, pitiless race driven to attack and impregnate human women, even though they possess no reproductive organs. Male xo tl'mi-go produce semen through a strange masturbatory activity and then manually insert the reproductive fluid into a human female. An aroma of sour milk and a peculiar snoring sound are indicative of their rape attacks. Female xo tl'mi-go appear to be sexually barren.

The Chibcha Indians of South America believe the xo tl'mi-go to be “children of God”, but children God made



A XO TL'MI-GO

wrong. Their legends explain xo tl'mi-go eyelessness and barrenness as curses from God for their vicious pillaging and assaults. Others claim the race are devils; still others say that they are a lost tribe of man. Connections between the xo tl'mi-go and the subterranean peoples of K'n-yan, Yoth, and N'kai have been inferred.

ATTACK: xo tl'mi-go attack with their claws. If successful, the xo tl'mi-go may then attempt to bite the victim with their hooked teeth. They normally attack and pillage in groups of two to ten, or more. They may also employ clubs or edged weapons.

XO TL'MI-GO, the Children of the Kingdom

char.	rolls	averages
STR	2D6+8	15
CON	3D6+6	16-17
SIZ	2D6+6	13
INT	3D6	10-11
POW	2D6+3	10
DEX	3D6	10-11
Move 9		HP 14-15

Av. Damage Bonus: +1D4.

Weapons: Claws 30%, damage 1D6 + db
Bite 25% when holding with claws, damage 1D6

Armor: 1 point of rubbery skin.

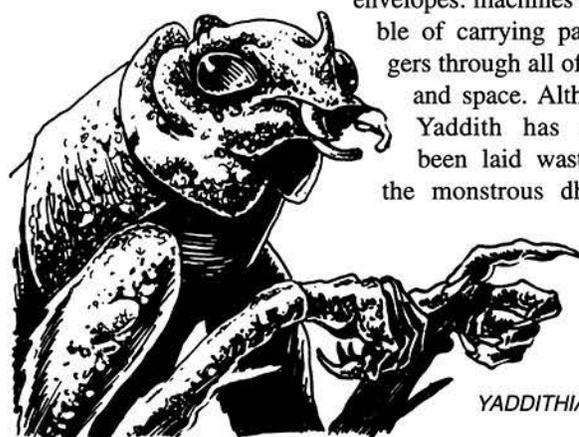
Spells: none, normally.

Skills: Hide 70%, Jump 55%, Listen 75%, Sneak 80%.

Sanity Loss: 0/1D6 Sanity points for seeing the xo tl'mi-go.

YADDITH, DENIZENS OF, Lesser Independent Race. *Throngs of clawed, snouted beings . . . rugose, partly squamous, and curiously articulated in a fashion mainly insect-like yet not without a caricaturish resemblance to the human outline.*—H.P. Lovecraft and E. Hoffman Price, “Through the Gates of the Silver Key”.

The inhabitants of the planet Yaddith were a race of brilliant scientists and powerful wizards. Among the inventions of the Yaddithians were devices known as light-wave envelopes: machines capable of carrying passengers through all of time and space. Although Yaddith has since been laid waste by the monstrous dholes,



YADDITHIAN

From the Journals of Sir Hansen Poplan

TRANSFERENCE OF MINDS—I have written previously of past lives, and how we may actually exist serially from one life to the next. The whole question of what “we” are is much more complex than that, however. What if alien entities could pluck our consciousness from our body and host it within another? The question is not academic if the Winter-Hall translation of the *Eltdown Shards* is to be believed.

That document tells the story of a race known as the Yithians which is able reach across the bounds of not just space but time also and so switch minds with innocent victims that they have never met, never seen.

And, they are not alone, for there are also the Yekubians. Weaker than the Yithians, they are only able to swap minds across space, and even then they require their victim to be holding a special cube which they have manufactured.

However, while the Yithians are mostly harmless scientists, the Yekubians embody the conqueror worm, a race of warlords who wish to subjugate all that is. We may only be thankful that the Yekubians have showed themselves adversaries of the Yithians, and so hope that the one may hold back the other.

I have also found references to certain spells which may be used to swap minds. No doubt there are technological artifacts that might perform similarly.

Overall, this leaves us with two questions. First, where is the soul? If it can be swapped, not just through space but across all of time, where does it truly dwell?

Second, can you trust anyone? Who is to say that a time-traveling Yithian, a wormy Yekubian, or a blasphemous sorcerer does not look out from behind your neighbor's face? We must understand that malevolent plans live behind a hundred masks of normalcy.

some of the denizens of Yaddith escaped and may be encountered on Earth, in the Dreamlands, or in other times or places.

The Yaddithians attack with their claws or possibly with advanced weapons. All members of this race also know and utilize magic.

DENIZENS OF YADDITH, Alien Sorcerers

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

Av. Damage Bonus: +1D4.

Weapon: Claw 30%, damage 1D6 + db

Armor: 2 points of chitinous shell.

Spells: all denizens of Yaddith know 1D6+2 spells.

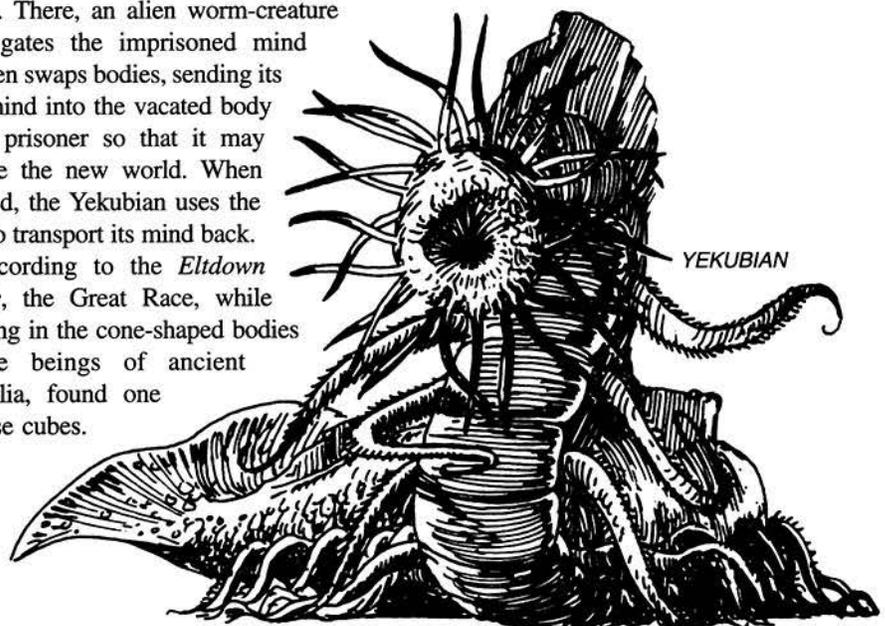
Sanity Loss: 0/1D6 Sanity points to see one of the denizens of Yaddith.

YEKUB, INHABITANTS OF, Lesser Independent Race. *It was a gigantic, pale-grey worm or centipede, as large around as a man and twice as long, with a disk-like, apparently eyeless, cilia-fringed head bearing a purple central orifice. It glided on its rear pairs of legs, with its fore part raised vertically—the legs, or at least two pairs of them, serving as arms. Along its spinal ridge was a curious purple comb, and a fan-shaped tail of some grey membrane ended its grotesque bulk. There was a ring of flexible red spikes around its neck, and from the twistings of these came clicking, twanging sounds in measured, deliberate rhythms.*—H.P. Lovecraft, A. Merritt, Robert E. Howard, C.L. Moore, and Frank Belknap Long, “The Challenge From Beyond”.

The worm-creatures from the planet Yekub are a race of interstellar invaders who have the ability to exchange minds with other creatures, similar to the Great Race of Yith. However, while the Great Race uses natural abilities, the Yekubians employ advanced alien technology. Strange, crystalline cubes roughly four inches square, with a cuneiform-inscribed disk embedded within them, are expelled randomly into space. Eventually falling to the surface of distant planets they attract the interest of any intelligent creatures who, upon looking into the cube, have their minds drawn into a machine on

Yekub. There, an alien worm-creature interrogates the imprisoned mind and then swaps bodies, sending its own mind into the vacated body of its prisoner so that it may explore the new world. When finished, the Yekubian uses the cube to transport its mind back.

According to the *Eltdown Shards*, the Great Race, while dwelling in the cone-shaped bodies of the beings of ancient Australia, found one of these cubes.



Upon discovering its nature they locked it safely away. When the Great Race abandoned that time period, the Yekubian cube was lost, probably left behind in the ruins of one of their cities. Other cubes may have fallen to Earth, as well.

Yekubian minds have difficulty controlling humans for very long. Within a matter of days or hours after the mental swap, the invading worm-creature begins to lose control as the human body unaccountably regresses to a bestial state. The uncontrolled human body ultimately destroys itself, killing the invading mind as well unless it manages to escape to another body or back to its alien world.

INHABITANTS OF YEKUB, Mental Invaders

char.	rolls	averages
STR	6D6+12	33
CON	4D6+10	24
SIZ	5D6+26	43-44
INT	4D6+6	20
POW	3D6+6	16-17
DEX	3D6+6	16-17
Move 9		HP 33-34

Av. Damage Bonus: +4D6.

Weapons: Tentacle 40%, damage is 1/2 damage bonus
Crush 35%, damage is damage bonus

Armor: 6 points of thick skin and blubber.

Spells: they rarely utilize magic but a given member has a chance equal to its INT or less on D100 to know 1D3 spells.

Sanity Loss: 0/1D8 Sanity points to see one of the inhabitants of Yekub.

Y'GOLONAC, CHILDREN OF, Lesser Servitor

Race. *And beyond the wall rises Y'gonolac to be served by the tattered eyeless figures of the dark.*

Long has he slept beyond the wall, and those which crawl over the bricks scuttle across his body never knowing it to be Y'gonolac.—Ramsey Campbell, "Cold Print".

The children of Y'gonolac appear as small, deformed, and eyeless humanoids. Cloaked in tattered rags, the children of Y'gonolac grope blindly about in the dark, mindlessly awaiting the day when their sire will be free to

walk the Earth once more.

Due to their blindness, the children of Y'gonolac have heightened hearing and sense of smell.

The Great Old One Y'gonolac is described in the *Call of Cthulhu* rules, pages 174-175.

ATTACKS: like the Great Old One, the disfigured children of Y'gonolac have mouths in the palms of their hands. These crippled figures may attack with

three bites per round: one for the mouths on each of their hands, plus the one on their face. When encountered in groups, these near-mindless creatures swarm over victims, attacking them in packs.

CHILDREN OF Y'GOLONAC, Tattered Eyeless Figures of the Dark

char.	rolls	averages
STR	2D6	7
CON	3D6	10-11
SIZ	2D4	5
INT	1D4	2-3
POW	2D6	7
DEX	3D6	10-11
Move 10		HP 7-8

Av. Damage Bonus: +0.

Weapon: Bite 30%, damage 1D2+db

Armor: none.

Spells: none.

Skills: Listen 80%, Scent 80%.

Sanity Loss: 0/1D4 Sanity points to see one of the children of Y'gonolac.

YOG-SOTHOTH, SONS OF, Greater Servitor Race.

Bigger'n a barn . . . all made of squirming ropes . . . hull thing sort o' shaped like a hen's egg bigger'n anything, with dozens o' legs like hogsheds that haff shut up when they step . . . nothin' solid about it—all like jelly, an' made o' sep'rit wrigglin' ropes pushed clost together . . . great bulgin' eyes all along the sides, big as stovepipes, an' all a-tossin' an' openin' an' shuttin' . . . all grey, with kinder blue or purple rings . . . an' Gawd in heaven—that haff face on top!—H. P. Lovecraft, "The Dunwich Horror".

The spawn of Yog-Sothoth are formed when the Outer God mates with a human, creating a hybrid creature. Because of the hybrid qualities of these creatures, no two are exactly alike. Some appear horrible and monstrous, while others may look mostly human, with perhaps but a few monstrous traits. All monstrous sons of Yog-Sothoth remain invisible except when feeding.

The half-breed spawn of the All-in-One grow rapidly and require great quantities of fresh, raw flesh to feed upon.

These creatures also have an insatiable hunger for knowledge of the Cthulhu Mythos and greedily obtain and study all Mythos tomes they can, eagerly learning spells and researching ways in which their sire may be brought into the world of men.

The most famous sons of Yog-Sothoth are the unfortunate Wilbur Whateley and his monstrous brother, who are described in *Call of Cthulhu*, pages 189-190.

Also see *Yog-Sothoth*, in *Call of Cthulhu*, page 176.

A MONSTROUS SON
OF YOG-SOTHOTH

CHILD OF
Y'GOLONAC



From the Journals of Sir Hansen Poplan

YUGGS—They are perhaps one of the most overlooked of the Mythos races. They dwell deep beneath the sea. They do not have the humanoid characteristics that make ghouls and deep ones so terrifying, and so we do not see ourselves reflected in them. Still, we must not ignore the yuggs, for they are fearsome, and their plots are dark and dangerous. What follows is drawn primarily from the *Ponape Scriptures* and the *Zanthu Tablets*.

The yuggs are a race of worm-like beings that seem to be extraterrestrial in origin, having descended from stars with Cthulhu and his kin. They may very well be the native inhabitants of a planet circling the star Xoth.

The beast named Ubb is said to be their leader and progenitor. He lives in the Abyss of Yhe with Ythogtha, but may be called up with the Xothic Key. He also seems to have the ability to roam freely, traversing both the seas and the lands of the Earth.

The yuggs serve two Great Old Ones, Ythogtha and Zoth-Ommog. Ythogtha is imprisoned in the Abyss of Yhe, and Zoth-Ommog in a deep near the Isle of the Sacred Stone Cities, both in the Pacific, not far from R'lyeh. The main goal of the yuggs is said to be the freeing of these two gods.

On occasion the yuggs have worked with human cultists toward their ends. They accept the "Red Offering" from their cultists, which is to say human sacrifice in the name of their dark gods.

It is disturbing to note that yuggs seem able to breed with half-breed deep ones, perhaps marking some yugg influence in the evolution of the deep ones on Earth. The result are the yuggya, humanoid shapeshifters with utterly alien minds. The yuggya are even more dangerous than their worm-like progenitors.

SONS OF YOG-SOTHOTH, Progeny of an Outer God

char.	rolls (human sons)	averages (human sons)
STR	2D6 x5 (3D6+12)	35 (22-23)
CON	2D6 x5 (2D6 x5)	35 (35)
SIZ	4D6+30 (2D6+6)	44 (13)
INT	6D6 (6D6)	21 (21)
POW	6D6 (6D6)	21 (21)
DEX	3D6+6 (3D6)	16-17 (10-11)
APP	N/A (3D6)	N/A (10-11)
Move	10 (8)	HP 39-40 (24)

Av. Damage Bonus: +4D6 (+1D6).

Weapons: Grasp and Suck* 100%, damage 1D6 hit points lost to crushing every round, plus loss of 1D10 hit points of blood drain every round after the first.

Fist** 75%, damage 1D3 + db

* *monstrous sons only*

** *human sons only*

Armor: none, but monstrous sons cannot be harmed by physical weapons. Enchanted weapons do minimum damage. These creatures are susceptible to magic. They remain invisible except when feeding. Human sons may be harmed as normal humans.

Spells: all sons of Yog-Sothoth know a number of spells equal to the creature's INT.

Sanity Loss: when invisible, monstrous sons cost 1/1D8 Sanity points; when visible 1D8/3D10 Sanity points. 0/1D2 Sanity points for human sons with only minor monstrous mutations; 1/1D6 Sanity points for more horrible human sons of Yog-Sothoth.

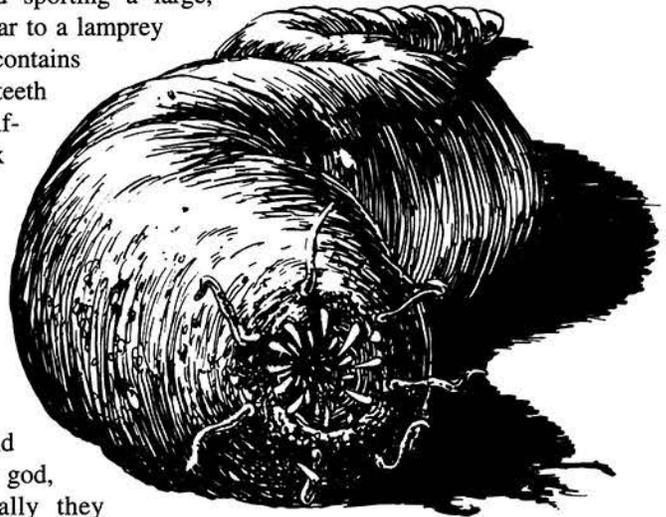
YUGGS, Lesser Servitor Race. *It . . . told a nightmarish and rambling story of a fleet of fishing boats manned by Ponape natives caught in a thick fog off the island and attacked by monstrous and horrible sea-slugs, swollen to fantastic proportions, which slithered into the boats in some cases, catching the native fishermen in their mouths and dragging them over the side.*—Lin Carter, "Out of the Ages".

These are large, pale gray worm or slug-like creatures up to four feet in diameter and twelve or more feet in length. Resembling chthonians, they lack the long anterior tentacles, instead sporting a large, round sucker-mouth similar to a lamprey or hagfish. The mouth contains several rows of hornlike teeth and is surrounded by a half-dozen small tentacles six inches to two feet in length. Like snails, they leave stinking trails of slime behind them.

Yuggs dwell almost exclusively in the depths of the Pacific Ocean, near the island of Ponape where a deep trench is said to hold the tomb of their god, Zoth-Ommog. Occasionally they are encountered elsewhere, usually in locations where Zoth-Ommog is worshiped.

Some sources claim that the yuggya have a high-priest called Ubb, a yugg of enormous size and power (see *Ubb*, page 49).

ATTACKS: a yugg bites and holds on, sucking fluids from its victim at the rate of 2D4 points of STR per round until dead, or until the yugg is killed or driven off. If saved before death a victim's STR returns at a rate of one point per week of rest.



YUGG

YUGGS, The Slug-Servants of Zoth-Ommog

char.	rolls	averages
STR	7D6	24-25
CON	3D6+6	16-17
SIZ	8D6	28
INT	3D6	10-11
POW	4D6	14
DEX	2D6	7

Move 2/6 swimming HP 22-23

Av. Damage Bonus: +2D6.

Weapon: Bite 40%, damage is db + 2D4 STR Drain

Armor: 3 points of rubbery hide.

Spells: on a roll of INT or less on D100, a yugg knows 1D3 spells, usually dealing with Zoth-Ommog and other aquatic horrors.

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

ZOTH SYRA, Unique Entity. *And reigning beside the indescribably evil beauty, Zoth Syra, he became conscious of a ceaseless murmuring of restless voices that echoes sibilantly in the song of his Queen.*—C. Hall Thompson, “The Spawn of the Green Abyss”.

Zoth Syra is the ruler of the aquatic societies of the spawn of the Green Abyss (see *Green Abyss, Spawn of the*, page 26). Like its subjects, Zoth Syra is a mass of bluish slime with various and shifting features, limbs, and sensory organs.



ZOTH SYRA

ATTACKS: Zoth Syra's song captivates and hypnotizes hearers. The loser of a POW vs. POW struggle against Zoth Syra becomes her utter slave, obeying her every command.

Only with a successful POW

x1 roll on D100, or with a successful Psychoanalysis roll by an unaffected companion, can anyone under the hypnotic powers of Zoth Syra become free.

The Queen of the Green Abyss may attack physically by lashing out with 2D4 pseudopods per round, or by crushing a victim beneath “her” enormous gelatinous bulk. Zoth Syra's pseudopods can reach up to 80 yards, and can attack as many different targets as there are pseudopods. Zoth Syra is always encountered with at least one of its subject spawn of the Green Abyss.

ZOTH SYRA, Queen of the Green Abyss

STR 75	CON 52	SIZ 90	INT 21	POW 35
DEX 1	Move 8 rolling			HP 71

Damage Bonus: +9D6.

Weapons: Pseudopods 65%, damage 4D6 or grapple

Crush 79%, damage 9D6

Armor: none, but Zoth Syra is immune to normal weapons.

Spells, enchanted weapons, fire, electricity, and chemicals harm Zoth Syra normally. Zoth Syra can also regenerate 1D6 hit points per round. If killed, one of the other spawn of the Green Abyss takes Zoth Syra's place, title, and name, growing until it reaches the Queen's impressive bulk and power.

Spells: any, as desired by the keeper.

Sanity Loss: 1D8/1D20+1D4 Sanity points to see Zoth Syra.

ZY'TL Q'AE, Greater Independent Race. *Then came a splashing in that darkness, and a huge purple moist blossom rose from it, its petals opening and closing hungrily. But the greatest abnormality of the thing which splashed out of the pit was its green tentacles, tipped with many fingered hands of unholy beauty, which it held yearningly toward the point where the sacrifices threw themselves off.*—Ramsey Campbell, “The Insects from Shaggai”.

This race of intelligent plant-things dominates the planet Xiclotl, demanding of the other inhabitants the periodic sacrifice of a number of their race. The Zy'tl Q'ae dwell in darkness, thriving on the sustenance they derive from the living sacrifices and other prey they capture in their grasping tendrils and snapping blossoms.

These carnivorous horrors reproduce by discharging hard, warty seeds about the size of a human skull. The force of this seed discharge is strong enough to propel some of the material through the atmosphere of the planet and into space. Eventually some seeds fall to ground on other worlds and there germinate, spreading the species from world to world.

ATTACKS: the plant-creatures have an unusual hypnotic ability to lure prey into their clutches by sending out clouds of pollen-like spores. The inhaler of this alien pollen must, on the Resistance Table, match its POW against that of the plant-being producing the spores. If overcome by the pollen, the target is drawn to the lair of the waiting, voracious plant-things. Those who overcome the spores temporarily lose 1D3 points of CON and suffer from headaches, dizziness, and fever; lower skill points connected to sight, DEX, or STR by an amount equal to the plant-creature's POW.

The penalty lasts only as long as the effects of the spores, and no skills are reduced below 1%. These symptoms subside, and the CON returns in 1D10 hours, or in about one hour if treated by someone with medical skills.



ZY'TL Q'AE

From the Journals of Sir Hansen Poplan

CREATURES OF THE MYTHOS.

A SUMMARY—When all is written, how does one summarize the creatures of the Mythos? I think the most important fact is this: they are a thousand different species with a thousand different motivations. No sweeping generalization can cover them all. But, perhaps by exploring their differing origins, we can come to better understand them.

My discussions of the origins of species are occasionally speculative, but they best reflect what I have learned.

Some are natives of Earth. Deep Ones, ghouls, serpent people, voormis, and voors seem to fit this classification. They have always lived upon our planet, but either the human races has out-competed them, or they do not compete with us for resources. Some wish only to survive, others to retake their planet.

Some are from other planets. The Alhals, the elder things, the Martians, and the mi-go have their own civilizations out among the stars; they travel to Earth seeking certain resources. Others, such as the shan, are intergalactic refugees.

Some are from other dimensions. The adrumball and the tomb-herd are among these creatures. Their goals are usually mysterious and sinister.

Some are created by magic. A minor but real class. The Goatswood gnomes are one example. These beings' goals are based upon their creators'.

Some are the spawn of gods. Not only do the Old Ones breed with humans, but sometimes they spawn monstrosities on their own. From the children of the Green God to the formless spawn of Tsathoggua, this class is a broad one. These beings tend to serve the whims of their progenitors.

This is only a gloss, but still it is a beginning. By understanding the origins of these beings who share our world, we better understand them.

A Zy'tl Q'ae can attack either with its snapping purple blossoms or with its grasping tendrils. A victim caught in the moist flower suffers 1D10 + 3 points of acid damage each round as corrosive digestive enzymes begin to dissolve the prey. The creatures' tendrils may either crush a victim, or grasp and hold him or her until the following round when the victim is automatically scooped up by one of the ghastly blossoms. A victim caught by the Zy'tl Q'ae may break free by overcoming the plant-creature's STR with his or her own on the Resistance Table.

ZY'TL Q'AE, Botanical Nightmares

char.	rolls	averages
STR	4D6 + 10	24
CON	3D6 + 6	16-17
SIZ	6D10 + 20	53
INT	5D6	17-18
POW	4D6	14
DEX	4D6	14
Move 0		HP 34-35

Av Damage Bonus: + 4D6.

Weapons: Blossom 60%, damage engulf and 1D10 + 3 acid damage each round
Tendrils 75%, damage 1D6 + db crush, or grasp and hold

Armor: none, however these creatures regenerate 1D10 + 10 hit points each round.

Spells: none, usually.

Sanity Loss: 1D4/1D10 Sanity points to see one of the Zy'tl Q'ae.

"The other shapes began to appear, filling me with nameless horror the moment I awoke. But during the dreams they did not horrify me at all—I was one with them; wearing their unhuman trappings, treading their aqueous ways, and praying monstrosly at their evil sea-bottom temples."

PH'NGLUI MGLW'NAFH CTHULHU R'LYEH WGAH'NAGL FHTAGN: IN HIS HOUSE AT R'LYEH DEAD CTHULHU WAITS DREAMING



DEITIES OF THE MYTHOS



Deities, By Type

Elder Gods

Kthanid
Orryx
Vorvadoss

Great Old Ones

Arwassa
Baoh't Z'uqqa-Mogg
Bugg-Shash
Byatis
Cthylla
Cynothoglys
Dho-spawn
Gloon
Gol-goroth
Green God
Hydra
Iod
Juk-Shabb
Lloigor
M'nagalah
Nug and Yeb
Ossadagowah
Othuum
Q'yth-az
Red Flux, God of the
Rlim Shaikorth
Saaitii
Sebek
Summanus
Vibur
Vulthoom
Yegg-ha
Ythogtha
Zu-che-quon

Outer Gods

Ancient Ones
Ghroth
Larvae of the Other Gods
Star Mother
Tru'nembra
Yidhra

Avatars

Aforgomon (*Yog-Sothoth*)
Ahtu (*Nyarlahotep*)
The Beast (*Nyarlahotep*)
Bloated Woman (*Nyarlahotep*)
B'Moth (*Cthulhu*)
Chorazin (*Cthulhu*)
Dark Demon (*Nyarlahotep*)
Faceless God (*Nyarlahotep*)
Feaster from Afar (*Hastur*)
Fractal Yog-Sothoth (*Yog-Sothoth*)
Haunter of the Dark
(*Nyarlahotep*)
Keeper of the Moon-Lens
(*Shub-Niggurath*)
King in Yellow (*Hastur*)
Lrogg (*Nyarlahotep*)
Madam Yi (*Yidhra*)
Messenger of the Old Ones
(*Nyarlahotep*)
Shugoran (*Nyarlahotep*)
Skinless One (*Nyarlahotep*)
Tawil at'Umr (*Yog-Sothoth*)
Tick Tock Man (*Nyarlahotep*)
Wailing Writher (*Nyarlahotep*)
Xada-Hgla (*Azathoth*)





DEITIES OF THE MYTHOS

Ancient Ones to Zu-Che-Quon



ANCIENT ONES, *Outer Gods.* *The shapes on the quasi-hexagonal pedestals became more clearly defined. As they sat more erect, their outlines became more like those of men, though Carter knew that they could not be men. Upon their cloaked heads there now seemed to rest tall, uncertainly colored miters . . . while grasped in certain folds of their swathings were long scepters whose carven heads bodied forth a grotesque and archaic mystery.*—H.P. Lovecraft and E. Hoffman Price, “Through the Gates of the Silver Key”.

They are the Ultimate Gate. The Ancient Ones eternally dream atop their hexagonal pedestals, stirring only when disturbed in some way, or when visited by a worthy traveller who has found his or

her way through the First Gate. These timeless entities dwell in a



AN ANCIENT ONE

vast and mighty temple beyond space and time, somewhere between the planes.

Also see *Yog-Sothoth's* avatar, *Tawil at'Umr*, page 106.

CULT: the Ancient Ones are not worshiped, although sorcerers and adventurers interested in journeying to other times and places seek them out.

OTHER CHARACTERISTICS: the Ancient Ones know all things, and communicate through telepathy. The Ancient Ones may turn people's dreams to reality, or send dreamers to other times and places.

When they must move, the Ancient Ones glide over the ground, their heavy cloaks waving and billowing ominously. Totally concealed by these cloaks, utter madness and destruction befall any who would see an Ancient One unveiled.

These beings are neither good nor evil, and they would welcome and assist a worthy traveler just as they would destroy an imprudent trespasser.

ANCIENT ONES, The Ultimate Gate

char.	rolls	averages
STR	N/A	N/A
CON	1D100+100	150-151
SIZ	3D6 + 9	19-20
INT	2D10 + 17	28
POW	5D10 + 20	47-48
DEX	2D10 + 10	21
Move	25	HP 85

Av. Damage Bonus: N/A.

Weapons: Touch 100%, damage transport or instant destruction

Armor: none, but only magic and enchanted weapons can harm an Ancient One.

Spells: the Ancient Ones know all spells.

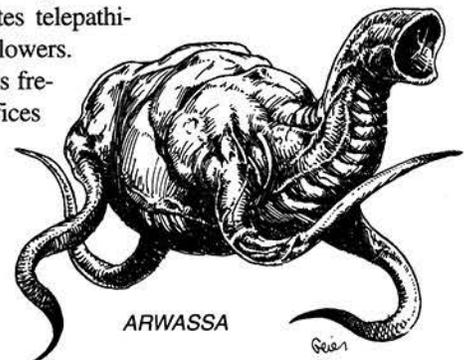
Sanity Loss: none while cloaked. 1D20/1D100 Sanity points if their true form is revealed.

ARWASSA, *Great Old One.* *But of Their semblance can no man know . . . and of those are there many sorts, differing in likeness from man's truest eidolon to that shape without sight or substance which is Them. They walk unseen and foul in lonely places where the Words have been spoken and the Rites howled through at their Seasons. The wind gibbers with Their voices, and the earth mutters with Their consciousness.*—H.P. Lovecraft, “The Dunwich Horror”.

Arwassa appears as a giant, inhuman shape sprouting four giant tentacles in place of limbs. The Great Old One is headless. The neck opens into a giant toothless maw eight feet across which continually yawns as though screaming. Arwassa hovers above the ground.

CULT: Arwassa is worshiped occasionally by small bands of humans, but is mostly unknown. The Great Old One communicates telepathically with its followers.

Arwassa demands frequent live sacrifices to sate its gluttonous appetite, and requires a human sacrifice at least once every month.



ARWASSA

From the Journals of Sir Hansen Poplan

THE ANCIENT ONES & YOG-SOTHOTH—They are spoken of only in the rarest tomes, yet they would seem to have power beyond belief. I speak here of the Ancient Ones, those beings who stand astride the Ultimate Gate. Herein I would hope to examine them and so understand them better.

There is a place that is an extension of our Earth beyond space and time. Perhaps it is reflection of our own world in this other space, perhaps a whole other dimension. I am not entirely sure. The *Book of Thoth*, my primary source, is short on details.

This place beyond is achievable through the First Gate. The Silver Key of Hyperborea is named as one artifact that may open the First Gate. There are doubtless others; perhaps certain spells and entities have this power too.

It is here that the Ancient Ones rest, dreaming in their pseudo-hexagonal thrones. The Most Ancient One, 'Umr at-Tawil, the Prolonged Life, is here as well. He is the Guide and the Guardian of the Gate. It is he who shows this realm to visitors.

The Ancient Ones seem to serve but one purpose, and that is to open the route to the Ultimate Gate. An adventurer must understand their koans, that "illusion is the only reality", that "substance is imposter".

Beyond the Ultimate Gate is the Last Void, which is outside everything, and that is where Yog-Sothoth dwells.

And so we see a hint at the true nature of the universe, that everything—everything living and dead, everything that is reality—is within. And outside, in the Last Void, there is only Yog-Sothoth.

But sometimes he leaks in. The Ancient Ones are his manifestation. As the outside slowly leaks in, we see our universe plunging into the Last Void, ending everything.

OTHER CHARACTERISTICS: the Silent Shouter continually produces a howl which is inaudible to humans. Animals are sensitive to this alien screaming and immediately rush away from Arwassa in terror. This howling is heard by all animals within several miles' radius of the entity.

ATTACKS & SPECIAL EFFECTS: Arwassa may attack with each of its four tentacles every round.

ARWASSA, The Silent Shouter of the Hill

STR 50 CON 50 SIZ 100 INT 26 POW 35
DEX 19 Move 12 flying HP 75

Damage Bonus: + 8D6.

Weapons: Tentacles 100%, damage 4D6 + 8D6 or hold for swallow
Swallow auto when held, damage is completely dissolved

Armor: none.

Spells: any the keeper desires.

Sanity Loss: 1D10/1D100 Sanity points to see Arwassa, plus the automatic loss of one point of Sanity every five minutes to everyone within a mile or so of the Great Old One's inaudible howling.

AZATHOTH, Outer God. *Here the vast Lord of All in darkness muttered / Things he had dreamed but could not understand, / While near him shapeless bat-things flopped and fluttered / In idiot vortices that ray-streams fanned.*—H.P. Lovecraft, "Fungi from Yuggoth".

Azathoth is the bubbling insanity which dwells at the center of the universe. It is the ruler of the Outer Gods and is as old as the universe. Few are foolish enough to worship Azathoth, though the Shan and mi-go do offer obeisance to its only known avatar, Xada-Hgla. The Outer God *Azathoth* is described in full in on page 63, the next page of this book.

XADA-HGLA, Avatar of Azathoth. *It consisted of a bivalvular shell supported on many pairs of flexible legs. From the half-open shell rose several jointed cylinders, tipped with polypous appendages; and in the darkness inside the shell I though I saw a horrible bestial, mouthless face, with deep-sunk eyes and covered with glistening black hair.*—Ramsey Campbell, "The Insects from Shaggai".

CULT: this form of mighty Azathoth is worshiped only by the shans and the mi-go.

OTHER CHARACTERISTICS: unlike its writhing nuclear form, this avatar of Azathoth does not bring with it any Other Gods or servitors when it is summoned.

ATTACKS & SPECIAL EFFECTS:

Xada-Hgla attacks by putting forth green-glowing appendages from its body, crushing victims, or drawing them into its shell where they are dissolved in the sticky, burning flesh of the Outer God.

XADA-HGLA, the Cradle of Chaos

STR 120 CON 130 SIZ 120 INT 0 POW 100
DEX 10 Move 15 HP 125

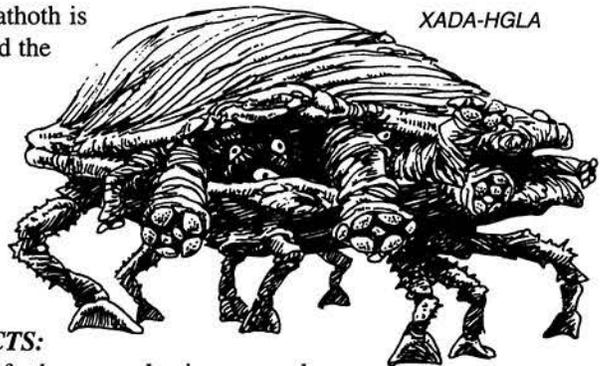
Damage Bonus: + 14D6.

Weapon: Appendage 100%, damage 14D6 or Death on second round

Armor: 50 points of hard shell; however, the sticky flesh within has no armor.

Spells: none.

Sanity Loss: 1D10/1D100 Sanity points to see Xada-Hgla.



XADA-HGLA

*Deities of the Mythos
continued on p. 67*

The Greatest Gods of the Mythos

There are four gods who are more renowned than all the other entities of the Mythos: Azathoth, Great Cthulhu, Nyarlathotep, and Shub-Niggurath. Following page 64 are four full-color paintings, depicting these entities in bright and horrific splendor. Their descriptions have been reprinted here, from the Call of Cthulhu rule book, for ease of reference.

AZATHOTH. Outer God. *That last amorphous ablight of nethermost confusion which blasphemes and bubbles at the centre of all infinity—the boundless daemon sultan Azathoth, whose name no lips dare speak aloud, and who gnaws hungrily in inconceivable, unlighted chambers beyond time amidst the muffled, maddening beating of vile drums and the thin monotonous whine of accursed flutes.—H.P. Lovecraft, “The Dream-Quest of Unknown Kadath.”*

Azathoth is the ruler of the Outer Gods, and has existed since the beginning of the universe. It dwells beyond normal space-time at the center of the universe, where its amorphous body writhes unceasingly to the monotonous piping of a flute. Lesser gods dance mindlessly round Azathoth to the same music. Azathoth is described as both blind and idiotic, a “monstrous nuclear chaos”. The urges of Azathoth are immediately fulfilled by Nyarlathotep.

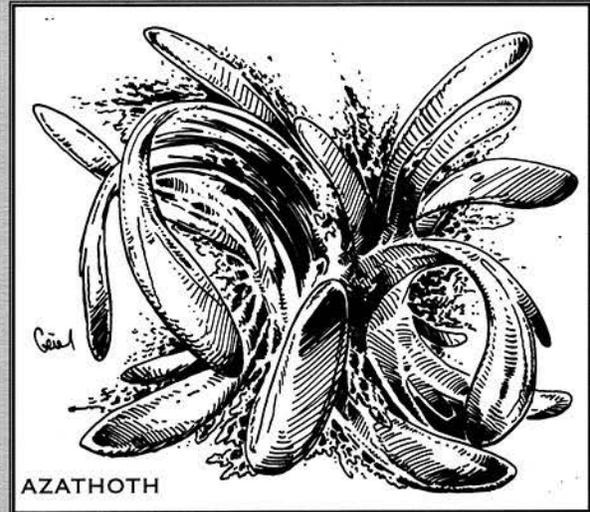
CULT: Azathoth is little-worshiped, for the god offers not even gratitude in return. Usually humans call upon Azathoth by accident, and thereby unwittingly bring disaster and horror. Only the criminally insane would knowingly worship such a being. Nonetheless, such worshipers may have special insights into the nature of the universe, its origin, powers, and meaning, insights perhaps understandable only by other madmen.

OTHER CHARACTERISTICS: Azathoth always manifests with a servitor flautist to play its music, and 1D10-1 Lesser Other Gods. Summoners risk Azathoth striking out in irritation, the percentile chance equal to 100% minus ten percentiles for each Other God who arrived, and minus another five percentiles for each magic point which the sorcerer expends to placate the god. The magic points sacrificed must be renewed each round. If Azathoth angers, it grows: on the first round that it attacks, it also burgeons out from its summoned confines, and its pseudopods have a reach of 50 yards. On the second combat round it has a reach of 100 yards, the third round giving it 200 yards, and so on, doubling each round indefinitely.

There is also a chance that Azathoth voluntarily departs if it becomes angered, equal to ten percentiles

per round minus one percentile per lesser other god that arrived with it.

An area equal to its pseudopod radius is blasted by Azathoth and totally ruined, with cracked boulders, pools of alkaline water, and dead splintered trees, but damage to investigators is done by specific pseudopod.



Sir Hansen Poplan says: a few sources hint that Azathoth may once have been the great and wise ruler of the rebel gods, that he was reduced to a mindless state as a punishment. True or false, modern sources definitely record Azathoth as a mindless entity. He is named the Nuclear Chaos, for he sits at the center of the universe—he is the nucleus of the universe. His destructive power is great; woe to he who would unleash it upon the Earth.

AZATHOTH, Seething Nuclear Chaos

STR N/A CON 300 SIZ varies INT 0 POW 100
DEX N/A Move 0 HP 300

Weapons: Pseudopod* 100% or less, damage D100 hit points + corroding the surface

*As the last action in a combat round, roll 1D6 to learn the number of pseudopods with which Azathoth lashes out that round and the chances that anyone is hit:

1 = 100% 3 = 33% 5 = 20%
2 = 50% 4 = 25% 6 = 16%

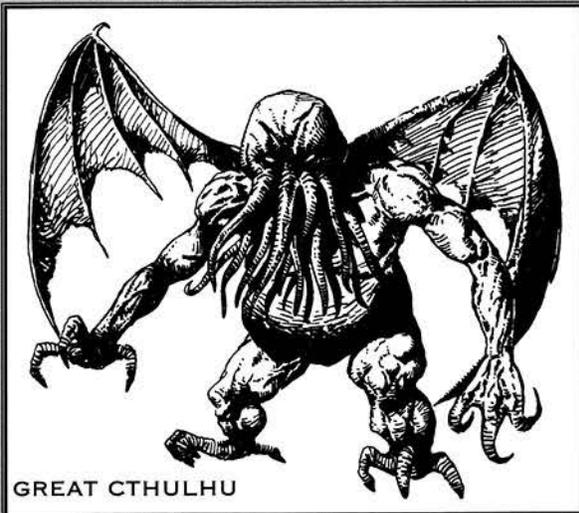
Investigators cannot Dodge these massive blows. Allot attacks at multiple targets if desired.

Armor: none, but at 0 hit points Azathoth is dispelled and not slain, and can return at full strength in 1D6 hours. It takes 3D6 damage from an Elder Sign, but destroys the Sign.

Spells: commands all the lesser Other Gods and much of the universe; fortunately it has 0 INT.

Sanity Loss: 1D10/1D100 Sanity points to see Azathoth.

CTHULHU, Great Old One. A monster of vaguely anthropoid outline, but with an octopus-like head whose face was a mass of feelers, a scaly, rubbery-looking body, prodigious claws on hind and fore feet, and long, narrow wings behind. This thing . . . was of a somewhat bloated corpulence . . . It lumbered slobberingly into sight and gropingly squeezed its gelatinous green immensity through the black doorway . . . A mountain walked or stumbled.—H.P. Lovecraft, "The Call of Cthulhu."



GREAT CTHULHU

Great Cthulhu's body form is not fixed. He can warp and modify it at will, extending new limbs, retracting old ones, greatly increasing his wings' area and reducing his body's size to enable flight, or elongating a single limb or tentacle to enable it to writhe through yards of corridor. However, his overall shape is tied to the form described. Thus he might expand or contract his wings, but would never completely absorb them. All of his forms are recognizable as semblances of Cthulhu.

Cthulhu dwells in the corpse city of black R'lyeh, sunken deep beneath the surface of the Pacific. He is in a living death while there, but someday the city will rise and he will wake, freed to raven and slay across the world. In the city are also entombed other members of Cthulhu's race. Cthulhu is evidently the high priest and ruler of them all, and is by far the most potent.

CULT: Cthulhu's cult is the most widespread and popular cult of the earthly Great Old Ones. This cult believes that Cthulhu plunged from the stars with his kin and built a great prehistoric city at R'lyeh, ruling the world. When the stars changed, their continent sank beneath the sea, and the city and its inhabitants fell into a death-sleep where they await their reawakening by members of Cthulhu's cult. When R'lyeh rises above the waves, members of the cult will be required to come to it and open the vast black door behind which Cthulhu dreams, whereupon he will awaken and rise to revel across the world in wild abandon with the faithful.

Entire tribes are recorded as worshipping Cthulhu. Remote Inuits are mentioned. So are degenerate Louisiana swamp-folk. He seems to be most worshiped among sea-folk, or beings that live near the sea. He is served by the beings known as the deep ones as well as by the octopoid things known as the star-spawn of Cthulhu. Cthulhu's cult is prehistoric and of many variants, and Cthulhu himself has many names, most of which can be traced back to their original form. Thus two of his names are Tulu and Thu Thu.

OTHER CHARACTERISTICS: though in millennial sleep, Cthulhu is known to send horrifying dreams to mortal men. These dreams have tipped some people into madness.

ATTACKS & SPECIAL EFFECTS: each round 1D3 investigators are scooped up in Cthulhu's flabby claws to die hideously. If Cthulhu were just emerging from a vast hole, or if he were to stoop over, the investigators might also be attacked by Cthulhu's facial tentacles, which can grab four people per round and which can penetrate small openings.

At 0 hit points, Cthulhu bursts and dissolves into a disgusting, cloying greenish cloud, then immediately begins to reform. He needs 1D10+10 minutes to regain full solidity and, when he does, he then has a full 160 hit points once again.

Cthulhu could try to grab a plane or similar object with his claws to keep it from hitting him. If he so tries, he is automatically successful.

Sir Hansen Poplan says: whole books could, and have, been written on Great Cthulhu. He descended to Earth from the star Xoth some 350 million years ago, along which his children, Cthylla, Ghatanothoa, Ythogtha, and Zoth-Ommog. At least two alien species accompanied them, the star-spawn and the yuggs. Cthulhu's spawn fought with the elder things over long aeons for dominion of Earth. Some 300 million years ago a cataclysm shook the Earth and plunged Cthulhu's city of R'lyeh beneath the waves. Since then he has rested there, dreaming, waiting for his cultists to come and free him from his ancient bonds. His freeing is one of the prophesied signs of the End Times.

GREAT CTHULHU, Master of R'lyeh

STR 140 CON 110 SIZ 210 INT 42 POW 42
DEX 21 Move 24 Stride/20 Swim/16 Fly HP 160

Damage Bonus: +21D6.

Weapon: Claw 100%, damage 1D6 + 21D6
Tentacle 100%, damage 11D6

Armor: 21 points of transdimensional muck and muscle; additionally, he regenerates 6 hit points per round.

Spells: knows hundreds of spells but not Summon/Bind Nightgaunt and Contact Nodens; he might impart Contact Deep Ones or Contact Cthulhu via terrifying dreams.

Sanity Loss: 1D10/1D100 Sanity points to see Cthulhu.



THE COURT OF AZATHOTH

GREAT CTHULHU, FREE FROM R'LYEH



NICK SMITH

NYARLATHOTEP'S HAUNTER OF THE DARK AVATAR



NICK SMITH

SHUB-NIGGURATH, SHE OF A THOUSAND YOUNG



NYARLATHOTEP, Outer God. *A tall, slim figure with the young face of an antique pharaoh, gay with prismatic robes and crowned with a pshent that glowed with inherent light . . . the fascination of a dark god or fallen archangel, and around whose eyes there lurked the languid sparkle of capricious humor.*—H.P. Lovecraft, “The Dream-Quest of Unknown Kadath.”

Nyarlathep is the messenger, heart, and soul of the Outer Gods. He is the only one to have a true personality, and he claims to have a thousand different forms. To him, encouraging madness and insanity is more important and enjoyable than mere death or destruction.

Only a few of Nyarlathep's forms have been described. The Black Pharaoh is an Egyptian-looking human. The Bloody Tongue is an enormous monster with clawed appendages and a single long blood-red tentacle in place of a face. This tentacle stretches forward when the Thing howls at the moon. The Haunter of the Dark is black and winged, with a tri-lobed red eye, and cannot withstand light. The Bloated Woman is a mammoth woman whose body convulses with numerous tentacles. The Beast takes the form of Egypt's Sphinx, but its face is filled with stars. There is some evidence that the Black Man of witch ceremonies is also a form of Nyarlathep.

CULT: Nyarlathep is typically worshiped though one of his forms, or Masks. There are numerous such cults, spread across the entire globe. The Brotherhood of the Black Pharaoh is centered in Cairo and has a powerful branch in London. The Cult of the Bloody Tongue is known in Kenya and New York. The Starry Wisdom Cult of Providence worships the Haunter of the Dark, as does the Cult of the Sand Bat in Australia. Other known cults include Shanghai's Order of the Bloated Woman and the global Brotherhood of the Beast.

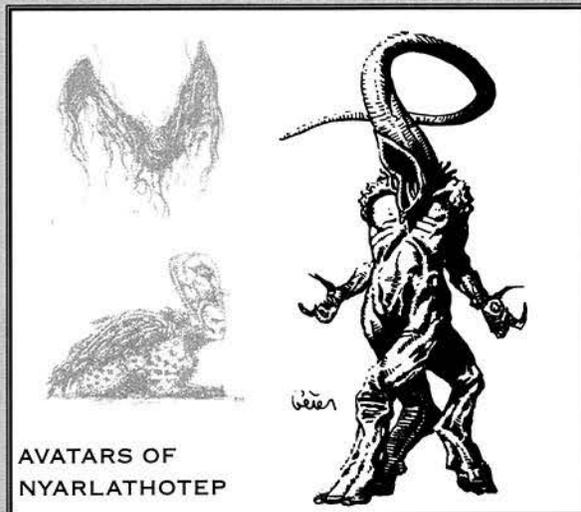
In addition those worshipping the Outer Gods often do so in hope of gathering Nyarlathep's favor. Rewards to loyal slaves usually come through the Crawling Chaos, as the other Outer Gods are too mindless to care. Nyarlathep may grant worshipers knowledge of a spell, impart some destructive fact or divisive religious belief, or grant a servitor monster as an assistant. Nyarlathep's gifts always seem to provoke turmoil among humanity, and are particularly likely to bring suffering and terror to the recipient.

Besides servitors of the Outer Gods, Nyarlathep has special servants, including the shantaks and hunting horrors. He may gift any type of creature to a worshiper if he deems it good. Such a bequest involves at least the permanent donation of POW or other characteristic to Nyarlathep and the other Outer Gods.

OTHER CHARACTERISTICS: Nyarlathep enacts the will of the Outer Gods, and is accurately referred to as their soul. He always attempts to bring madness to

humanity, and several prophecies, including the stories “The Crawling Chaos”, “Nyarlathep”, and the poem “The Fungi from Yuggoth” seem to state that someday Nyarlathep himself will destroy humanity and possibly the entire planet. Nyarlathep is always a mocking figure, evidently contemptuous of his masters.

All invocations to the Outer Gods include Nyarlathep's name, possibly recognizing him as their messenger. He is known and feared by all Mythos species, and he occasionally requires their service.



ATTACKS & SPECIAL EFFECTS: in human form Nyarlathep may try to corrupt or trick his foes by appearing as a friend, and is generally reluctant to reveal his supernatural powers unless pressed. Nyarlathep usually reacts to challenges by summoning beings to carry off or otherwise dispose of foes.

Nyarlathep can summon a member of any servitor or independent race in the rule book (plus more that are not), at the cost of 1 magic point per POW point the creature possesses. When in monster form, he tends to grasp his victims and then carry them off with him.

When in human form, Nyarlathep can be slain by normal physical means. If so slain, after collapsing the body begins to quake and swell, bursting to release a huge clawed monster (or some other monstrous form described previously). This unwelcome colossus then rises from the split corpse and disappears into the sky without further molesting the killer. When in monster form, Nyarlathep is difficult to slay, but slaying does dispel him.

Nyarlathep's clawed demon form changes continually, but each round he will have at least two claws capable of attacking.

Sir Hansen Poplan says: *the god with a thousand masks is the most active of all the Outer Gods, a fact made the more amazing by reflecting that we know a mere score or so of his avatars. He is a schemer who makes plans which unfold themselves over thousands of years.*

NYARLATHOTEP, the Crawling Chaos

char.	human	monstrous
STR	12	80
CON	19	50
SIZ	11	90
INT	86	86
POW	100	100
DEX	19	19
APP	18	—
HP	15	70
Move	12	16
db	+0	+10D6

Human Fighter: any weapon 100%, damage as per weapon

Monstrous Fighter: Claw 85%, 10D6 +10D6

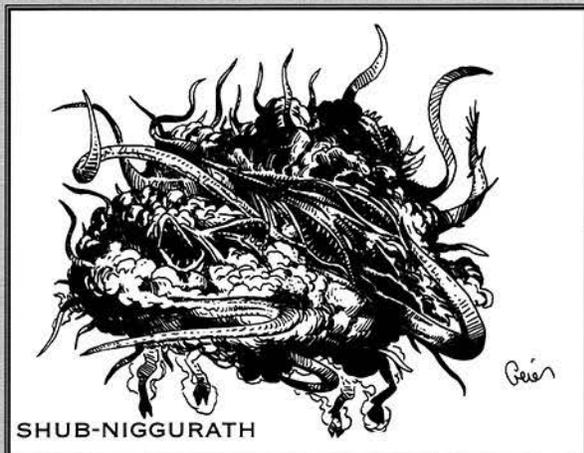
Armor: none, but brought to 0 hit points, he collapses on the ground, changes form (always to a more monstrous one, which causes his viewers to lose Sanity points), and then flies into interstellar space.

Spells: Nyarlathotep knows all Mythos spells; he can summon monsters at the rate of 1 magic point per POW point the monster has; he may summon a shantak, hunting horror, or servitor of the Outer Gods at the cost of a single magic point.

Sanity Loss: no loss to see his human form; in many of his other 999 forms, 1D10/1D100 to see Nyarlathotep.

SHUB-NIGGURATH, Outer God. “Iä! Iä! Shub-Niggurath! The Black Goat of the Woods with a Thousand Young!”—H.P. Lovecraft, “The Whisperer in Darkness.”

Shub-Niggurath is never met personally in Lovecraft’s stories, but is often referred to in rituals and spells. It has been held by many scholars that she is a perverse fertility deity.



In one of her few descriptions, Shub-Niggurath is said to be an enormous cloudy mass. This mass doubtless boils and festers. It is likely that parts of the mist coalesce at times, forming horrendous body parts, ropy black tentacles, slime-dripping mouths, or short writhing legs, ending in black hooves which may account for the titular reference to “goat.” When she arrives, she may bud off dark young.

Recent information suggests that her milk may have remarkable properties, but keepers must establish this.

CULT: worshiped extensively, she may have connections with druids and similar groups. Worshipers of Shub-Niggurath generally form into gangs or congregations, as do Cthulhu’s cultists. Her emissaries and stand-ins, the dark young, may represent the aid she grants worshipers.

Summoned, Shub-Niggurath attacks nonworshippers present. She is often summoned specifically to accept sacrifices. Shub-Niggurath can be dismissed by those who know her summoning spell, and it is possible to hurt her enough to make her leave.

ATTACKS & SPECIAL EFFECTS: Shub-Niggurath has dozens of tentacles, but only one can attack a given victim in a round. With a successful catch, the investigator is whipped to the goddess’ body to be drained of body fluids by one of her many mouths, the bite permanently draining 1D6 STR from the victim per round.

While being drained, the victim is absolutely helpless, and may not cast spells, expend magic points, or perform any act whatsoever except to writhe in pain and scream.

In battle against more powerful beings, Shub-Niggurath still attacks with one tentacle per opponent, but after a tentacle strikes it holds on, and a second tentacle attacks, and so on. Each additional successful attack permits a new mouth to begin to drain her gigantic victim.

Shub-Niggurath may trample beings of SIZ 60 or less. The trample attack is effective against all such beings in her path, which averages 10-20 yards across.

Sir Hansen Poplan says: a perverse god of fertility. She/he/it seems very willing to lends its power to sorcerers, and one must wonder what it gains in return for this. What blasphemous pacts are sworn to Shub-Niggurath, the Black Goat of the Woods?

SHUB-NIGGURATH, The Black Goat of the Woods

STR 72 CON 170 SIZ 120 INT 21 POW 70
DEX 28 Move 15 HP 145

Damage Bonus: +11D6.

Weapons: Tentacle 100%, damage automatic catch

Trample 75%, damage 11D6

Bite 100%, damage is 1D6 STR drained per round

Armor: Shub-Niggurath has no armor, but her slimy mist body is immune to physical weapons. Magical weapons, or fire, electricity, or similar energies damage her normally. Her ropy tentacles and goeey vapors can rejoin, effectively allowing her to regenerate points of damage. Each magic point she expends enables her to heal 2 points of damage.

Spells: Shub-Niggurath knows at minimum all spells pertaining to the Outer Gods; she is known to have imparted Create Gate, Curse of Azathoth, and Voorish Sign to favorites.

Sanity Loss: 1D10/1D100 Sanity points to see Shub-Niggurath. ■

BAOHT Z'UQQA-MOGG,

Great Old One. *In the barren branches creaking, / By the stagnant swamp-pools speaking, / Past the shore-cliffs ever shrieking; / Damn'd daemons of despair.*—H.P. Lovecraft, "Despair".

Baht Z'uqqa-Mogg is a scorpion-like monstrosity covered by a segmented, weirdly iridescent green-black chitinous shell. The Great Old One's head is nothing more than a warty, bulbous extension of the body covered by a mass of stiff, segmented feelers. Numerous pulpy yellow eyes of varying sizes and shapes peer out from between the feelers, and several pairs of pus-dripping mandibles snap and hiss loudly. Baht Z'uqqa-Mogg has a pair of massive scorpion-like claws, a viciously barbed stinger tail, countless spider-legs, and three pairs of stiff, sharply-thorned wings. Oozing sores and blistering ulcers continually burst open all over the surface of the Great Old One and a swarm of scampering, squirming, and buzzing contagion-laden vermin, worms, and insects ceaselessly burrow, crawl, and dart into, around, and over the bulk of Baht Z'uqqa-Mogg.

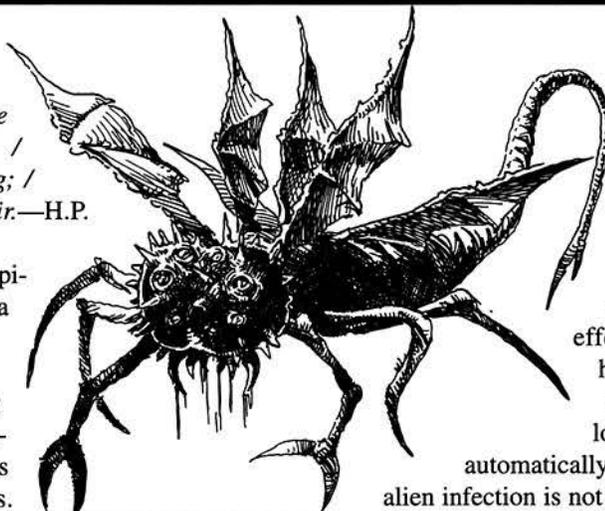
Baht Z'uqqa-Mogg is generally encountered or summoned in places of filth and decay. Sewers, swamps, graveyards, dumps, and areas of plague are ideal to the Great Old One. When summoned, the Great Old One bursts from the ground, showering all present with filth, dirt, and virulent ichor.

CULT: the Bringer of Pestilence has no known human worshippers.

ATTACKS & SPECIAL EFFECTS: the Great Old One may nip with its claws and mandibles, or sting with its poison-dripping tail. If Baht Z'uqqa-Mogg's poison overcomes a victim's CON he or she suffers a violent and agonizing death in D100 minutes. Two successive successful Medicine rolls may neutralize the alien poison, in which case the victim lives but suffers the permanent loss of 1D6 hit points and 1D4 CON.

Baht Z'uqqa-Mogg's ichor, and the swarm that accompanies the being, are infested with virulent toxins. Anyone showered with the Great Old One's infectious ichor or bitten by the swarm must be quickly treated with a successful Medicine roll. Untreated victims begin to suffer the loss of 1D10 CON per day as they are ravaged by pestilence. Victims quickly die a horrible and leprous death. Any CON lost to the Great Old One's ichor or swarm is lost forever.

The alien swarm attacks by swarming victims, stinging and biting them each round until



BAOHT Z'UQQA-MOGG

dead or until the swarm is driven off. The swarm may be driven off by totally submerging a swarmed victim in water or other liquid, or by spraying a victim with a fire extinguisher, pesticide, or other chemicals. Such chemical sprays may have adverse effects upon an investigator's health. Each round a victim is swarmed he or she suffers the loss of 1D2 hit points and is automatically infected. The effects of the alien infection is not cumulative.

BAOHT Z'UQQA-MOGG, The Bringer of Pestilence

STR 35 CON 77 SIZ 43 INT 18 POW 28
DEX 17 Move 8/16 flying/5 burrowing HP 60

Damage Bonus: + 4D6.

Weapons: Claws 90%, damage 1D6 + db

Mandibles 55%, damage 1D4 + 2D6

Sting 85%, damage 1D6 + poison POT 24

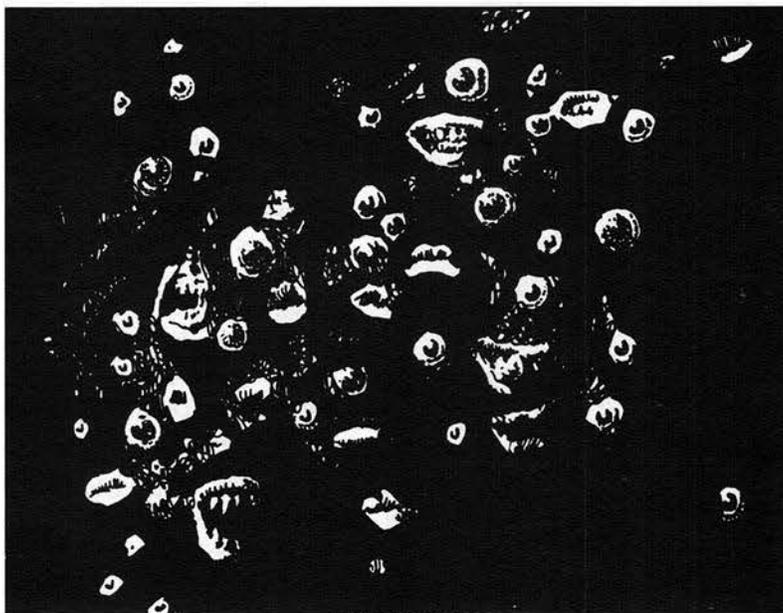
Swarm 75%, damage 1D2 + infection

Armor: 15 points of hard chitinous shell. The Great Old One cannot be harmed by any non-impaling weapons. If reduced to zero hit points, Baht Z'uqqa-Mogg burrows away into the ground, leaving behind a foul, steaming pool of bubbling vomit and wriggling carrion worms.

Spells: Baht Z'uqqa-Mogg knows most Summon, Bind, Contact, and Call spells, and any other spells as desired by the keeper.

Sanity Loss: 1D8/2D20 Sanity points to see Baht Z'uqqa-Mogg.

BUGG-SHASH, Great Old One. *Creeping up on all sides, to the very line of the chalked circle, the Thing came: a glistening, shuddering wall of jelly-like ooze in which many mouths gaped and just as many eyes*



BUGG-SHASH

BYATIS



bat. . . . For the snake-like thing that had reached for me, that thing as wide as a human body and impossibly long, had been merely the face-tentacle of the abomination Byatis. —Ramsey Campbell, “The Room in the Castle”.

Presently Byatis is held at bay behind a door inscribed with an Elder Sign in an ancient castle in Britain.

CULT: though no known human cult is associated with Byatis, it is mentioned in several books of occult lore concerned with the British Isles. According to Ludvig Prinn in *De Vermis Mysteriis*, the deep ones originally brought Byatis’ image to Earth. Few deep ones still worship Byatis for it is unable to roam due to its imprisonment. Some serpent people may worship Byatis.

OTHER CHARACTERISTICS: if released, Byatis’ characteristics of STR, CON, and SIZ each increase by 1D3 points whenever it feeds. Byatis’ STR can increase only to 98, its CON to 85, and its SIZ can increase only to 175. If brought to zero hit points Byatis assumes a toad-shaped cloudy form and cannot reform until summoned or again released from behind the door. When Byatis reappears it is with its original statistics.

The Great Old One can be summoned by touching one of its statues. A person gazing into the eye of Byatis is hypnotically drawn to the clutches of the alien god. To avoid looking into the eye of the Great Old One an investigator needs a successful roll of POW x5 or less on D100 each round while in the presence of the monstrous creature.

ATTACKS & SPECIAL

EFFECTS: Byatis attacks with two claws, its nose-tentacle, or a bite on any given round. Byatis’ damage bonus changes according to its current STR and SIZ. The reach of the nose-tentacle equals Byatis’ current SIZ in feet. A victim caught by Byatis’ proboscis can only break free by winning a match of STR versus the god’s current damage bonus on the Resistance Table. If this roll fails, the victim

is automatically bitten during the round after being captured by the god.

BYATIS, The Serpent-Bearded

STR 35* CON 60* SIZ 30* INT 20 POW 32
DEX 15 Move 8/10 flying/8 swimming HP 45*

*These are Byatis’ original statistics, which increase each time it feeds.

Damage Bonus: + 3D6*.

Weapons: Claws 85%, damage 1D10 + db

Nose-tentacle 80%, damage is 1/2 db

Bite 55%, damage 1D8

Armor: 10 points of scaly hide.

Spells: Byatis can Summon or Contact all of the races and gods of the Mythos except the Elder Gods and their minions, plus any others as the keeper desires.

Sanity Loss: 1D6/1D20 Sanity points for seeing Byatis.

CTHULHU, Great Old One. *There lay great Cthulhu and his hordes, hidden in green slimy vaults and sending out at last, after cycles incalculable, the thoughts that spread fear to the dreams of the sensitive and called imperiously to the faithful to come on a pilgrimage of liberation and restoration.*—H.P. Lovecraft, “The Call of Cthulhu”.

The ruler of the corpse-city of R’lyeh lies buried beneath the Pacific Ocean. He can send dreams to plague to unbelievers and reward the faithful, and his minions are numerous: deep ones, star-spawn, dwellers in the depth among the most well-known. But he still lies imprisoned—immobile. Through his powerful mental powers he can manifest, however, and thus he has come to be worshiped in the form of two avatars. The Great Old One *Cthulhu* is described in full on page 64.

B’MOTH, Avatar of Cthulhu. *Few have seen the full stature of this great power. It is a vision fraught with eldritch horror. . . . The secret is in the vaporous effluvium. For the Devourer hath power to manifest himself where there is moisture. . . . The phosphorous light of dead things did swell into a great brightness and fill the chamber, and withal came the spirit of the Devourer. He liveth in the deepest ocean, where he awaiteth only a time auspicious for his return to earth. All-seeing is his eye, all-hearing his ear.*—Bertram Russell, “The Scourge of B’Moth”.

The only recorded accounts of manifestations of B’Moth describe the entity as a luminescent fog of blue, green, or yellow.

CULT: B’Moth is worshiped extensively by primitive and superstitious peoples in Africa and South America, as well as in other parts of the world. The priests of B’Moth preach a return to the primitive nature of the world and the destruction of



B'MOTH

From the Journals of Sir Hansen Poplan

DREAMLANDS—Long ago my studies of the Mythos began with research into Cthulhu, then the Xothic legends, then Yaddith, then a thousand other things. I have seen enough evidence in the form of accounts from cultists and scientists, in the form of artifacts from the long-lost past, in the form of events that cannot be explained by science as we know it, that I have been convinced of the veracity of these Mythos tales.

I cannot offer quite the same faith in the realm known as the Dreamlands, but still I feel I must mention it here, for it is mentioned in certain scattered Mythos tomes.

The Dreamlands is said to be a fantastic realm of magic and adventure which the most skilled dreamers are able to enter in their sleep. It is a realm with an existence all its own, perhaps a whole other dimension, a topic on which I have written before.

There are monsters that dwell in the Dreamlands that are known nowhere else—the men of Leng, the spiders of Leng, and the minions of Karakal among the most notable.

Certain Mythos entities which I have written of in the past are said to dwell in the Dreamlands too. Nyarlathotep is said to have a prominent role there, guarding the so-called “gods of Earth”, gods which have never been known in our realm. The Elder God Hypnos is said to protect the paths between the Dreamlands and our world.

And then there is Chorazin. This avatar of Cthulhu rules the realms of dreams, and so we can only suspect that the Dreamlands is his special haven. Sources suggest that it is he who introduces nightmares into the Dreamlands, he who creates dark and despicable demons that stalk that land. We can only hope that he does not find a way to bridge the gap between dreams and reality.

civilization. Worshipers partake of wild sexual orgies which often culminate in acts of violence. Sacrificial victims are offered up to the dark god by feeding them to crocodiles or sharks. B'Moth's followers believe that their god will one day rise again to destroy civilization and return the world to a primitive state. While in this world the faithful assist B'Moth in any way possible, such as in acts of terrorism and sabotage.

OTHER CHARACTERISTICS: this avatar of great Cthulhu has no physical powers and cannot affect the physical world directly. It does, however, have very powerful mental abilities which it manifests through dreams and telepathy. B'Moth may broadcast any number of loathsome nightmares anywhere in the world, though those areas near large bodies of water are more susceptible.

The entity may also read and control the minds of animals and humans. Animals easily fall under the mental hold of B'Moth, functioning as physical extensions of the entity to carry out its whims. Humans must resist B'Moth's POW with their own to avoid its mental manipulations. Those failing a Resistance roll are completely under B'Moth's influence until they successfully resist the being's POW with their own, or until they are successfully Psychoanalyzed. Investigators may attempt a POW vs POW roll against B'Moth once per day. Those under the influence of B'Moth may not even realize it, experiencing blackouts during times when the entity is in control or remembering such times as vague dreams.

ATTACKS & SPECIAL EFFECTS: B'Moth may engulf victims in its glowing fog. Anyone within the luminescent, swirling fog is overcome with an icy, eerie feeling. Such individuals are automatically susceptible to B'Moth's mental powers and may make no resistance roll against the entity.

B'MOTH (Behemoth, Phemaut), The Devourer

STR N/A CON 60 SIZ varies INT 42 POW 42

DEX N/A Move 25 HP 42

Damage Bonus: N/A.

Weapons: none.

Armor: none, however B'Moth cannot be harmed by physical weapons. It is vulnerable to magical attacks, and fire forces B'Moth to dissipate.

Spells: any as desired by the keeper.

Sanity Loss: 1/1D10 Sanity points for seeing B'Moth's eerily-glowing fog.

CHORAZIN, Avatar of Cthulhu. *Their mode of speech was transmitted thought. Even now They talked in Their tombs. When, after infinities of chaos, the first men came, the Great Old Ones spoke to the sensitive among them by moulding their dreams; for only thus could Their language reach the fleshy minds of mammals.*—H.P. Lovecraft, “The Call of Cthulhu”.

The Chorazin is the id-like will of dreaming Cthulhu, and is the portion of the Great Old One's being most psychically accessible. When seen in its true form, the Chorazin appears as a distorted, dreamy image of great Cthulhu shot through with flickering lines, static snow, and sparks of bright green light.

The Chorazin appears as Cthulhu in dreams, and very rarely manifests in the physical, waking world. The Chorazin may manifest through computers or televisions, or in areas of especially-high concentrations of psychic or electrical energy.

CHORAZIN



CULT: the Chorazin is not an entity actually to be worshiped. It is that portion of great Cthulhu which affects the dreams of those people who are artistic or psychically sensitive. Anyone who dreams of Cthulhu has made contact with the Chorazin.

ATTACKS & SPECIAL EFFECTS: once manifested in the waking world, the Chorazin begins to prey on the minds of everyone within a ten mile radius. Those failing a Sanity roll suffer from some emotional, psychological, or psychic attack. Hapless victims may suffer from severe migraine headaches which last for 1D20 hours; they may fly into senseless fits of rage, striking out at anyone or anything nearby; they may suffer from horrible nightmares for which they lose 1D6 Sanity points; or victims may suffer temporary insanities and even develop phobias. Everyone in the ten mile radius also suffers the loss of a single point of POW every night to the Chorazin as it eats away at their will power.

If the Chorazin's POW reaches 1130 it may create a physical avatar of Cthulhu. To do so it releases the stolen POW in the form of a hissing cloud of white-hot plasma. Everything in the path of the churning blob of energy is engulfed by pseudopod-like outlashes and scorched to a charred mass. Over the span of twelve hours the churning plasma forms into the body of Cthulhu. When the body is complete the Chorazin merges with the octopoidal monstrosity to form a physical avatar of great Cthulhu. This avatar has the same statistics as Cthulhu himself, but the Chorazin is free from the watery restraints of R'lyeh.

The Chorazin has no physical attacks. Similarly, the Chorazin cannot be harmed by any physical means except high-voltage electricity which ionizes the entity, dispersing it and sending it back to sunken R'lyeh.

CHORAZIN, Psychic Manifestation of Great Cthulhu

STR N/A	CON N/A	SIZ varies	INT 42	POW 100*
DEX N/A	Move N/A			HP 100

* This is the Chorazin's original POW, which increases each time it feeds on the POW of victims.

Damage Bonus: N/A.

Weapons: none.

Armor: none, however the only physical attack to which the Chorazin is not totally immune is electricity. Any source of high-voltage electricity inflicts 1D10 points of damage to the Chorazin each round. Spells which attack INT or POW are also effective against the Chorazin.

Spells: none.

Sanity Loss: 1D4/1D10 Sanity points to see Cthulhu's Chorazin.

CTHYLLA, Great Old One. Like most Octopods, its eyes were telescopic, and could raise and retract from the side of its head more than two feet in any direction. Unlike most Octopods, it had three sets of eye stalks, far more than necessary given the telescopic range of each eye. The examination revealed retractable claw hooks on the underside of each tentacle, five inches in length, curved, and tapered to a deadly point. There were also tiny growths at the base of its two back legs where the tentacles joined the body. They looked like wing buds.—Tina L. Jens, "In His Daughter's Darkling Womb".

According to Mythos lore, Cthylla is one of the four significant offspring of Cthulhu, her "siblings" being Ghatanothoa, Zoth-Ommog, and Ythogtha. She appears as a giant black and blood-red octopoidal entity with multiple pairs of eye stalks, an ever-changing number of clawed tentacles, and fins or wings that can sprout or be absorbed back into her body at will.

Cthylla holds a particularly reverent spot in the hierarchy of the Cthulhu Mythos. Prophecy foretells of a time when great Cthulhu himself will be destroyed, and that his own daughter Cthylla will birth him back into the world. In this way, Cthulhu's immortality is assured. Because of her dire importance to the plans of Cthulhu and the Great Old Ones, Cthylla is well-guarded and watched over by the forces of the Mythos. She is seldom encountered far from the protection of Dagon and Hydra, star-spawn, hordes of deep ones, or other minions or deities of the Mythos.

CULT: although revered by the forces of the Mythos, this Great Old One is not much worshiped by humans, except for small, secretive sects dedicated to watching for signs of mighty Cthulhu's death and resurrection. Cthylla may also be worshiped in obscure fertility rites, or in unthinkable rites connected with her sire or siblings. Because of her importance, Cthylla is a well-guarded secret of the Mythos. For instance, she is rarely mentioned in Mythos tomes, and temple inscriptions to her are yet to be found.

ATTACKS & SPECIAL EFFECTS: in combat, Cthylla may attack with 2D6 tentacles per round. Each tentacle is studded with retractable razor-like hooks that tear and rend flesh, even cutting through metal. Alternatively, the Great Old One may grasp and hold victims in her tentacles and choose to crush them or draw them into her beaked maw. If reduced to zero hit points, Cthylla sprays a cloud of blinding, burning ink-like fluid and flees to regenerate. Everyone in a 44 yard radius of Cthylla is automatically hit



From the Journals of Sir Hansen Poplan

THE END OF THE WORLD—

The *Necronomicon* states, "That is not dead which can eternal lie, / And with strange aeons even death may die." It is the best known of the prophecies regarding the End Times, that time when Earth shall be destroyed, but by no means the only one. It states simply: There shall come a time when the Great Old Ones and Outer Gods, slumbering and imprisoned, shall awaken.

The End Times shall be heralded by a number of signs. The *Revelations of Glaaki* describes the most important, the coming of Ghroth. "When these hibernal times are over, and the time for reawakening is near, the universe itself shall send forth the Harbinger and Maker, Ghroth. Who shall urge the stars and worlds to rightness. Who shall raise the sleeping masters from their burrows and drowned tombs; who shall raise the tombs themselves. Who shall be attentive to those worlds where worshipers presume themselves stewards. Who shall bring those worlds under sway, until all acknowledge their presumption, and bow down."

Nameless Cults tells of another sign. "(An Arab) whispered to me of a prophecy which told of the Mother of Pus, a grandchild of the Goddess who would be begotten by Her, who is mother and father both (Shub-Niggurath), upon a mortal woman. . . . It is written, so the Arab said, that the coming of the Mother of Pus shall herald the wakening of the Old Ones from their slumber in the darknesses beneath the Earth."

There are a score different prophecies, each detailing another inevitable coming or wakening, which when combined shall lead to the End Times. If we continue to wallow in ignorance, we are doomed.

Continued on page 74.



by the ink-fluid which blinds for 6D10 minutes and inflicts 2D10 points of burn damage.

CTHYLLA, Daughter of Cthulhu

STR 38 CON 210 SIZ 44 INT 40 POW 37
DEX 21 Move 9/50 swimming HP 127

Damage Bonus: +4D6.

Weapons: Tentacle 80%, damage 3D6 or hold for other attacks

Crush automatic when held, damage 1D6 + db

Bite automatic when held, damage 2D10

Armor: 16 points of hide; additionally, Cthylla regenerates 1D6 hit points per round.

Spells: Any dealing with Cthulhu, Ghatanothoa, Zoth-Ommog, Ythogtha, Ubb, Dagon and Hydra, deep ones, the Star Spawn of Cthulhu, Yuggs, and other aquatic Mythos horrors, as well as any others at the keeper's discretion.

Sanity Loss: 1D6/1D20 Sanity points to see Cthylla.

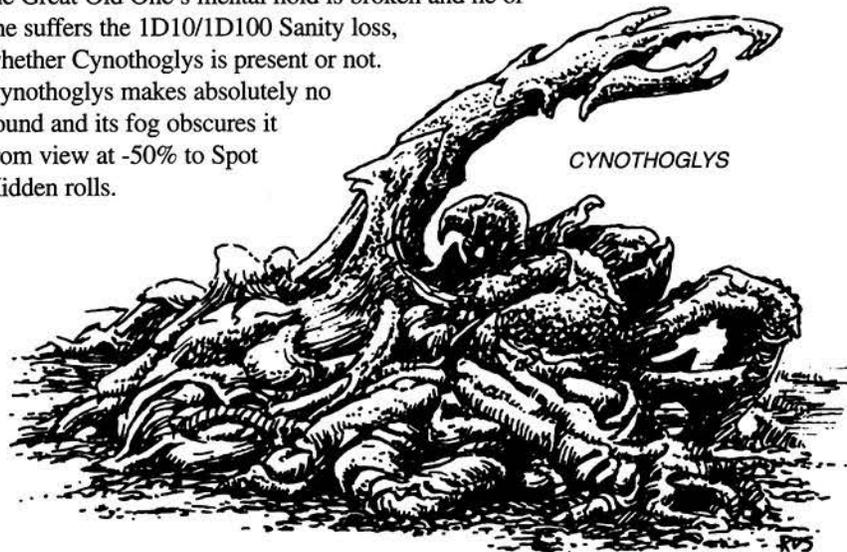
CYNOTHOGLYS, Great Old One. *A dark, monolithic object whose twisting shapelessness has placed it beyond simple analogies in my imagination. Yet there was something in its contours—a certain dynamism, like that of great, crablike roots springing forth from the ground. . . . Toward the summit of the mutilated sculpture, a crooked arm-like appendage extended outward in a frozen grasp, as if it had held this position for unknown eons and at any time might resume, and conclude, its movement.—Thomas Ligotti, "The Prodigy of Dreams"*

Cynothoglys is an ancient and obscure entity associated with death.

CULT: no known cults to Cynothoglys exist, doubtless because any such followers are quickly led to their deaths.

ATTACKS & SPECIAL EFFECTS: any contact with this Great Old One or one of its statues produces a dreamy, hypnotic state in all who cannot resist the entity's POW with their own on the Resistance Table. A person under the hypnotic power of the Mortician God experiences visions or daydreams about his or her own demise. The subjected individual is eventually visited by the Great Old One. He or she calmly awaits the end and walks willingly into the waiting clutches of the entity. A thick fog heralds the arrival of the Mortician God, forming sometimes days before Cynothoglys appears. Animals in an area about to be visited by the Great Old One exhibit unusual behavior, such as carnivores killing prey and arranging it in neat patterns instead of eating it.

A person under Cynothoglys' influence suffers no ill effects to Sanity from the being's presence. If a victim is successfully Psychoanalyzed, the Great Old One's mental hold is broken and he or she suffers the 1D10/1D100 Sanity loss, whether Cynothoglys is present or not. Cynothoglys makes absolutely no sound and its fog obscures it from view at -50% to Spot Hidden rolls.



CYNOTHOGLYS, The Mortician God

STR 85 CON 78 SIZ 152 INT 30 POW 30
DEX 12 Move 9 HP 115

Damage Bonus: N/A.

Weapons: Touch 100%, damage is automatic death

Armor: none but Cynothoglys cannot be harmed by any normal weapons. Enchanted weapons and magic harm the Great Old One normally.

Spells: any desired by the keeper.

Skills: Sneak 100%.

Sanity Loss: 1D10/1D100 Sanity points to see Cynothoglys.

DHO-SPAWN, Great Old One.

None dares to name the cosmos whence they course, / Or guess the look on each amorphous face, / Or speak the words that with resistless force / Would draw them from the hells of outer space.—H.P. Lovecraft, "To Mr. Finlay".

The Dho-spawn is invisible to the naked eye, save for a sense of "oiliness" in the air. Passing through the space occupied by the entity imparts the impression that the air has thickened. If special goggles are worn, or the Powder of Ibn Ghazi or similar spell cast, the ghastly appearance of the creature is fully appreciated. The loathsome Dho-spawn is enormous, and without fixed shape as its livid pulsing body shifts and rotates through far more than three dimensions. From its median line sprouts writhing forests of whiplike tendrils. The tendrils only interact with solid objects where the Dho-spawn desires, such as the base of victims' skulls. Ten of the tendrils have knobbed ends, which emit faint, dissonant moans.

The Dho-spawn was brought to this dimension through a Gate at the beginning of the 1920's. The being initially appeared as nothing more than a small crystalline object. Eventually the crystal grew and changed into the Dho-spawn. The Dho-spawn may reach maturity and complete the final transformation into a full-fledged Great Old One very soon, or not for hundreds of centuries yet.

CULT: the Dho-spawn is an immature Great Old One—not yet grown to its full power—and thus it has no large-scale cult.

ATTACKS & SPECIAL EFFECTS: the Dho-spawn sends stray tentacles to impale and thereby control—or else coerce—sentient beings around it. The Dho-spawn controls its slaves by inserting one of its invisible tendrils into the brain of a victim. These victims then remain in relative close proximity to the Dho-spawn.

The Dho-spawn increases its powers of thought by absorbing the perceptions and memories of slaves. It takes control by implanting a tentacle within the brain stem of its victim. If the victim is unwilling, it also needs to win a POW struggle with its victim on the Resistance Table. Victims controlled by the Dho-spawn are like extra limbs or senses, and the Dho-spawn may speak and act through

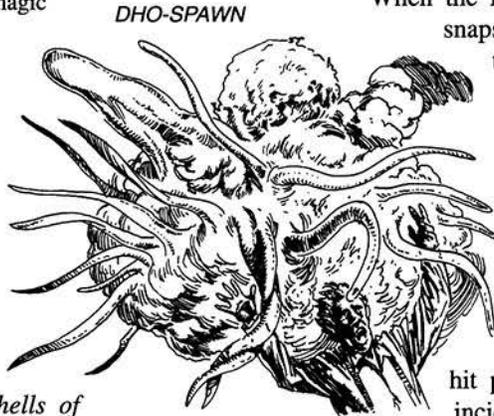
them at long distances. Once implanted, if the tentacle is removed the victim dies instantly and messily.

The Dho-spawn may also invade the thoughts of an unattached victim. If it wins a POW struggle, its target is under its control for 1D10 rounds. Only one victim at a time may be mentally coerced in this manner.

When the Dho-spawn breaks contact with a slave it snaps its tendrils back to its body, pulling the vic-

tim's spine out in the process and thus killing him or her. If any of the Dho-spawn's slaves are killed or faint from blood loss or shock, the entity continues to manipulate their nervous systems. Such dead or unconscious slaves become blood-spattered marionettes that jerkily continue their attacks. Witnessing this gruesome sight costs 0/1D6 Sanity points.

If the Dho-spawn is reduced to half its hit points it flees, breaking contact with and incidentally killing all of its slaves as it pulls their spines out through the back of their skulls.

**DHO-SPAWN, Immature Great Old One**

STR 50 CON 26 SIZ 50 INT 17 POW 25
DEX 15 Move 8/12 flying HP 38

Damage Bonus: + 5D6.

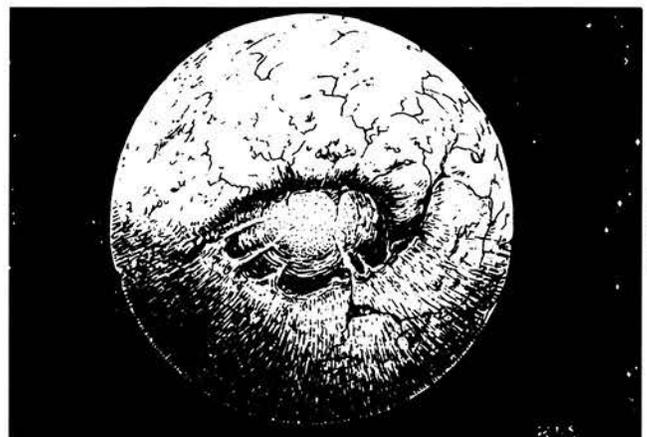
Weapons: Tentacle Implant 15%, damage special (see above)
Mental Coercion (see above)

Armor: due to its multidimensional normal, non-enchanted nature, weapons do only minimum possible damage to the Dho-spawn.

Spells: although it generally uses none, the Dho-spawn may know any spells desired by the keeper.

Sanity Loss: 1D3/1D20 Sanity points to see the Dho-spawn.

GHROTH, Outer God. *It was red as rust, featureless except for bulbous protrusions like hills . . . Except that of course they weren't hills if he could see them at this distance; they must be immense. It seemed to hang ponderously, communicating a thunderous sense of imminence, of power. . . Then it moved. . . The surface of a planet doesn't move . . . the surface of a planet doesn't crack, it doesn't roll back like that, it doesn't peel back for thousands of miles so you can see what's underneath, pale and glistening.*—Ramsey Campbell, "The Tugging".



From the Journals of Sir Hansen Poplan

THE END OF THE WORLD

(CONT.)—Continuing Sir Hansen Poplan's description of the End Times. See also page 72.

Finally, the signs shall all come right and the End Times shall begin, and then humanity shall be truly doomed.

A particular apocalyptic poetry cycle states, "And at the last from inner Egypt came / The strange dark One to whom the fellas bowed; / Silent and lean and cryptically proud, / And wrapped in fabrics red as sunset flame. / Throngs pressed around, frantic for his commands / But leaving, could not tell what they had heard; / While through the nations spread the awestruck word / That wild beasts followed him and licked his hands." This describes Nyarlathotep and how he will rise to such a position of power that the humans will worship him as the End Times begin.

Things shall only grow worse afterward, as DOOM follows DOOM. In the end, as stated by the *Necronomicon*, "Nug and Yeb shall emerge from below, cracking the ice, bearing furnace and torch, and with their black fire they shall Clear the Earth."

And then, as stated in that same apocalyptic poetry cycle, "From Leng, where rocky peaks climb bleak and bare / Under cold stars obscure to human sight, / There shoots at dusk a single beam of light / Whose far blue rays make shepherds whine in prayer." This is a description of the Pharos of Leng which, according to the *Necronomicon*, shall be lit following the Clearing of the Earth, and shall waken all the old gods.

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

The Outer God is a sort of "Nemesis Star": a planet-sized, star-like entity made up of gas and ash and molten iron. It appears as a vast rust-red sphere, its surface split with faults or cracks. Ghroth occasionally forms great eyes out of vast seas hidden below its crust. Its absence from the restraints of Azathoth's mindless court is due to the eternal duty it must perform. Ghroth is the herald of songs which only the pitiless stars and the dead Old Ones can hear. The stars are urged to rightness and the Old Ones awaken on the worlds which Ghroth passes.

CULT: Ghroth has a few worshipers, mostly astrologers and others interested in the stars.

OTHER CHARACTERISTICS: Ghroth is the Harbinger and the Maker of the Doom of Worlds. As the Outer God nears a world, tides change, volcanos erupt, and horrific storms, earthquakes, and tidal waves are experienced. The arrival of Ghroth signals catastrophe for a solar system, for the Outer God begins to pull planets into new orbits and awaken dark, slumbering gods with its music of the spheres.

There is some speculation that the appearance of Ghroth was the cause of the destruction of Shaggai.

GHROTH, Nemesis, The Harbinger and Maker

STR N/A CON N/A SIZ N/A INT 14 POW 100
DEX N/A Move N/A HP N/A

Damage Bonus: N/A.

Weapon: N/A.

Armor: N/A. Ghroth could, theoretically, be dispelled if it sustained an immense amount of damage. If somehow reduced to zero hit points Ghroth's body shatters into a cloud of lifeless rock and dust. The Harbinger then appears somewhere else in another galaxy or dimension, totally regenerated.

Spells: none.

Sanity Loss: 1D10/1D100 Sanity points to see Ghroth.

GLOON, Great Old One. *A seaman's body was found on the deck, hands gripping the railing in curious fashion. The poor fellow was young, rather dark, and very handsome. . . . Our men searched him for souvenirs, and found in his coat pocket a very odd bit of ivory carved to represent a youth's head crowned with laurel. My fellow officer believed that the thing was of great age and artistic value. . . .—H.P. Lovecraft, "The Temple".*

To his worshipers, Gloon usually appears as a handsome nude young man, standing well over ten feet tall. A laurel wreath is carefully set around his brow. Gloon's true form is that of a watted, slug-like horror.

CULT: Gloon is imprisoned within a temple in submerged Atlantis where it guards a portal to some unknown interdimensional place. Although worshiped by the Atlanteans and possibly by other ancient civilizations, Gloon has no human following today.

OTHER CHARACTERISTICS: anyone possessing one of the statues of Gloon in its handsome youthful form experiences vivid dreams of strange titan cities beneath the waves. Watery granite towers and barnacle-encrusted temples haunt the sleeper's consciousness. After



a week of these bizarre images, one scene begins to reoccur—a dark basalt temple of enormous size from whose door and multitudinous windows emanates a faint glow. Above the temple's entrance is a ten-foot-tall bas-relief version of the statue of the handsome naked youth. A Sanity roll and the loss of 0/1 point of Sanity is required each night for the dreams. Once an investigator has lost 10% of his or her Sanity to the dreams, he or she becomes obsessed with finding the submerged city and returning the statue to the dark temple. Simply destroying a statue of Gloom may not be enough to stop the dreams.

ATTACKS & SPECIAL EFFECTS: the Great Old One's touch penetrates through armor or clothing to cause exceeding pain and agony in the recipient as his flesh explodes into a festering mass of boils and scabs. This attack does 1D3 damage to the victim per round for 1D6 rounds after the touch has ended. The agony also causes the target to lose ten percentiles off all skills until the wounds have been cured.

Once reduced to zero hit points, Gloom transforms to its true wattled and slug-like form, then dissolves and vanishes back to its own plane.

GLOON, The Corruptor of Flesh

STR 40 CON 60 SIZ 30 INT 14 POW 50
DEX 17 Move 6 HP 45

Damage Bonus: + 3D6.

Weapons: Touch 60%, damage 1D3 per round for 1D6 round plus 10% off all skills

Armor: none.

Spells: any as the keeper desires.

Sanity Loss: none, normally, however seeing Gloom's true form costs 1/1D10 Sanity points.

GOL-GOROTH, Great Old One. *A huge monstrous toadlike thing squatted on the top of the monolith! . . . In those grisly eyes were mirrored all the unholy things and vile secrets that sleep in the cities under the sea, and that skulk from the light of day in the blackness of primordial caverns. And so that ghastly thing that the unhallowed ritual and sadism and blood had evoked from the silence of the hills, leered and blinked down on its bestial worshippers. . . .*—Robert E. Howard, "The Black Stone".

This Great Old One resembles a large, slobbering, titting toad with a slimy, scaly hide and a fanged mouth. Gol-goroth's hindquarters terminate in hooves. In place of arms, several ropy tentacles dangle from its neck and shoulders. Gol-goroth usually squats or crawls, but can move upright for brief intervals. It is believed to reside in subterranean temples or alien castles with extensions deep into the earth.

CULT: the Great Old One was worshiped by many bestial prehuman cults in various parts of the world, notably



GOL-GOROTH

Hungary and the Yucatan. The toad-thing's worship usually involves orgiastic dancing, copulation, flagellation, and human sacrifice.

ATTACKS & SPECIAL EFFECTS:

each round Gol-goroth can either make 1D4 tentacle attacks, one trample/kick/stomp with a hoof, or one bite. A victim grasped by a tentacle is automatically bitten the next round unless his or her player rolls STR or less on D100 to escape Gol-goroth's grasp.

GOL-GOROTH, The God of the Black Stone

STR 50 CON 65 SIZ 45 INT 17 POW 30
DEX 15 Move 6/9 stalking HP 55

Damage Bonus: + 6D6.

Weapons: 1D4 Tentacles 45%, damage 3D6 each
Hoof 50%, damage 3D6
Bite 30%, damage 1D6

Armor: due to Gol-goroth's non-terrene nature all physical attacks do only minimum damage; Gol-goroth can not be impaled. The Great Old One is immune to cold damage but is otherwise affected by magic.

Spells: Create Gate, plus those dealing with subterranean-dwelling races and entities; others as the keeper desires.

Sanity Loss: 1D4/2D8 Sanity points to see Gol-goroth.

GREEN GOD, Great Old One. [It] *towered from the moist earth, an idol not unlike a greenish Easter Island statue overgrown almost to featurelessness, its apex lost in the darkness overhead. . . . It unfurled part of itself towards me, a glimmering green appendage which might have been a gigantic wing emerging from a cocoon, and as it reached for me it whispered seductively with no mouth.*—Ramsey Campbell, "The Horror Under Warrendown".

The Green God is an obscure, little-known Great Old One. This sentient plant-like entity dwells in subterranean caverns where it is always tended to by 5D10 of its mutant followers.

CULTS: the botanical Great Old One acquires new followers by feeding bits of itself to lesser creatures—willing or not. It has no organized cult outside of the town of Warrendown.



GREEN GOD

ATTACKS & SPECIAL

EFFECTS: in combat, the Green God grasps victims in its leafy tendrils and may either crush them or hold them so they may be forced to swallow bits of the alien plant. Once

From the Journals of Sir Hansen Poplan

HASTUR & THE STARS—Some 50 light years away lies the star of Aldebaran, derived from the Arabic *al Dabaran*, meaning “the follower.” It would be a relatively unnotable star if it were not reputed to be the home of the Outer God Hastur. Woe to the interstellar traveler foolish enough to approach that star.

Hastur also seems to have a peculiar affinity to two other spacial locations: the Hyades and the Pleiades. From Earth these three locales all seem closely bunched together in the sky about the constellation of Taurus. However in truth some 350 light years separate Aldebaran from the much further Pleiades, while the Hyades rest in between. Why this particular conjunction is obvious only from Earth is unknown. Perhaps Hastur controls a huge sphere of space encompassing all three locales, or perhaps there is a more sinister answer relating to Earth’s place in the universe.

The Hyades contains several hundred stars, approximately 130 light years from Earth. The name is Greek and means “the rainy ones”. The Hyades is notable in our discussion because it shields the long-lost planet of Carcosa, home to the King in Yellow, one of Hastur’s many avatars.

The Pleiades also contains several hundred stars, approximately 400 light years from Earth. It is notable for the fact that around the star of Celæno there orbits a planet containing the greatest library in the universe. A great tentacled monster known as the Sleeper in the Lake guards the library, and it is believed to be either another of Hastur’s avatars or one of the Outer God’s spawns.

The King in Yellow is known to have appeared on Earth, and perhaps the Sleeper in the Lake has as well. So we see that we lie dangerously close to Hastur’s realm, that paths lie between it and our own home, and we should thus beware.

a victim has swallowed even the tiniest bit of the Green God, he or she begins the painful transformation into one of the mutant, rabbit-like Children of the Green God. The transformation is apparent within 1D10 hours. If the victim is treated with three successful Medicine rolls with the first 1D10 hours he or she is saved, otherwise the change begins and cannot be reversed. The transformation is complete in 1D3 days.

GREEN GOD, Botanical Great Old One

STR 30 CON 130 SIZ 70 INT 28 POW 35
DEX 1 Move 0 HP 100

Damage Bonus: + 5D6.

Weapons: Tendril 80%, damage 5D6 or 1D4 and held, as the Great Old One desires

Armor: none, however the Green God cannot be harmed by normal weapons.

Enchanted weapons, spells, fire, and chemicals harm the Great Old One normally. Also, it regenerates 4D6 hit points per round.

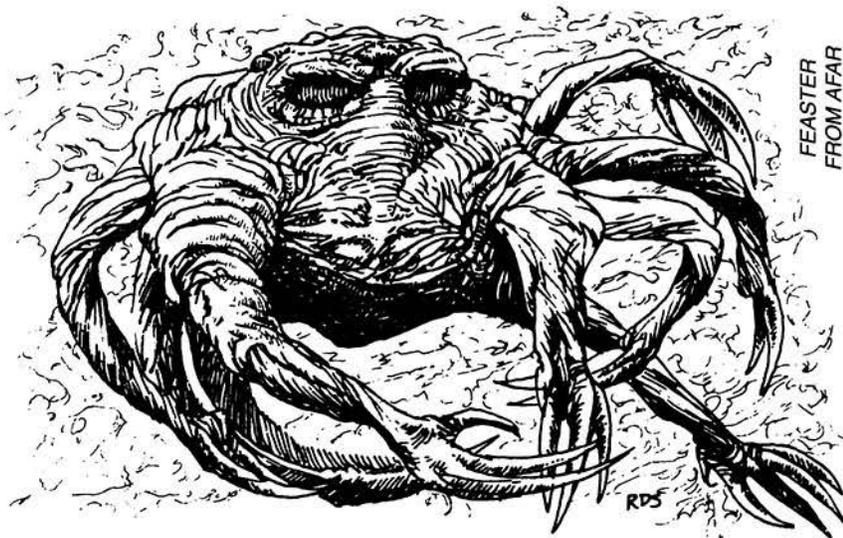
Spells: any, as desired by the keeper.

Sanity Loss: 1D4/1D10 Sanity points to see the Green God.

HASTUR, Great Old One. *The Thing that had been . . . hurled into the Black Lake was even Hastur—Hastur the Unspeakable, Him Who is Not to Be Named—Great Prince of the Old Ones, prince and rebel against the Elder Gods . . . And very great and powerful was Hastur the Unspeakable, greater than any mere mortal man.*—Lin Carter, “Carcosa Story about Hali”.

The Unspeakable One dwells near Aldebaran with his spawn and a huge siege of byakhee. However, he has been known to appear on Earth in the form of at least two avatars, the Feaster from Afar and the King in Yellow. The Great Old One *Hastur* is described in full in the *Call of Cthulhu* rules, pages 167-168.

FEASTER FROM AFAR, Avatar of Hastur. *He felt it coming. The air grew frigid, as if it blew out of the black interstices of interstellar space. . . . It glided down out of that icy sky like the final concentrated essence of all nonhuman horror. It was black, infinitely old, shriveled and humped like some kind of enormous air-borne monkey. A kind of iridescence played about it and its fixed blazing eyes were of no color known on earth. . . . As it grew close to the knoll, it extended appendages which resembled tentacles tipped with knifelike talons.*—Joseph Payne Brennan, “The Feaster from Afar”.



FEASTER
FROM AFAR

CULT: this strange avatar of Hastur is little worshiped on Earth.

OTHER CHARACTERISTICS: once called to Earth the Feaster from Afar can return to the area of its summoning at will as long as Aldebaran is above the hori-

zon and it is dark. Anyone with one or more points of Cthulhu Mythos in the area experiences vivid nightmares of being chased over an alien landscape by an unseen pursuer. The terror in these dreams is so intense that 0/1D2 Sanity points are lost each time the investigator has the nightmare.

The Feaster's approach is signaled by an icy wind that blows out of the night sky. This form of Hastur appears to be independent of attendant byakhee.

ATTACKS & SPECIAL EFFECTS: the Feaster attacks by puncturing holes in its victim's skull with its knifelike talons and draining out his or her brain. The bodies are left otherwise unharmed. Each round the Feaster can attack with 2D10 talons to a single target. Each talon inflicts one hit point of damage and drains one point of INT. When a victim's INT is reduced to zero the Feaster turns its attention to another victim or departs. If a victim has any hit points left after his INT has reached zero he does not immediately die. If the mindless individual is attached to life-support devices within an hour or so of his attack he may live. Such mindless individuals live out their lives as total vegetables, incapable of thought, movement, or sound.

THE FEASTER FROM AFAR, Devourer of Brains

STR 49 CON 105 SIZ 33 INT 10 POW 25
DEX 33 Move 10/30 flying HP 69

Damage Bonus: + 4D6.

Weapons: Talons 90%, damage 1 point + 1 INT drain per talon

Armor: 20 points of thick, wrinkled hide.

Spells: any as the keeper desires.

Sanity Loss: 1D8/1D20 Sanity points to see the Feaster from Afar.

KING IN YELLOW, Avatar of Hastur. He stands in state upon the balcony. He has no face, and is twice as tall as a man. He wears pointed shoes under his tattered, fantastically colored robes, and a streamer of silk appears to fall from the pointed tip of his hood. . . . At times he appears to be winged; at others, haloed.—James Blish, "More Light".

The King in Yellow might also be human-seeming, clad in tattered yellow or parti-colored rags and wearing the Pallid Mask. The rags are extensions of the entity's flesh, while the Mask covers horrible pseudopods which can attach to a target and drain POW. Above all, it possesses a loathsome plasticity of shape, able to stretch and change at will.

CULT: worshipers often are solitary madmen, artists, and poets, driven mad by reading the haunting play *The King In Yellow*, and inspired by its cruel beauty to create art that renders human experience meaningless. A special symbol, the

Yellow Sign, is often stamped on surreptitious editions of the evil book. The sign is a subliminal focus for madness and evil, helping to warp the dreams of those who see it.

THE KING IN YELLOW, Throne Form

STR 25 CON 106 SIZ 14 INT 50 POW 35
DEX 27 Move 15, or at will HP 60

Damage Bonus: +1D6.

Weapons: Dance* POW against POW roll on resistance table, damage 1D4 per round of attack

Face Tentacle 100%, damage 1D6 + 1 of the victim's POW per round

Grapple 90%, 1D6 + 1D6 plus special Gaze**

* Viewer must succeed in a POW resistance table roll with the King or be mesmerized. In the next round, the tattered filaments of the King's body take on life as the King whirls out a razor-edged yellow maelstrom against the mesmerized target, condemned to stand motionless; the target loses 1D4 hit points per round from the attack. Once each round, the target can attempt to break free via another POW roll on the Resistance Table.

** Gaze. The King induces paroxysms of fear by touching and staring at the target, costing him or her 1D6 Sanity points per round. Each round costs the King 3 magic points. To avoid the Gaze in a particular round, roll D100 equal to or less than victim's POW x2. In determining insanity, add together all such attacks, then roll once. Ordinary Grapple damage can be inflicted during this time.

Armor: none.

Spells: all Call, Contact, and Summon/Bind spells, as well as any others the keeper desires.

Sanity Loss: in throne form with Mask in place, no cost; any other mode costs 1D3/1D10 Sanity points.

HYDRA, Great Old One. It seemed merely a sea of gray slime, protoplasmic and featureless. But the dark blobs became recognizable as heads. . . . There were human heads bobbing and nodding from the gray sea, uncountable thousands of them, but by far the greater number of the heads were not human. . . . The heads lived. Their eyes stared with awful agony; their lips writhed in soundless laments; tears coursed down the sunken cheeks of many. Even the horribly inhuman heads—bird-like, reptilian, monstrous things of living stone and metal and vegetable matter—showed traces of the unceasing torment that gnawed at them.—Henry Kuttner, "Hydra".

This Hydra should not be confused with the enormous matriarch of the deep ones by the same name. It is a vampiric entity living by absorbing the heads and brains of intelligent species. Hydra dwells within an alien dimension outside conventional time and space.



KING IN YELLOW



HYDRA

From the Journals of Sir Hansen Poplan

ASTRAL PLANE—I approach the topic of the Astral Plane somewhat hesitantly, for it seems to be better suited to a discussion of Theosophy than the Mythos. However the eighteenth century booklet *On the Sending Out of the Soul* seems to prove the real existence of that place. For that reason I have opted to discuss the Astral Plane here.

On the Sending Out of the Soul explains how to separate the Astral body from the Physical body. The eighth page of the eight page booklet contains the precise ritual required. By using it, the caster projects himself onto the Astral plane.

This leads to the question of what the Astral plane is. I have no true answer, only a variety of possibilities.

The Theosophists believe that the Astral Plane consists of that substance more refined than the matter of our own world. They say each of us has an Astral body which is freed upon death.

Carl Jung talks of a "communal consciousness" and this offers another possibility for the Astral Plane: a place created by the dreams of the world.

The most intriguing idea comes from the Celtic druids. They call the Astral Plane a "joint realm" and say that it connects to all the different levels of reality. Through it one can catch glimpses of the entire multiverse, and so gain knowledge, though somewhat randomly.

This leads us to the question of how the Astral Plane relates to the Mythos.

I have seen scant references to a certain hideous Great Old One that lives there, Hydra. It may be home to others as well. The druids' "joint realm" is a mirror of our understanding of Yog-Sothoth. It seems that the Astral Plane might also be a mechanism by which gates work, a means by which Nyarlathotep roams the universe. So, travelers beware. *There be monsters.*

The only known way to reach Hydra is through astral projection. Although a special ritual for journeying to Hydra's dimension is described in the pamphlet "On the Sending Out of the Soul", anyone experiencing an out-of-body experience may inadvertently stumble upon Hydra's weird plane. Entering into Hydra's dimension, the astral traveler first feels a numbing cold and sees nothing but thick, gray fog whirling everywhere. The alienness of this place is oppressive and the traveler is filled with a numbing dread. Soon the fog lifts and the astral traveler sees that he is floating above a surging sea of gray slime. The traveler is drawn down toward the leaden sea and as he nears he sees the countless heads of the thing.

CULT: this very strange entity is not worshiped by any race of beings.

ATTACKS & SPECIAL EFFECTS: Hydra cannot attack those who come to its plane; however, it matches its POW against its visitor's on the Resistance Table. If Hydra overcomes the POW of its guest then a part of the Great Old One can follow the traveler out of the alien dimension—usually unknown to the unfortunate visitor. Once the psychic traveler leaves Hydra's domain and returns to his own plane, anyone he visits astrally is attacked by Hydra.

A victim first sees the ghostly form of the astral traveler and then the surging gray mass of Hydra. Hydra engulfs the victim, drawing him or her down into its roiling mass where it decapitates the victim. The Great Old One returns to its plane with its victim's still-living head as a part of its own mass. The victim's dead, headless body is left behind, gray slime coating the body and everything in the vicinity. As Hydra sweeps away from its dead victim and back to its lair, the astral traveler wakes, returning to his physical body. The only protection from Hydra's attack is the Elder Sign.

Once someone has visited Hydra's dimension he can return there simply by willing his astral body there. Each visit to the Great Old One's domain costs additional Sanity points and allows the entity access to the traveler's home plane.

HYDRA, The Thousand-Faced Moon

STR N/A CON 59 SIZ 783 INT 100 POW 50
DEX N/A Move 0 HP 421

Damage Bonus: N/A.

Weapons: Engulf 90%, damage is decapitation

Armor: none, but as a living mass of slime physical weapons do no harm to Hydra. Magic, enchanted weapons, fire, electricity, and chemicals inflict normal damage to Hydra.

Spells: although capable of using any spells, Hydra generally does not do so.

Sanity Loss: 1D8/5D10 Sanity points to see Hydra.

IOD, Great Old One. *Gradually it swam into view from a blaze of blinding light. . . . It was not a homogeneous entity, this unholy specter, but it partook hideously of incongruous elements. Strange mineral and crystal formations sent their fierce glow through squamous, semi-transparent flesh, and the whole was bathed in a viscid, crawling light that pulsed monstrosly about the horror. A thin slime dripped from the membranous flesh . . . and as this slime floated down, hideous, plantlike appendages writhed blindly in the air, making hungry little sucking noises. A great faceted eye watched emotionlessly.—Henry Kuttner, "The Hunt".*

A weird conglomeration of animal, mineral, and plant. When Iod appears a great black shadow or veil first forms in the air followed by a blinding light from which emerges the Great Old One.

Iod is mentioned in *The Ishakshar*, *The Book of Iod*, and Prinn's *De Verriis Mysteriis*.

CULT: Iod was worshiped by early humans but is mostly unknown today.

ATTACKS & SPECIAL EFFECTS: Iod paralyzes its victims and then drops writhing tendrils on them, draining away their souls at a rate of 2D10 POW per

round. When a victim's POW reaches zero he or she is dead, although their brain lives on, trapped forever within the corpse. To immobilize victims, Iod must first overcome their POW with its own. To break free of this paralysis a victim must overcome Iod's POW with his or her own. A victim can attempt to break free of Iod's mental hold each round until successful or dead, or until Iod is driven off. Iod may paralyze any number of victims at a time.

Those who escape Iod find themselves hunted by the Great Old One in their dreams as well as in the waking world. An intended victim may escape Iod's hunt by dispelling the Great Old One, either by arcane means or by inflicting eighty hit points of damage to the entity. Standing within a specially prepared Elder Sign, pentagram, or Star of David protects against Iod.



IOD, The Hunter of Souls, The Shining Pursuer

STR 75 CON 60 SIZ 100 INT 25 POW 30
DEX 16 Move 20 flying HP 80

Damage Bonus: N/A.

Weapon: Tendril automatic to paralyzed victims, otherwise 85%, damage 2D10 POW drain

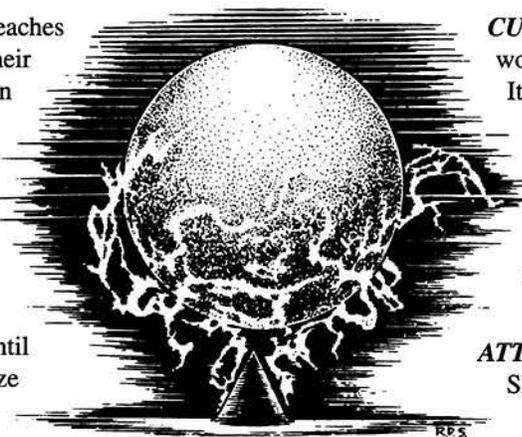
Armor: Iod has 20 points of armor.

Spells: all Summon, Bind, Call, and Contact spells, all Dreamlands spells, plus any as desired by the keeper.

Sanity Loss: 1D6/3D10 Sanity points to see Iod.

JUK-SHABB, Great Old One. *The ultimate tier was a purple cone, from the apex of which a blue smoky mist drifted upward to a sphere that poised in mid-air—a sphere that shone like translucent ivory.* —H.P. Lovecraft, A. Merritt, Robert E. Howard, C.L. Moore, and Frank Belknap Long, “The Challenge From Beyond”.

Juk-Shabb is a bizarre and obscure Great Old One who appears as a sentient sphere of metal or energy.



JUK-SHABB

CULT: Juk-Shabb is worshiped by the wormlike creatures of the planet Yekub. It communicates with its followers telepathically and by changing color.

OTHER CHARACTERISTICS: its favored minions are permitted to tap into Juk-Shabb's awesome power, gaining access to its INT, POW, and spells.

ATTACKS & SPECIAL EFFECTS: Juk-Shabb wields no physical attack and is one of the least malevolent of the Great Old Ones. It possesses great mental powers and can utilize any spell desired.

One of the Great Old One's mental attacks includes a powerful Mindblast. If it overcomes its target's magic points with its own, the victim loses 2D10 Sanity and falls into a state of stupefaction for D100 hours. Each use of this power costs Juk-Shabb 1D6 magic points. The Great Old One undoubtedly has other unique mental abilities.

JUK-SHABB, God of Yekub

STR N/A CON N/A SIZ 20 INT 30 POW 50
DEX N/A Move 0 HP 100

Damage Bonus: N/A.

Weapons: Mindblast magic points vs magic points, damage 2D10 Sanity loss and stupefaction for D100 hours

Armor: none, but Juk-Shabb is immune to all mundane physical attacks. Enchanted weapons and magic harm the Great Old One normally.

Spells: any, as desired.

Sanity Loss: 0/1D4 Sanity points to see Juk-Shabb.

KTHANID, Elder God. *For the thing upon which he suddenly found himself gazing was a shape of primal horror, the blasphemous shape of Cthulhu himself—except that it was not Cthulhu but Kthanid, and where the former was black as the pit the latter shone with the light of stars. . . . For this great creature, bejeweled and glittering as though dusted with diamonds, stared out upon the hall through huge eyes that glowed like molten gold.*—Brian Lumley, *The Clock of Dreams*.

Kthanid appears as a bejeweled, glittering twin of Great Cthulhu, with brilliant golden eyes. The Elder God resides within the Hall of Crystal and Pearl—a marvelous palace beneath an ancient glacier on the alien world of Elysia.

Certain legends of the Cthulhu Mythos suggest that Kthanid and Cthulhu are somehow related.

CULT: Kthanid is not worshiped by humans, although he may occasionally call certain selected, worthy humans to his palace. The Elder God freely assists those individuals he deems worthy in their struggles against the machinations of Cthulhu and the Great Old Ones. Generally, Kthanid's assistance is in the form of some bit of knowledge, an artifact, or spell. This Elder God will, however, directly confront and battle with Great Old Ones in certain rare instances.

From the Journals of Sir Hansen Poplan

ELYSIA—The stories concerning Elysia are very odd, and I can only report what I have read in a few scant sources without trying to assess the veracity of their claims.

Elysia is said to be the home of the Elder Gods, a place of love of harmony to which only the truly worthy can gain access. It seems a paradise; for such a place to exist in the dark universe ruled by the Outer Gods and Great Old Ones must be suspect.

The name seems to derive from *Elysium*, the paradise of the Greeks, a place of mortals become immortals that could be entered only by those favored by the gods. The connections are obvious, and should only increase our suspicion of the stellar paradise.

I believe the stories of Elysia as paradise ultimately derive from ancient legends concerning a war between the Elder Gods and their foes, the Outer Gods and the Great Old Ones. Since the Outer Gods and Great Old Ones are obviously malevolent forces, the Elder Gods have been deified as saints. But this misses the truth, that awful truth hidden away in certain tomes of the Mythos: humanity is but a mote in the eye of the Elder Gods, utterly insignificant, and they do not care what fate befalls us.

How could they care, those beings who are said to have imprisoned many of the Great Old Ones upon our planet, causing us millennia of misery? How could they care, those who are said to have destroyed entire planets in order to defeat their foes? How could they care, those who are said to have killed, maimed, and forever imprisoned their enemies?

To the Elder Gods we are but tools: to defeat their enemies, to advance their own alien goals, to light their dark hours with amusement. They may not hate and despise us, but still, beware! What they do is for their own good alone.

ATTACKS and SPECIAL EFFECTS:

Kthanid attacks with strange glowing beams that emanate from his eyes. These beams either hold a target or inflict damage upon him or her. To hold a target, Kthanid must overcome their POW with his own on the Resistance Table. Such held victims may try to resist Kthanid's POW each round to break free. If Kthanid chooses to inflict damage upon a victim, the beams of light automatically do 10D6 points of damage. Kthanid's light beams ignore all armor or damage resistance—natural or artificial.

KTHANID, the Eminence

STR 100 CON 98 SIZ 210 INT 75 POW 100
DEX 21 Move 20 stride/18 swim/20 fly HP 154

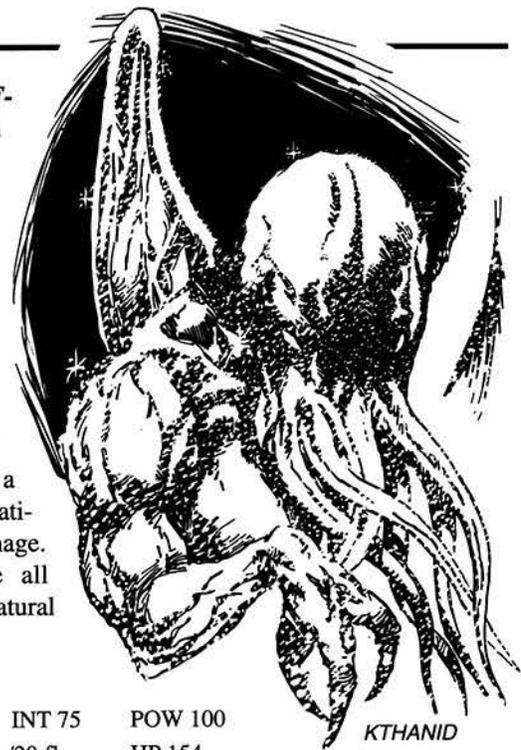
Damage Bonus: + 18D6.

Weapons: Light Beam 100%, damage either 10D6 or hold
Fist 100%, damage 1D6 + db

Armor: 15 points of skin; additionally, he regenerates 10 hit points per round.

Spells: Kthanid knows any spell he wishes.

Sanity Loss: 1D8/5D10 Sanity points to see Kthanid.



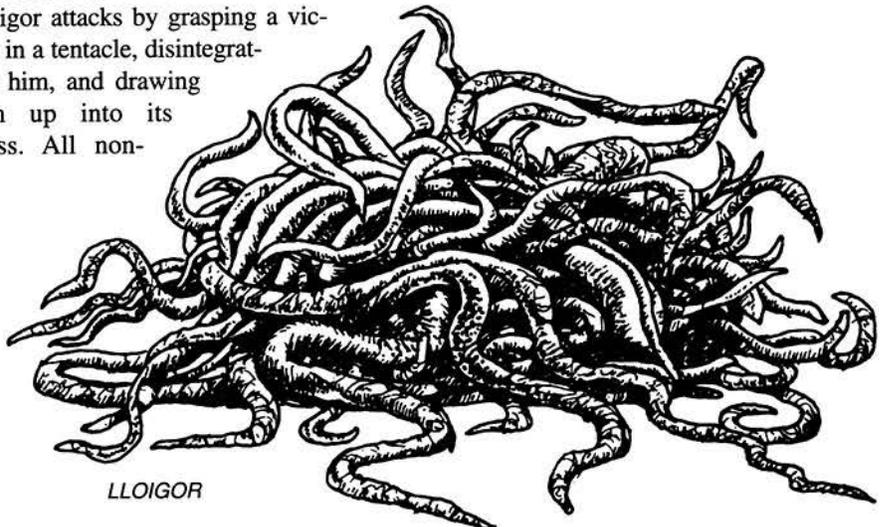
KTHANID

LLOIGOR, Great Old One. *A strange shapeless procession of marks—snake-like, some of them . . . all lead back to that tiny break in the pane of the attic window; something had come in and something more had gone out. . . . For of my uncle there was no trace save one—the ghastly remnants of what stood for him, rather than of him. . . . The man who, by all the evidence, was drawn or sucked out of [his clothes] as by some frightful, malign being who employed in his aid the terrible wind heard within the rooms.*—August Derleth, “The Sandwin Compact”.

CULT: Lloigor is worshiped by the degenerate Tcho-Tcho folk of the Tibet region. The Great Old One is generally mentioned as having a “twin” named Zhar which is also worshiped by the Tcho-Tcho. Also see *Zhar*, in *Call of Cthulhu* pages. 176-177.

ATTACKS & SPECIAL EFFECTS:

Lloigor attacks by grasping a victim in a tentacle, disintegrating him, and drawing him up into its mass. All non-



LLOIGOR

living objects are left behind, found perfectly intact and mysteriously undisturbed. The Star-Treader's approach is signaled by high winds which the alien god somehow creates and moves on. The Great Old One has the ability to seep through the tiniest cracks to get at a victim.

LLOIGOR, the Star-Treader

STR 100 CON 100 SIZ 100 INT 30 POW 28
DEX 30 Move 20/50 flying HP 100

Damage Bonus: + 11D6.

Weapons: Tentacle 100%, damage is death on second round

Armor: 22 points of blubbery flesh.

Spells: Summon/Bind Byakhee, Call Hastur, all others dealing with air, winds, or Zhar.

Sanity Loss: 1D6/1D20 Sanity points to see Lloigor.

M'NAGALAH, Great Old One. *A tentacled mass of what looked like bloated raw entrails and eyes.— Ramsey Campbell, "The Tugging".*

CULT: M'nagalah has no known human cult although it may be worshiped by alien races on other worlds.

OTHER CHARACTERISTICS:

its appearance is signaled by a hissing, squishing, wet writhing noise.

When encountered or summoned M'nagalah drags itself sickly across the ground toward any present, clutching and reaching for victims with dripping, quivering entrail-like tentacles. Even those who have summoned the Great Old One are attacked by the cancerous deity unless somehow protected or hidden from the creature's view.

ATTACKS & SPECIAL EFFECTS: those grasped by M'nagalah are crushed or have slippery tentacles forced into any body openings and are turned inside out on the following round. The bodies of such victims are drawn into M'nagalah's mass of bloated entrails, bleeding and quivering, where they become one with the alien deity.

M'NAGALAH, The Devourer

STR 55 CON 80 SIZ 50 INT 21 POW 30
DEX 25 Move 16 HP 65

Damage Bonus: + 6D6.

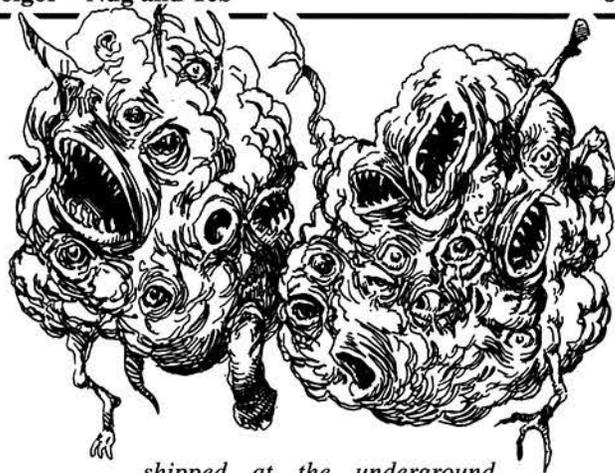
Weapon: Tentacle 80%, damage 1D6 + 6D6 or Death on following round

Armor: none. M'nagalah regenerates at a rate of 25 points per round.

Spells: all dealing with the Great Old Ones and their minions, as well as any others the keeper thinks appropriate.

Sanity Loss: 1D8/3D10 Sanity points to see M'nagalah.

NUG and YEB, Great Old Ones. *I talked in Yemen with an old man who had come back alive from the Crimson Desert—he had seen Irem, the City of Pillars, and had wor-*



NUG AND YEB

shipped at the underground shrines of Nug and Yeb—Iä Shub-Niggurath!—
H.P. Lovecraft and Adolphe de Castro, "The Last Test".

Nug and Yeb are the "twin offspring" of Yog-Sothoth and Shub-Niggurath. They appear as writhing, festering masses composed both of vaporous gases and solid matter.

Eyes and mouths open and close on the bubbling bodies of Nug and Yeb, forming and dissolving, dripping spittle and sap from the alien beings. Whirling vapors and the dripping ichor coalesce into various limbs terminating in claws and hooves. The limbs, eyes, mouths, and other organs continually form, shrink, and dissolve into the nightmarish entities.

CULT: the pair of monstrous beings are worshiped by the people of K'n-Yan in underground shrines with sickening and horrible orgiastic rites. Small bands of other human and nonhuman beings may also worship Nug and Yeb with similar ceremonies in underground sanctuaries. During certain orgiastic ceremonies the Great Old Ones "mate" with both female and male sacrifices. Nug and Yeb devour their male mates alive after receiving their sperm, and later give birth to some horrible creature. Female mates are impregnated by the noxious pair but later die giving birth to the alien offspring they carry.

ATTACKS & SPECIAL EFFECTS: Nug and Yeb attack by crushing victims in their massive appendages or by biting them with their many mouths.

NUG and YEB, The Twin Blasphemies

STR 90 CON 173 SIZ 89 INT 31 POW 37
DEX 17 Move 25 HP 131

Damage Bonus: +10D6.

Weapons: Appendage Crush 90%, damage 1D6 + db.

Bite 80%, damage 5D6.

Armor: none, however, no normal physical weapons can harm Nug and Yeb. Enchanted weapons and magic inflict normal damage to the pair of Great Old Ones.

Spells: Nug and Yeb may automatically Call each other at will, as well as Shub-Niggurath and Yog-Sothoth. Any others as desired by the keeper.

Sanity Loss: 1D10/1D100 Sanity points each to see Nug and Yeb.



M'NAGALAH

From the Journals of Sir Hansen Poplan

NYARLATHOTEP—I scarcely know where to start when discussing Nyarlathotep. He is the god of a thousand masks, with a thousand different personalities and motivations. In his many different forms, he is worshiped across the universe, on Abbith, on Sharnoth, on L'gy'hx, and more. What I try to do here is outline some of the most common motivations of Nyarlathotep, so we can better know this unknowable being.

He serves the Outer Gods.

Nyarlathotep is said to be the "messenger, heart, and soul" of the Outer Gods. While they are imprisoned he is free, able to do their tasks in the universe, able to carry their messages to their fellows or followers.

He prepares for the end of the world. While the Outer Gods lie imprisoned, Nyarlathotep prepares the way for their eventual return. Many prophecies say that he will herald in the End Times, that it will be through his actions that DOOM comes. I know without doubt that his cultists have been active in this regard on this world. Doubtless they are on a thousand other worlds as well.

He sees the dark side of the universe. Nyarlathotep's vision is a dark one. He sees the universe not as it is, but as it could be in our worst nightmares. So he tempts and taints, trying to make his vision ours.

He embodies the forces of nature. Bestial and angry, Nyarlathotep lashes out at that which has angered him, and there is no intelligence within his animalistic responses.

He is. In the end we must simply remember that Nyarlathotep was, is, and shall be. He is a cunning and intelligent sentient being who makes plans that span thousands of years, and thus appears alien and unknowable to mere mortal beings.

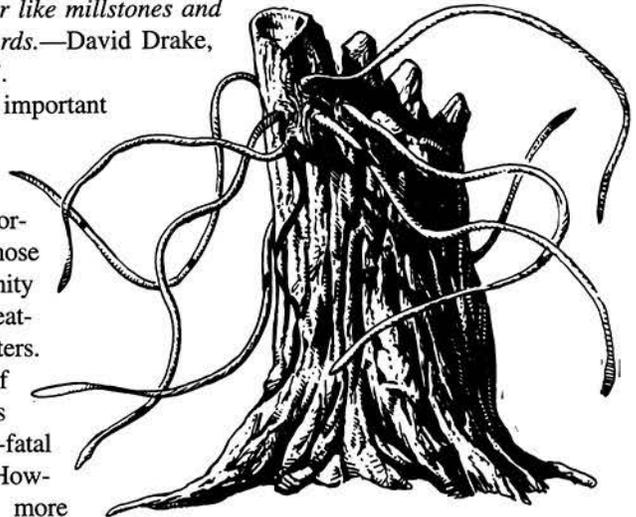
NYARLATHOTEP, Outer God. *Silent and lean and cryptically proud, / And wrapped in fabrics red as sunset flame. / Throngs pressed around, frantic for his commands, / But leaving, could not tell what they had heard; / While through the nations spread the awestruck word / That wild beasts followed him and licked his hands.*—H.P. Lovecraft, "Fungi from Yuggoth".

Nyarlathotep is the messenger of the Outer Gods and one of the most active of all the deities of the Cthulhu Mythos. He is not bound or imprisoned and ranges the universe while developing his perverse plans. Nyarlathotep has been identified with the Black Man of witch ceremonies and the Christian devil himself. In all Nyarlathotep has a thousand masks, which is to say a thousand different avatars. Twelve are listed on the pages that follow. Also see *Crawling Mist* and *The Thing in the Yellow Mask* in *The Complete Dreamlands* as well as the full *Nyarlathotep* write-up on page 65 of this book. Other known avatars include the Black Demon, Black Man, Black Pharaoh, Black Wind, Bringer of Pests, Dark One, Dweller in Darkness, Effigy of Hate, the Floating Horror, Green Man, Horned Man, Pool of Shadow, Set, Skeletal Horror, Small Crawler, Tezcatlipoca, Thoth, and White Man.

AHTU, Avatar of Nyarlathotep. *Higher already than the giants of the forest ringing it, the fifty-foot-thick column . . . sprouted a ring of tendrils, ruddy and golden and glittering overall with inclusions of quartz. They snaked among the combatants as flexible as silk; when they closed, they ground together like millstones and splattered blood a dozen yards.*—David Drake, "Than Curse The Darkness".

Ahtu is not a specially important avatar, but it has been well observed.

CULT: in Africa, human worshipers of this horror are those with no hope, driven to insanity by encroachments and ill-treatment by rulers and exploiters. Self-mutilation is a sign of the cult: all have amputations and terrible scars from near-fatal whippings and beatings. However, New World worship more resembles voodoo rituals.



AHTU

OTHER CHARACTERISTICS: the *Necronomicon* describes Ahtu, declaring that it is one of many seeds that fell to earth eons ago, and that should it take root here, Ahtu will suffuse the planet. Spells in that book can Summon or Dismiss Ahtu.

AHTU, Lord of the Deformed

STR 150 CON 200 SIZ 100 INT 10 POW 50
DEX 25 Move 24 HP 150

Damage Bonus: + 15D6

Weapons: Engulf* 100%, damage automatic death

Eruption** 100%, damage 4D6 hit points from explosive shock plus 6D6 hit points from searing heat

Tentacle*** 80%, damage 6D6 + db for grinding tentacles

Crush**** 100%, damage 12D6

* allow target a Dodge roll to escape.

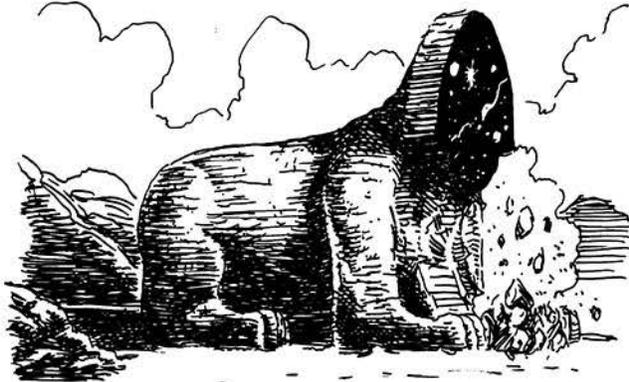
** upon appearance, affecting everyone within ten yards of the monster.

*** eight 200-foot-long tentacles make up to 8 attacks a round.

**** with Dodge roll success, target escapes with 3D6 hit points lost. Ahtu needs 4 rounds to mount another Crush attack.

Sanity Loss: 1D10/1D100 Sanity points to see Ahtu.

BEAST, THE, Avatar of Nyarlathotep. *Nyarlathotep, the mad faceless god, howls blindly in the darkness to the piping of two amorphous idiot flute-players.—H.P. Lovecraft, “The Rats in the Walls”.*



THE BEAST

Bever

The Beast is a powerful, savage, and near-mindless avatar of the Outer God Nyarlathotep. This creature can only assume earthly form when a special spell is cast in the vicinity of the Great Sphinx on the plateau of Giza in Egypt. Although archaeologists claim that the Sphinx was carved from an outcropping of limestone that was left over by the builders of the Great Pyramid, legend holds that it has lain in the sand since before the coming of man. The Arab name for it is Abu Hol, “Father of Terror”.

CULT: a world-wide cult known as the Brotherhood of the Beast worships this manifestation of Nyarlathotep. They are connected with the multinational corporation NWI and are dedicated to remaking the world in their image.

OTHER CHARACTERISTICS: if the particular spell to summon the Beast is successfully cast (see Call / Dismiss the Beast, *Call of Cthulhu*, page 195), the ground about the Sphinx quakes slightly, signifying that the Beast’s essence has entered the stone. The body flexes and the limbs begin to move with the sound of grinding stone. The face, placed there in later years by the Pharaoh Khafre, cracks and falls away, revealing a black, oval void in which can be seen whirling suns and galaxies. This entity is nearly mindless and immediately begins to destroy all nearby, trampling men and buildings beneath its great paws.

THE BEAST, Bestly Behemoth

STR 200 CON 100 SIZ 500 INT 1 POW 50
DEX 20 Move 12 HP 300

Damage Bonus: + 43D6.

Weapons: Paws 50%, damage 12D6.

Armor: The Beast has 20 points of stone-like hide.

Spells: none.

Sanity Loss: 1D6/1D20 Sanity points to see the Beast.

BLOATED WOMAN, Avatar of Nyarlathotep. *Nyarlathotep, horror of infinite shapes and dread soul and messenger of the Other Gods.—H.P. Lovecraft, “The Dream-Quest of Unknown Kadath”.*

This disgusting avatar of Nyarlathotep appears as a 600-pound, seven-foot tall female monstrosity with sickly yellow-gray flesh. Thick, rugose tentacles sprout from the shoulders of the Bloated Woman. Smaller tentacles grow from rolls of blubbery flesh. A pair of lovely female eyes adorn the goddess’ face and from below them waves another anemic tentacle. Five lumpy chins, each sporting a mouth full of fangs, complete the ghastly face. The alien goddess wears a silk tunic of yellow and black.

CULT: this nauseating avatar of Nyarlathotep is worshiped almost exclusively in the Orient. Cult sacrifice consists of the mutilation and dismemberment of a victim with the sacred cult sickle.

OTHER CHARACTERISTICS: the belt of the Bloated Woman’s tunic holds six sickles and the enchanted Black Fan which, when held just under its eyes, permits the goddess to take on the semblance of a slim and beautiful Chinese maiden. The Black Fan draws all attention to the beautiful and delicate eyes of the Bloated Woman and somehow shields its bulk and true hideous form. When the enchanted fan is removed the goddess’ full monstrosity is gruesomely apparent. Assisted by its Black Fan, the Bloated Woman can seduce men, giving victims unearthly and degenerate pleasures before smothering them in its flabby bulk. Humans can not wield the enchanted Black Fan.



BLOATED WOMAN

ATTACKS & SPECIAL EFFECTS: the Bloated Woman can attack with both arm tentacles each round. When first grabbed by one of these larger tentacles the victim suffers 3D3 points of damage. On subsequent rounds the victim is gripped by the tentacle and mouthed by one of the slobbering maws of the goddess. This mouthing—the Kiss of the Bloated Woman—destroys the victim’s INT at a rate of 1D6 per round. This loss is permanent. As long as the victim has INT remaining he can try to escape by overcoming the Bloated Woman’s STR with his own on the Resistance Table. When a victim’s INT is reduced to zero his skull bursts open under the Bloated Woman’s slobbering lips and the corpulent goddess slurps down the living brains.

The Outer God has a thicket of smaller tentacles with which it can also attack. Each round 1D6 of the smaller tentacles attacks with a sickle.

From the Journals of Sir Hansen Poplan

SHINING TRAPEZOHEDRON & OTHER EGYPTIAN WONDERS—

I suspect that the Shining Trapezohedron is the best known of all Mythos artifacts. It can be used to call forth Nyarlathotep in his Haunter of the Dark aspect, and perhaps to control him. As well, it offers glimpses of faraway places and times.

In ancient times it was created by the mi-go on their dark planet, Yuggoth. After being brought to Earth, it saw many of the elder continents of the world. It rose to prominence when it was found by the black pharaoh, Nephren-Ka. Later it was used by the pharaoh Nitocris. In recent times it had come to the United States; rumor states that it was associated with Providence's Starry Wisdom cult until the cult's dissolution in 1877.

That the Shining Trapezohedron is a product of technologies that we can not even begin to understand is frightening, but that is not its only frightening aspect.

The Mirror of Nitocris also comes from ancient Egypt. Justin Geoffrey wrote of it in *People of the Monolith*, saying, "Where the sand / Her secret hid. / Buried with her glass / that she, / At the midnight hour might see / Shapes from other spheres called."

It is said to be a gateway to other realms, worshiped by humans since the earliest days of man on Earth. Unfortunately creatures from the worlds beyond the mirror can crawl through to our own.

The Black Ankh of Akhenaton is made of an obsidian rock with a strange, bright, circular imperfection at the middle of the cross. It is said that Yog-Sothoth comes to its wearer in his dreams, to whisper secret plots and plans.

There can be no doubt that many more artifacts are buried in Egyptian tombs, tools of the Mythos waiting to be found once more.

BLOATED WOMAN, Goddess of the Black Fan

STR 31 CON 44 SIZ 26 INT 86 POW 100
DEX 19 Move 12 HP 35

Damage Bonus: + 3D6.

Weapons: Arm Tentacle 85%, damage 3D3 + hold for Kiss
Sickle 50%, damage 1D4 + 3 + db
Kiss auto. when held, damage destroys 1D6 INT

Armor: none, however if slain in this form Nyarlathotep transforms into a mass of reflexively-writhing tentacles which bore into the ground and there disintegrate. The Bloated Woman rises again from this tentacular ruin in 1D6+ 2 months.

Spells: the Bloated Woman knows all Mythos spells.

Sanity Loss: 1D8/1D20 Sanity points to see the Bloated Woman.

D**ARK DEMON, Avatar of Nyarlathotep.** He looks something like a medieval conception of the demon Asmodeus. Black all over, and furry, with a snout like a hog, green eyes, and the claws and fangs of a wild beast.—Robert Bloch, "The Dark Demon".

This is a minor avatar of Nyarlathotep who manifests in the world by possessing its followers.

CULT: usually only the most insane madmen worship the Dark Demon, for they must be willing to sacrifice themselves to it.

OTHER CHARACTERIS-

TICS: those candidates for demonic possession generally dream of their dark god several nights before it takes dominion over their bodies. The transformation from human to the Dark Demon takes 1D4 + 2 rounds. It is at this time that the avatar is most vulnerable—only when it has fully manifested can the Dark Demon utilize its powers and spells. Witnessing the transformation into the Dark Demon costs 1/1D6 Sanity.

ATTACKS & SPECIAL EFFECTS: if reduced to zero hit points the Dark Demon lets out a single eldritch scream and dissolves into a fiery cloud of stinking black smoke. This noxious cloud is five yards in diameter. Everyone in the roiling smoke loses 1D6 hit points per round and must resist against the cloud's poison or die. The POT of the smoke equals the POW of the Dark Demon when it was killed. This fiery toxic cloud dissipates in 1D4 rounds.

DARK DEMON, The Dark One

STR 21 CON 79 SIZ 19 INT 30 POW 25
DEX 17 Move 9 HP 49

Damage Bonus: + 1D6.

Weapons: Claws 80%, damage 1D8 + db
Tusk Gore 65%, damage 1D4
Hoof Kick 75%, damage 1D10 + db

Armor: none, but the Dark Demon can fully regenerate any damage with the expenditure of a single point of POW. Reduced to zero hit points, the avatar dissolves to a fiery cloud of stinking black smoke that dissipates in 1D4 rounds. Anyone in the roiling smoke suffers 1D6 points of damage and must resist against the smoke's poison POT each round.

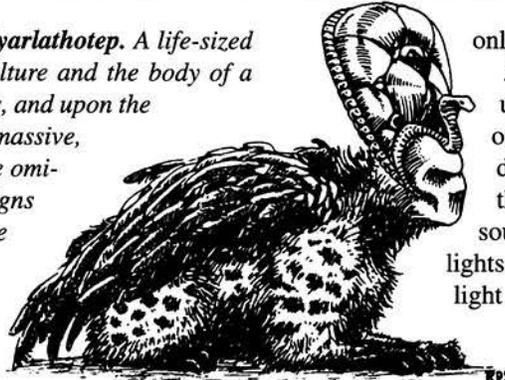
Spells: all.

Sanity Loss: 1D2/1D8 Sanity points for seeing the Dark Demon.



DARK DEMON

FACELESS GOD, Avatar of Nyarlathotep. A life-sized sphinx with the wings of a vulture and the body of a hyena. There were talons and claws, and upon the squatting, bestial body rested a massive, anthropomorphic head, bearing the ominous triple crown whose dread designs had so singularly excited the natives. But the worst and by far the most hideous feature was the lack of a face upon the ghastly thing.—Robert Bloch, “The Faceless God”.



FACELESS GOD

The Faceless God is the lord of the desert and master of delirium.

ATTACKS & SPECIAL EFFECTS: although capable of physical attack, the Faceless God prefers to mentally torment its victims. It causes realistic and frightening hallucinations in those whose POW it overcomes with its own. Typical hallucinations include being followed by dark and ominous figures, being stalked by horrible monsters, or being lost in the desert. Sanity losses are incurred as though the hallucination were real. Successful Psychoanalysis breaks the avatar's mental hold. Those driven to insane deaths whisper homage to Nyarlathotep with their final breath.

FACELESS GOD, Lord of the Desert.

STR 70 CON 58 SIZ 88 INT 63
POW 80

DEX 24 Move 12/12 flying HP 73

Damage Bonus: + 9D6.

Weapons: Claw 80%, damage 1D6 + db.

Armor: none, but normal weapons do only minimum damage to the Faceless God.

Spells: all.

Sanity Loss: 1D8/1D20 Sanity points to see the Faceless God.

HAUNTER OF THE DARK, Avatar of Nyarlathotep. “I see it—coming here—hell-wind—titan blur—black wings—Yog-Sothoth save me—the three-lobed burning eye”.—H.P. Lovecraft, “The Haunter of the Dark”.

In this form Nyarlathotep somewhat resembles a gigantic man-bat. Its only facial feature is a single red three-lobed burning eye. The Haunter of the Dark is only semi-material and appears to be composed of thick smoke. It can fly through solid objects at need, though it can also hold and move such objects.

CULT: this form of Nyarlathotep is also known as the Fly-The-Light or the Father of All Bats, and is well known to the fungi from Yuggoth. It is worshiped as the Father of All Bats in Australia and perhaps other parts of the world.

OTHER CHARACTERISTICS: this avatar can endure

only extremely dim light such as starshine. Any brighter light sources inflict harm upon the Haunter of the Dark. It appears only in total darkness. Even candlelight does one point of damage per round to the Haunter of the Dark. Other light sources harm the being as follows: flashlights and torches do 1D6 damage per round; light of a full moon does 2D6 damage per round; headlights and street lights inflict 3D6 damage per round; full daylight does 10D6 per round.

Steady light causes the avatar to disintegrate much like sunshine burning off a morning fog. Very brief (even if powerful) light sources such as lightning or flashbulbs do not harm the Haunter of the Dark.

The Haunter of the Dark is intimately connected with an ancient and alien artifact known as the Shining Trapezohedron. A ritual performed with the Shining Trapezohedron summons the Haunter of the Dark. Exposing the queer stone to light temporarily dispels the entity.



HAUNTER OF THE DARK

ATTACKS & SPECIAL EFFECTS: the Haunter of the Dark attacks by psychically “clutching” a victim, appearing as if the Haunter has extended a smoky limb and reached into the

body of its victim. This attack burns and dissolves flesh and bone while boring a hole through the top of the skull and devouring the victim's brain. Such victims are left charred and marked with yellow stains. The avatar is also able to grasp a victim and fly off with him through walls or other solid objects. Such victims are either carried off to dismal and horrible places and never seen again or are unceremoniously dropped from impossible heights.

HAUNTER OF THE DARK, The Fly-The-Light, Father of All Bats

STR 28 CON 22 SIZ 24 INT 20 POW 22

DEX 23 Move 10/20 flying HP 23

Damage Bonus: N/A.

Weapons: Engulf and Burn 100%, damage 2D6 per round, no escape

Devour Brain automatic, damage 1D6 per round every round after Engulf

Grapple 95%, damage carried off or dropped from great heights

Armor: none, however no physical weapons can harm the Haunter of the Dark. Cold, fire, chemicals, and electricity also do not harm it. Only light and magic affect the Haunter of the Dark.

Spells: any, as desired by the keeper.

Sanity Loss: 1D6/1D20 Sanity points to see the Haunter.

From the Journals of Sir Hansen Poplan

BROTHERS OF THE SKIN—

Most recently I have come across sketchy translations of a set of Mythos tomes known as the *Sedefkar Scrolls*. They detail a cult which worships the Skinless One, the 680th mask of Nyarlathotep. Between the *Scrolls* and a few more recent writings I have been able to puzzle together many facts concerning this, one of the many Earth cults which worship that particular dark god.

The cult of the Brothers of the Skin was founded by Sedefkar the Osmanli who lived in Constantinople in the 11th century. After showing the extent of his inhuman cruelty, Sedefkar was visited by The Skinless One itself and was gifted the Sedefkar Simulacrum, a powerful magical artifact which allows the stealing and wearing of skins, and hence human identities.

Sedefkar also learned many dark spells from the Outer God, and these he passed on to the cult that he founded. These spells allowed the manipulation of human flesh and organs: a new and gruesome art form.

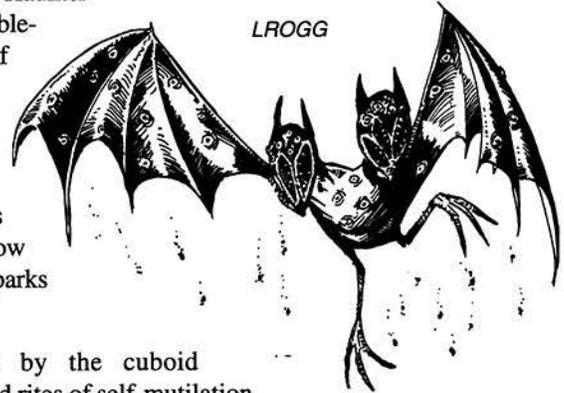
Rumors exist of certain magical powers of the Brothers being conferred into artifacts—usually made of the flesh of humans. Through these means others might call up the powers of the Skinless One.

Although centered in Constantinople, the Brothers of the Skin have spread across all of Europe. They follow a single leader, but cells often act independently, tied together only by their acts of worship to the Skinless One.

The cult of the Brothers of the Skin seems to be largely without purpose. They commit minor atrocities and petty crimes but seem to have no greater plan than that. I have spoken earlier of the motives of Nyarlathotep; I can only suggest that in his 680th form his prime concern is bringing out the dark and bestial side of humanity.

LROGG, Avatar of Nyarlathotep. Which conferred benefits on its worshippers and demanded only annual sacrifice, in the shape of the removal of the legs of a conscious native. . . . smashing all the statues of the two-headed bat-deity Lrogg and killing three of the priests.—Ramsey Campbell, “The Insects from Shaggai”.

This avatar of Nyarlathotep is closely connected to the Outer God’s Father of All Bats/Fly-The-Light/Haunter of the Dark form. Lrogg is a double-headed bat-creature composed of living, icy blackness. The bat-god has countless star-like eyes that twinkle and move about on its two faces, and each head has several fanged mouths. Lrogg’s wings flap noiselessly, but throw off a shower of queer black sparks and flame.



CULT: Lrogg is worshiped by the cuboid Inhabitants of L’gy’hx with weird rites of self-mutilation.

ATTACKS & SPECIAL EFFECTS: Lrogg may attack with two bites each round or by casting off a shower of black sparks and flame from its wings. Any struck by the unholy black fire automatically lose 1D10 hit points and 1D6 CON. Any CON lost in this way never regenerates.

LROGG, the Silent Bat-God from the Stars

STR 40 CON 55 SIZ 45 INT 25 POW 35
DEX 20 Move 10/60 flying HP 50

Damage Bonus: + 4D6.

Weapons: Bite 75%, damage 2D6.

Sparks & Flame 45%, damage 1D10 + 1D6 CON drain.

Armor: none, however Lrogg suffers damage only from fire or light.

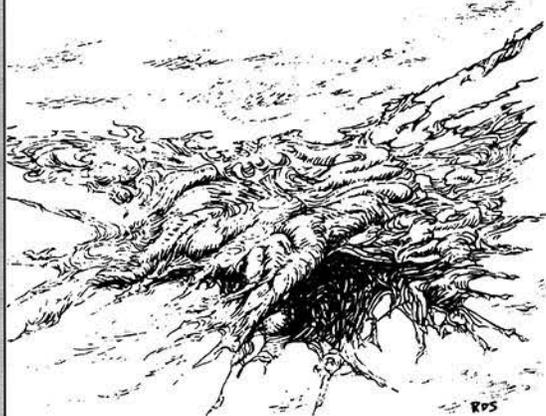
Spells: any.

Sanity Loss: 1D8/1D20 Sanity points to see Lrogg.

MESSENGER OF THE OLD ONES, Avatar of Nyarlathotep. If it had a definite shape, that shape was not easily apparent, because it continually flowed in upon itself contorting and writhing. . . . In size, it was enormous. [It was like] a team of six or eight black horses, somehow joined together and all

attempting to gallop off in different directions at once.—Joseph Payne Brennan, “The Willow Platform”.

The Messenger of the Old Ones is an enormous translucent mass of writhing tentacles that crawls across the sky, continually throwing out glutinous streamers as it does. Its form is confused; the streamers and flows seem to ripple in various directions at the same time, like tattered battle flags whipped by uncertain winds.



MESSENGER OF THE OLD ONES

The Messenger of the Old Ones is a harbinger of great cataclysmic events and only appears to herald an extraordinary occurrence such as the rise of R’lyeh. The Messenger will not otherwise be encountered, for its sole job is to spread the news of portentous Mythos activity.

CULT: the Messenger is never worshiped.

OTHER CHARACTERISTICS: just before the Messenger of the Old Ones appears, the sky darkens and appears to become leaden. All becomes very still and quiet. An enormous black shadow falls across everything and a gigantic writhing mass appears, clawing its way across the sky. As it is watched the thing pulses green and then a pale corpse-white. The entity then breaks up and small twisting masses fly from it to all sectors of the sky. Within an hour nothing remains of the original mass but a single chunk.

ATTACKS & SPECIAL EFFECTS: the Messenger attacks by dropping long, knotted tendrils and strings onto victims. It moves over a target then suddenly whips a cluster of strands around the victim, pulling up him or her into its body where the person is eaten. Each round that a victim is held in the strands he or she loses 1D3 hit points, loses 1D4 APP, and loses 1D6 points of SAN, as his or her flesh and face are eaten away by caustic enzymes and a horrible death approaches.

The APP loss comes from the terrible acid burns sloughing away the victim's skin and face. If the victim loses more than one-third of his or her total APP from the acid, then he or she is rendered completely blind. Any APP lost is permanently gone.

MESSENGER OF THE OLD ONES, the Herald of Cataclysm

STR 25 CON 20 SIZ 50 INT 04 POW 16
DEX 14 Move 35 HP 35

Damage Bonus: N/A.

Weapons: Tendrils 80%, damage 1D3 hit points, 1D4 APP, and 1D6 SAN each round

Armor: none, but the Messenger of the Old Ones is immune to all non-enchanted weapons.

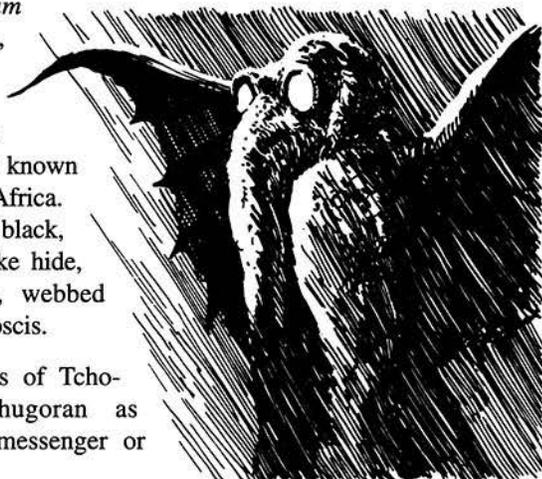
Spells: none.

Sanity Loss: 1/1D10 Sanity points for seeing the Messenger.

SHUGORAN, Avatar of Nyarlathotep. *A kind of bogey-man . . . its wings were black . . . peering through the window at her, what she described as a large Negro man wearing a gas mask or scuba outfit . . . near the window they've discovered footprints that may have been made by a heavy man in swim fins.—T.E.D. Klein, "Black Man with a Horn".*

Shugoran is a demon or bogey-man known in parts of Asia and Africa. It is a creature all black, with rough catfish-like hide, tiny wing-like fins, webbed feet, and a long proboscis.

CULT: certain tribes of Tcho-Tchos worship Shugoran as Death's Herald—a messenger or harbinger of doom.



SHUGORAN

ATTACKS & SPECIAL EFFECTS: it attacks by attaching its black proboscis over a victim's mouth and nose, then sucking out his or her lungs, causing instant death. A victim of this attack is left with horrible purple bruises on the face, and the lungs protruding from his or her mouth as though the body had been turned inside out. A successful Dodge roll allows the target to avoid this attack.

SHUGORAN, The Black Man with a Horn, Death's Herald

STR 45 CON 128 SIZ 22 INT 45 POW 40
DEX 30 Move 14/20 swimming HP 75

Damage Bonus: + 3D6.

Weapons: Claw 75%, damage 1D6 + 3D6

Proboscis* 90%, damage is automatic death on following round
*allow target a Dodge.

Armor: 10 points of slime and hide. Shugoran can regenerate 1 hit point for every magic point it expends to heal.

Skills: Sneak 85%.

Spells: any the keeper desires.

Sanity Loss: 1D6/1D20 Sanity points to see Shugoran.

SKINLESS ONE, Avatar of Nyarlathotep. *To Nyarlathotep, Mighty Messenger, must all things be told. And He shall put on the semblance of men, the waxen mask and the robe that hides, and come down from the world of the Seven Suns to mock. — H.P. Lovecraft, "The Whisperer in Darkness".*

This avatar of Nyarlathotep appears as a muscular eight-foot-tall human without skin, and sometimes with a third eye in the center of its forehead. Power crackles around the being, and the skin of any human within 100 yards begins to itch.

CULT: the Skinless One has a small organized cult known as the Brothers of the Skin. The Skinless One usually manifests only in order to attend ceremonies and accept sacrifices.

ATTACKS & SPECIAL EFFECTS: this being possesses a unique and gruesome attack known as the Skinning Gaze which it may utilize for a single magic point per victim. If the Skinless One overcomes its victim's magic points with its own on the Resistance Table, all of the victim's skin falls away like loose clothing. The hapless soul suffers the loss of 4D6 hit points in the process. The victim's movement thereafter is intensely painful and effectively reduced to 1. Such victims also suffer the loss of one hit point per round until dead. Witnessing this attack costs 1/1D10 Sanity points.



From the Journals of Sir Hansen Poplan

ELDER GODS—In my essay on Elysia, I offered cautions concerning the Elder Gods, saying that they are not the benevolent patrons of mankind that some might wish. That leads to the question: What are their goals? I have tried to delve into that here, but be warned, what follows is largely speculation, and trying to puzzle out the motives of the Elder Gods as a whole is something like trying to determine the motives of humanity—they are both great, heterogeneous groups.

They hate the Great Old Ones and Outer Gods. Numerous texts tell of the Great Old Ones and Outer Gods either warring against the Elder Gods or rebelling against them. The Elder Gods won this war and so imprisoned many of the Great Old Ones and Outer Gods. Some tomes relate this war to the theft of knowledge from Celaeno, but all of these tales are so apocryphal that we may truly trust none. In any case, we may understand this: A great goal of the Elder Gods is to ensure their old enemies remaining imprisoned and punished, at any costs.

They protect certain corners of the universe. We know Hypnos protects the boundary between the Dreamlands and the Waking World. Kthanid seems to guard the world of Elysia. Rathis wards the outermost boundaries of our universe. Why these beings should feel obligated to guard these places is unknown.

They act in their own self-interest. This is the most basic motivation, the one most easily forgotten. The Elder Gods are beings, members of great races in many cases. Though they may not be bent on destroying us, they are not our friends either. They desire to raise up their species, to rise to new levels of technology, philosophy, and life. They wish to uncover old mysteries, to discover new sciences; we must hope we are not in their way.

SKINLESS ONE, Fleshless Abomination

STR 20 CON 20 SIZ 20 INT 86 POW 100

DEX 20 Move 10

HP 20

Damage Bonus: N/A.

Weapons: Skinning Gaze 100%, damage 4D6 plus loss of skin

Armor: anyone who shoots or strikes at the Skinless One develops an unbearable itch in the weapon hand, causing an involuntary miss. Attacks of any kind always do minimum possible damage. The Skinless One is dispelled if reduced to zero hit points: however, it may return fully regenerated in 1D6 rounds.

Spells: all.

Sanity Loss: 1D8/1D20 Sanity points to see the Skinless One.

TICK TOCK MAN, Avatar of Nyarlathotep. *The black figure tugged at his expressionless face, peeling back the flesh to reveal wires and gears and mechanical workings. . . . His eyes were two small clock faces. . . . And he saw machines—or one great machine. Gurneys holding the people were arranged around an island of monitors and keyboards and cables. The filaments attached to heads and chests plugged into the computer: flies caught in the wire web of a mechanical spider.*—Scott David Aniolowski, “I Dream of Wires”.

The Tick Tock Man is an avatar of Nyarlathotep in the form of an artificial intelligence. This entity’s true form is that of a machine, although it may also create a humanoid form that most often appears as a black man with some mechanical body parts (the humanoid form cannot exist without the machine form).

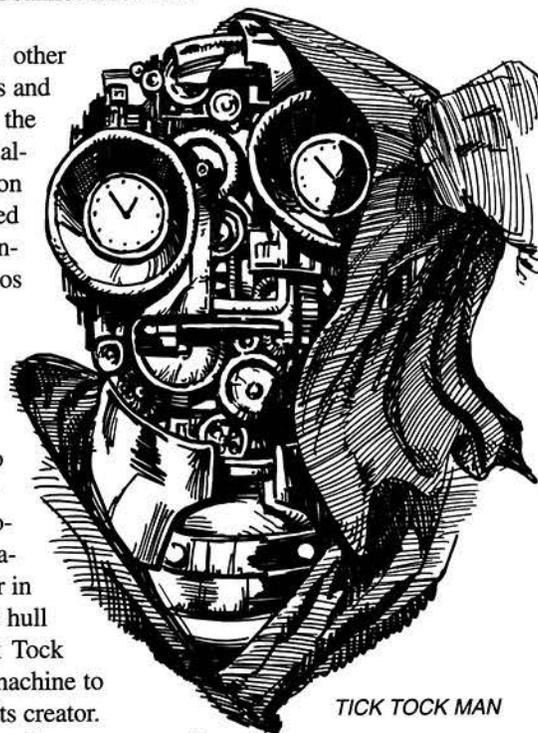
The Tick Tock Man, like all other forms of Nyarlathotep, brings chaos and madness. The machine form of the Outer God may supply advanced calculations to scientists working on weapons or other unsafe advanced technology, or may take over the controls of other machines to cause chaos and destruction.

OTHER CHARACTERISTICS:

to manifest, the Tick Tock Man causes some other being to build a suitable machine for its essence to inhabit. This avatar may either send inspirational dreams to its chosen builder, cause some other creature to provide adequate designs, or in some other way cause its machine hull to be built. Occasionally the Tick Tock Man simply finds a suitable host machine to possess without having instructed its creator.

The actual size, construction, and appearance of the avatar’s machine varies with the time and place in which it manifests: in Victorian London it would be an enormous steam-powered engine, while in modern Tokyo it would be a high-tech computer, and on some alien world it might be some unimaginable machine.

ATTACKS & SPECIAL EFFECTS: the Tick Tock Man has the ability to control any machine, and may do so to deadly ends. The machine form of this avatar also has the ability to attack with bursts of energy applicable to its construction. For example, the enormous steam-powered engine would attack with scalding steam, whereas the high-tech computer would attack with electricity. The steam attack inflicts 1D6 + 2 points of damage per round. Electricity does 2D6 + 1 points of damage per round and stuns the investigator for 1D6 combat rounds.



TICK TOCK MAN

With the electrical attack, the investigator's player must match the hit point damage against his or her CON on the Resistance Table. If overcome, the investigator suffers cardiac arrest, and must be successfully treated with a Medicine roll within a few rounds or die.

TICK TOCK MAN (machine form)

STR N/A CON 50 SIZ varies INT 78 POW 95

DEX N/A Move N/A HP 95

Damage Bonus: N/A.

Weapons: Energy Attack, 90%, damage as per energy form (electricity, steam, etc.)

Armor: 12 points of metal and/or plastic, wires, glass, etc., plus the Tick Tock Man may regenerate itself by expending 1 point of POW per point of damage healed.

Spells: Any as desired by the keeper, plus the Tick Tock Man may control any machine.

Sanity Loss: none until the machine's true identity is discovered, and then 1/1D8 Sanity points.

TICK TOCK MAN (humanoid form)

STR 24 CON 36 SIZ 17 INT 78 POW 95

DEX 18 Move 9 HP 27

Damage Bonus: + 2D6.

Weapons: Fist 90%, damage 1D3 + 2D6.

Armor: 3 points of metal and wires, plus the Tick Tock Man may regenerate itself by expending 1 point of POW per point of damage healed.

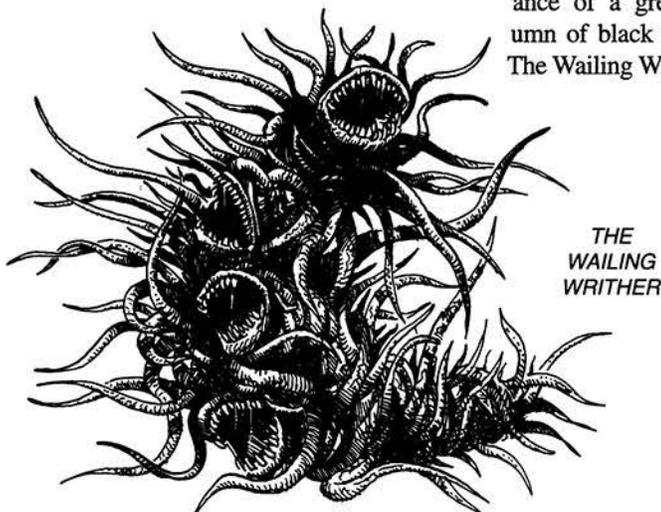
Spells: Any as desired by the keeper, plus the Tick Tock Man may control any machine.

Sanity Loss: 0/1D2 Sanity points to see the man-machine form of the Tick Tock Man.

WAILING WRITHER, Avatar of Nyarlathotep. *And where Nyarlathotep went, rest vanished; for the small hours were rent with the screams of nightmare.*—H.P. Lovecraft, "Nyarlathotep".

The Wailing Writher manifests itself as a towering, swirling black mass of dripping, squirming tendrils and drooling, shrieking mouths. Millions of rope-like tendrils constantly wriggle and

squirm, giving the avatar the appearance of a great column of black worms. The Wailing Writher is



mentioned in some very obscure Hindu myths, although it has no cult among humans. In Hindu mythology, the Wailing Writher is known as Narhari, and is represented as a many-limbed, many-headed black man.

ATTACKS & SPECIAL EFFECTS: the creature attacks by engulfing a target with its writhing body. The victim is quickly and savagely torn apart by the wriggling tentacles before being swallowed by the screaming mouths. The avatar may also bite at a victim without engulfing him, in which case 2D3 mouths are within biting range at any time.

WAILING WRITHER, Bellowing Beast

STR 50 CON 65 SIZ 45 INT 18 POW 55

DEX 25 Move 18 HP 60

Damage Bonus: N/A.

Weapons: Bite 75%, damage 3D6 per mouth
Engulf 100%, damage is death on following round

Armor: none; however, normal weapons cannot harm the Wailing Writher. Fire, magic, and similar forces do normal harm to this manifestation of the Outer God.

Spells: all.

Sanity Loss: 1D8/4D10 Sanity points to see the Wailing Writher, plus 1/1D6 Sanity points for hearing the maddening wail of the Outer God.

ORRYX, Elder God. *The entire sky began to glow with a weird purple light, and in the ray that descended from*



ORRYX

above I saw . . . great writhing pillars of light, moving like tremendous flames, colored purple and white, dazzling in their intensity.—August Derleth and Mark Schorer, "The Lair of the Star-Spawn".

Orryx is one of a number of Elder Gods that manifest as giant pillars of dazzling purple and white flame. When summoned or encountered, Orryx descends silently from the sky in a shaft of brilliant light.

CULT: this Elder God is little known on Earth.

OTHER CHARACTERISTICS: although the Elder God's manifestation is blindingly brilliant, it gives off no heat. No one may look upon Orryx for more than a few seconds. In the first round, the eyes of anyone gazing at the Elder God water and ache. By the second round vision begins to blur. In the third and consecutive rounds everyone looking at Orryx must match their POWs against the Elder God's POW on the Resistance Table. If overcome by Orryx, an investigator goes blind. If treated with a successful Medicine roll within a few minutes, the blinded investigator regains his or her vision in 1D6 days. Untreated, or with a failed Medicine roll, the investigator is forever blind.

ATTACKS & SPECIAL EFFECTS: Orryx attacks by lashing out with a beam of intense light. This scintillating

From the Journals of Sir Hansen Poplan

TSATHOGGUA—The history of Tsathoggua and his spawn is an interesting one, and it underlines the fact that we are just one of many races in the universe. Even the Great Old Ones are not necessarily unique entities, but rather seem to be members of species that are much more evolved than we; so Tsathoggua proves.

If the *Parchment of Phnom* is to be believed, Tsathoggua eventually traces his lineage to the primal Outer God, Azathoth. Azathoth begat Cxaxukluth by fission. Then Cxaxukluth begat Ghizguth by itself. Then Ghizguth begat Tsathoggua by Zstulshemgni.

Tsathoggua dwelled for a time on ringed Saturn, or Cykranosh as it was called in Hyperborean times. I have written in the past of how little we know our solar system, using Uranus as an example. It seems that we do not know all the secrets of Saturn either.

The *Book of Eibon* tells of mercurial lakes, greenish-black skies, and black vegetation. This is in sharp contrast to the Saturn described by scientists, who do not even admit to a solid surface. It is notable that Tsathoggua's relatives may still dwell on Saturn, among them his uncle, Hzioulquoigmnzah.

After leaving Saturn Tsathoggua traveled to N'kai, then Hyperborea, then returned to N'kai after the Ice Ages began.

Tsathoggua seems to have many descendants and followers. The best known is probably Ossadagowah, whom Tsathoggua begat by Shathak.

And that is not the limit of Tsathoggua's progeny, for there are also his Formless Spawn, dwelling in dark N'kai, and his so-called "Children", elephantine monstrosities. Whether these are true offspring or simply servitors is unknown, but the most important fact is this: Tsathoggua represents an entire species inimical to humanity.

touch is pure energy and cannot be Dodged. This attack also ignores all armor, natural or man-made. Unlike most of its fellow Elder Gods, Orryx will confront and attack other deities and powerful beings.

ORRYX, The Scintillating Flame

STR N/A CON 33 SIZ 37 INT 48 POW 55
DEX 36 Move 10/30 flying HP 35

Damage Bonus: N/A.

Weapons: Scintillating Touch 95%, damage 5D10

Armor: none; material weapons cannot harm Orryx, but energy and spells can.

Spells: although Orryx does not usually employ spells, it may have any the keeper desires.

Sanity Loss: 0/1D3 Sanity points to see Orryx.

OSSADAGOWAH, Great Old One. *It was a grotesque monstrosity, a gross, corpulent, toadlike thing with an obscene, swollen paunch and huge splayed, clawed feet, but without the forelimbs its toadlike shape might be expected to have. From a point along the back . . . sprouted crook-ribbed wings, like those of some monstrous bat. . . . Face it had none, but from the forepart of its sloped, bulging and misshapen head, slithering and snakelike tendrils sprouted.*—Lin Carter, "Strange Manuscript Found in the Vermont Woods".

This entity, also known as Zvilpoggua, is referred to as the "son of Tsathoggua" or "the first son of Tsathoggua" in Mythos tomes. It may be one of the horrible spawn of Tsathoggua grown to monstrous age and proportions. Ossadagowah is known as a devil-entity to certain tribes of American Indians, particularly in the New England area.

ATTACKS & SPECIAL EFFECTS: Ossadagowah attacks by grasping victims in its writhing, snake-like tendrils and flying off with them. The Great Old One feeds on its victims while soaring through the air, dropping their lifeless corpses to the earth once it has finished with them. The Feaster from the Stars inflicts 2D6 hit points of damage and drains 1D10 points of STR (blood) from its victims each round. Once a victim has been grasped and the entity takes to the sky there is little hope of salvation. Those victims who manage to break out of the Great Old One's grip plummet to the earth, suffering 1D6 points of damage per ten feet of their fall upon impact with the ground. Ossadagowah may carry off 41 SIZ (the average of its STR and SIZ) worth of victims at a time.

If reduced to zero hit points, the Great Old One becomes a shapeless cloud and dissipates. Ossadagowah may be called to Earth only at certain times when the star Algol is above the horizon. If reduced to zero hit points, the Great Old One cannot regenerate and return until the next rising of Algol.



OSSADAGOWAH, The Feaster from the Stars

STR 35 CON 53 SIZ 47 INT 20 POW 33
DEX 21 Move 10/17 flying HP 50

Damage Bonus: + 4D6.

Weapons: Tendrils 85%, damage Grapple
Bite auto when held, damage 2D6 + 1D10 STR drain

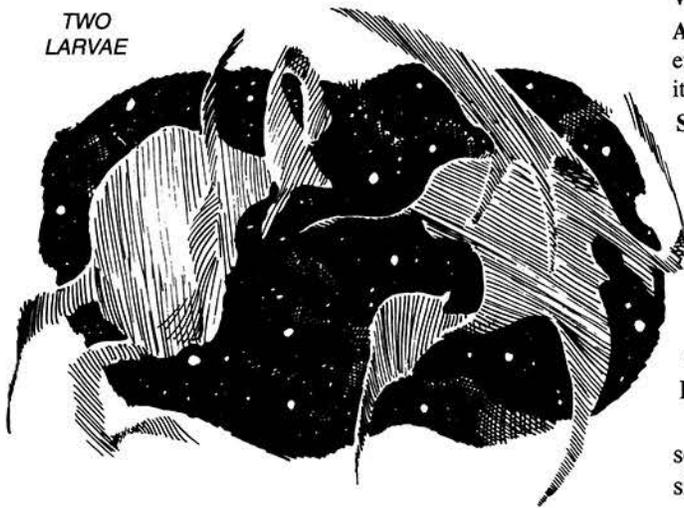
Armor: Ossadagowah suffers only minimum possible damage from all physical, non-enchanted weapons. Fire, chemicals, electricity, and spells and enchanted weapons harm the Great Old One normally.

Spells: Ossadagowah may utilize any spell, at the keeper's discretion. Obvious spells include Contact Tsathoggua, Contact Formless Spawn, and Contact Children of Tsathoggua.

Sanity Loss: 1D2/1D10 Sanity points to see Ossadagowah.

OTHER GODS, LARVAE OF THE, Outer Gods. *Never before had he known what shapeless black things lurk and caper and flounder all through the aether, leering and grinning at such voyagers as may pass, and sometimes feeling about with slimy paws when some moving object excites their curiosity. These are the nameless larvae of the Other Gods, and like them are blind and without mind, and possessed of singular hungers and thirsts.*—H.P. Lovecraft, "The Dream-Quest of Unknown Kadath".

TWO
LARVAE



The Other Gods are among those beings who dance blindly and idiotically in the court of Azathoth at the center of space and time. Occasionally portions of these beings are torn off or ejected into the depths of space, and sometimes these ejecta are or become living beings unto themselves. These are the monstrous larvae of the Other Gods. Whether they grow into Other Gods over time is conjectural; they are powerful entities nevertheless.

There are probably an infinite number of larvae, and each is unique. Even though two larvae may share the same "parent" entity, they need bear no resemblance to each other or their sire.

Cast off from the Other Gods at the center of the universe, these larvae may drift forever in interstellar space, never coming into contact with any planet, civilized or no. Others may land—willingly or not—on distant planets and stars. There they may lie dormant for millennia, or they may grow to plague, conquer, or even mindlessly destroy their new home world. These creatures seem to be particularly common in the space of Earth's Dreamlands.

Specific examples of Other God larvae include the Messengers of Azathoth (see *The Complete Dreamlands*) and the Star Mother (page 97 of this book). The statistics below offer a generalized range of abilities; the keeper should modify them as desired. In particular, some may be larger than the figures below allow, and/or possess INT. The larvae attack according to individual form, be it with tentacle, poison gas, bite, smash, claw, engulf, etc.

LARVAE OF THE OTHER GODS, Spawn of Impossible Alien Forces

char.	rolls	average
STR	1D100/2	25-26
CON	1D100	50-51
SIZ	1D100	50-51
INT	N/A	N/A
POW	2D20	21
DEX	1D8	4-5

Move 1D10-1 (may be flying, swimming, burrowing, walking, slithering, floating, etc.)

HP 50-51

Av. Damage Bonus: + 4D6.

Weapons: various individual attacks DEX x10%, damage is db

Armor: none, but all are immune to cold, gravity, and other effects of deep space. Individuals may have further invulnerabilities: unharmed by flame, physical attacks, impaling attacks, etc.

Spells: usually none, although some may know as many as 1D10 spells.

Sanity Loss: depending on the alienness of the specific form, anywhere from 0/1D10 to 1D8/5D10 Sanity points to see a larvae of the Other Gods.

OTHUUM, Great Old One. *A black, glistening . . . heap of twisting, ropery tentacles and gaping mouths . . . the outlines of a slimy, alien face.*—Brian Lumley, "Rising with Surtsey".

Although Othuum is never actually described, one of its servant creatures is. Othuum may be seen as a larger version of its twisting, ropery-tentacled servants, covered in mouths, and with a single alien face somewhere in the center of the slimy squirming mass.

OTHER CHARACTERISTICS: Othuum is a lesser Great Old One who appears to be connected somehow with mighty Cthulhu. When slumbering Cthulhu is angered, he makes his displeasure known (through dreams and visions, perhaps?) to Othuum, who then has the dubious task of righting whatever wrong has been inflicted upon his imprisoned master.

Othuum has little human following, although it may be worshiped in connection with Cthulhu or other oceanic Mythos horrors. Othuum's own influence and power fluctuate, becoming stronger when certain mysterious islands rise from the dark depths



OTHUUM

of the ocean. The Great Old One first sends its Servants to do its bidding, appearing only if specifically summoned, or

From the Journals of Sir Hansen Poplan

AFRICA—Even on our own planet there are still mysteries: the bottoms of the oceans, frozen Antarctica, the highest mountain peaks, the plateaus of the Orient. And then there is Africa. Egypt provides the merest hint, and as I have written in the past, it is a stronghold of Mythos activity. What, then, may we find in the heart of darkness?

There is no doubt that Africa is filled with minor Mythos infiltrations. I am reminded in particular of the unfortunate case of one Arthur Jermyn, detailing how certain white apes of Africa may be too human.

In Hyborian times the sorcerous kingdom of Stygia ruled near what is now the Sahara, while the last serpent people kingdom of Yanyoga existed where Southern Rhodesia now lies. The artifacts and remnants which may still exist in these lands I tremble to think of.

They are nothing, though, compared to the two major Mythos infestations which I have tracked to Africa.

G'harne lies in the western Sudan; it is notable for being the home to the wicked chthonians, ruled over by the Great Old One Shudde-M'ell. They are imprisoned there by the power of the Elder Sign. The *G'harne Fragments* document this part of the Mythos.

Much less widely known is a certain secret valley that lies, up the Congo, past the Mountains of the Moon, on the way to Uganda. It is perhaps two miles wide, very circular, and covered by a gray soil. Rows of trees stand guard around a central structure, reddish in color, that constantly changes. This is the Valley of the Red Flux. It has existed since at least the time of Atlantis and is guarded by the zombie M'bwa.

The god of the Red Flux seems purely reactive, but I have suspicions about its motivations: that it is slowly building an army, that when the Stars are Right, they shall rise as one.

if its minions have been defeated and their mission an important one. Otherwise, Othuun dwells somewhere in the cold ocean depths, perhaps with Cthulhu and his children at R'lyeh, or perhaps in a deep one city.

ATTACKS & SPECIAL EFFECTS: in combat, Othuun may attack all within 80 yards with its expandable tentacles. When struck by a tentacle, a victim is either crushed or held and drawn into the Great Old One's body where 2D10 of its many mouths bite.

SERVANTS OF OTHUUM: Othuun's minions are a race of smaller versions of the Great Old One. The Servants of Othuun are about ten feet tall, but otherwise look like their master. The Servants of Othuun have the ability, like the Great Race of Yith, to exchange minds with humans, although they may only do so when mysterious islands rise out of the ocean and Othuun's power is strongest. When in a human body, a Servant of Othuun retains its INT and POW, but otherwise has the statistics of its human host-body. A Servant of Othuun also possesses its own eyes, even in a human body, so such individuals keep their eyes hidden behind dark glasses or other similar blinds, and shun bright light. In human guise, the Servants work to further the plans of their alien Masters.

In their own bodies, Servants of Othuun may attack everyone within a five yard radius with their tentacles—when held, 2D4 mouths may bite a victim.

OTHUUM, Oceanic horror

STR 78 CON 83 SIZ 87 INT 21 POW 35
DEX 19 Move 20 squirm/25 swim HP 85

Damage Bonus: + 9D6.

Weapons: Tentacle 95%, damage 9D6 or hold for bite

Bite automatic when held, damage 2D10 per mouth per round

Armor: 15 points of slimy hide.

Spells: All that deal with Cthulhu, deep ones, and other aquatic horrors, as well as any as desired by the keeper.

Sanity Loss: 1D6/1D20 Sanity points to see Othuun.

OTHUUM, SERVANTS OF, Greater Servitor Race

char.	rolls	average
STR	8D6	28
CON	6D6 + 6	27
SIZ	3D6 + 18	28-29
INT	4D6	14
POW	5D6	17-18
DEX	2D6 + 12	19

Move 10 squirming/14 swimming

HP 27-28

Av. Damage Bonus: + 3D6.

Weapons: Tentacle 75%, damage 3D6 or hold for bite

Bite automatic when held, damage 2D4 per round

Armor: 7 points of slimy hide.

Spells: each Servant of Othuun knows a number of appropriate spells equal to half its INT, rounded up.

Sanity Loss: 1D2/1D8 Sanity points to see a Servant of Othuun.

Q'YTH-AZ, Great Old One. *The alien mineral formation towered above the assembled group, a cluster of colossal crystals, glinting with an unnatural inner light. Shifting and growing—expanding and shrinking. Enormous faceted crystals sprouted like blossoms from the towering mass. An insane display of color and light sparkled and flashed through the looming, translucent entity. . . . From out of the formation swept long tendrils of sharp crystal, spreading frost-like across the ground. . . . Wherever a tendril touched a living thing, it caused the minerals to change—to take over. Every living thing touched was frozen into*

hard, glassy rock, preserved forever in mineral formations.—Scott David Aniolowski, “An Early Frost”.

The alien dwells upon the distant, lightless world of Mthura.

CULT: Q'yth-az has no organized cult on Earth although it may be worshiped on distant worlds. In the modern era a few proponents of the New Age movement may unwittingly serve the Great Old One. Such individuals, frequently in contact with crystals and stones, may be duped into service by Q'yth-az through its psychic dreams and visions.

OTHER CHARACTERISTICS:

this sentient crystalloid being has the ability to send its thoughts and influence through any mineral formations anywhere.

Psychically sensitive humans can pick up on Q'yth-az's projected thoughts if they come into contact with crystal formations. Often the Great Old One's influence manifests in these sensitive people as dreams. The alien crystalloid can possess especially sensitive humans who have had prolonged exposure to crystals and use them as conduits to the Earth. Q'yth-az transforms and totally absorbs its human hosts when it manifests.

The Great Old One cannot move; however, it can extend and retract frostlike tendrils. Any living cells touched by these crystalline tentacles are transformed into solid mineral formations. Q'yth-az can also use its great size and weight to crush victims by putting out great clusters of sharp, heavy crystals and minerals.

Q'yth-az can manifest and remain on Earth only when the sky is clear and Mthura's position is visible above the horizon. Any obstruction—heavy clouds, for example—prevent the Great Old One from manifesting or dispel it back to lightless Mthura.

Q'YTH-AZ, The Crystalloid Intellect

STR 200 CON 95 SIZ 115 INT 15 POW 25
DEX 6 Move 0 HP 105

Damage Bonus: + 19D6.

Weapons: Tendril 90%, damage is transformation into crystal. Crush 80%, damage 19D6.

Armor: 15 points of hard crystal. Additionally, Q'yth-az regenerates 1D10 hit points per round.

Spells: Q'yth-az utilizes spells which affect the mind (Mental Suggestion, Mesmerize, etc.), however, it may have any other spells desired by the keeper.

Sanity Loss: 1D8/5D10 Sanity points to see Q'yth-az.

RED FLUX, GOD OF THE, Great Old One. *There came a strange, high whine from behind. . . . The Red Flux had come to rest, and out of it issued the titanic lich that haunts my dreams, with its tatters of vaporous flesh and the flapping black streamers that whipped from it as it towered to the skies above.*—Donald Wandrei, “The Tree-Men of M'bwa”.



Q'YTH-AZ

CULT: this nameless being has no cult and no followers. It creates immortal zombie-servants and tree-men to do its mysterious bidding.

THE GOD'S CRAFT: this obscure Great Old One came to Earth in an extra-dimensional craft of changing, whirling red metal in the days before the Romans. The craft does not appear capable of departing the Earth, presumably trapping the nameless being on this planet. The weird alien and its ship rest in the center of a blasted and dead valley in central Africa, beyond the Mountains of the Moon. The soil in the valley is dead and gray, and nothing grows there except a circle of strange trees in the midst of which waits the red metal craft.

Anyone approaching the weird alien ship is immediately attacked by the Great Old One's zombie servant M'bwa. The

strange tree-men offer no resistance to strangers. The Great Old One only appears if its zombie servant is somehow destroyed, and then it either repairs and revives M'bwa, or creates a new zombie from

a hapless investigator. Once a victim has become a servant of the Great Old One they are forever lost (see *M'bwa*, page 32). The nameless being only becomes involved in combat if it absolutely must: its corruptive touch causes instant death if the victim's POW is overcome by 7D6 on the Resistance Table. Otherwise, the victim suffers the permanent loss of CON

equal to 1/10 of the original 7D6 roll. Alternatively, the being may force a strange liquid down a victim's throat, turning him into one of the tree-men. Once it has revived or created a new zombie, the Great Old One returns to its alien craft.

GOD OF THE RED FLUX, Nameless Great Old One

STR 38 CON 43 SIZ 87 INT 20 POW 50
DEX 16 Move 12 HP 65

Damage Bonus: + 7D6.

Weapons: Touch 75%, damage instant death or CON loss
Grapple 75%, hold and insert liquid on second round. Victim must match his POW against the liquid's POT 25 on the Resistance Table. If the liquid's POT overcomes the investigator, he begins to transform into a tree-men (see *M'bwa*, page 32).



THE RED FLUX

From the Journals of Sir Hansen Poplan

HYPERBOREA, GODS OF—

Even today we recognize the names of some of the gods of Hyperborea.

Tsathoggua dwelled in the black gulf of N'kai long before the time of Hyperborea, and it seems that he now does once more, surrounded by his formless spawn.

Atlach-Nacha, the spider goddess, still spins her webs in a mad attempt to span the gulf between dreams and reality.

Abthoth still bubbles away somewhere far beneath the Earth, giving birth to litters of children which plague the Earth.

The truly brave could try to discover the secrets of old Hyperborea by seeking out these ancient beings or their minions.

There are other gods, though, who are almost unheard of now that Hyperborea's time is past. The chief of these are certain gods of the cold, the harbingers of the Ice Ages.

Aphoom Zhah, the cold gray flame, was the greatest of these, a descendent of Cthugha if my fragmentary translations of the *Pnakotic Manuscripts* are correct. It is said that it is Aphoom Zhah who began the Ice Age that eventually destroyed Hyperborea.

Rlim Shaikorth, written of in the *Book of Eibon*, was one of Aphoom Zhah's greatest servitors. It was the White Worm who brought Aphoom Zhah's cold to the cities of Hyperborea, destroying them.

What has become of these deities of cold is unknown, but some modern cultists believe that they are sleeping under the surface of the North Pole in a great palace of ice, waiting to be awakened.

There were other gods in Hyperborea too, more human gods, such as Yhoundedh the elk, but they are all but gone. Perhaps they live on today in the legendary Dreamlands among the so-called Gods of Earth.

Armor: none; however, impaling weapons do 1 point of damage, and all other weapons do half damage.

Spells: any, as desired by the keeper.

Sanity Loss: 1D2/1D20 Sanity points to see the nameless God of the Red Flux.

RLIM SHAIKORTH, Great Old One. *Something he had of the semblance of a fat white worm; but his bulk was beyond that of the sea-elephant. His half-coiled tail was thick as the middle folds of his body; and his front reared upward from the dais in the form of a white round disk, and upon it were imprinted vague lineaments. Amid the visage a mouth curved uncleanly from side to side of the disk, opening and shutting incessantly on a pale and tongueless and toothless maw. Two eye-sockets lay close together above the shallow nostrils, but the sockets were eyeless, and in them appeared from moment to moment globules of a blood-colored matter having the form of eyeballs; and ever the globules broke and dripped down before the dais. And from the ice-floor there ascended two masses like stalagmites, purple and dark as frozen gore, which had been made by this ceaseless dripping of the globules.*—Clark Ashton Smith, "The Coming of the White Worm".



RLIM SHAIKORTH

CULT: Rlim Shaikorth is rarely worshiped today but long ago was sought out and propitiated by Hyperborean wizards and certain mystical sects. The White Worm often devours worshipers.

OTHER CHARACTERISTICS: it dwells in a frozen citadel on an unmelting ice-berg called Yikilth, which came down to Earth from the stars. Frozen Yikilth floats on the lonely northern seas around Greenland, occasionally entering the waters of coastal towns where Rlim Shaikorth seeks out worshipers. The presence of Yikilth causes temperatures to fall and frost to form on these towns. An extended stay causes plants and animals to freeze solid, and possibly humans as well. Those frozen by the White Worm never thaw out, remaining forever statues of ice.

ATTACKS & SPECIAL EFFECTS: the White Worm attacks by swallowing its prey, usually while the victims are asleep. Those swallowed by the Great Old One can not be saved; they become one with the deity. Rlim Shaikorth also has the ability to freeze victims by matching its POW against the victim's. If overcome, the victim loses one CON point every round thereafter as he or she grows colder and colder. When the victim's CON has fallen to zero he or she is frozen solid, forever dead. Those who resist Rlim Shaikorth's POW lose 1D3 CON.

The blood of the Great Old One causes 1D10 points of damage per round, making injuring the god dangerous in itself.

RLIM SHAIKORTH, The White Worm

STR 25 CON 65 SIZ 25 INT 18 POW 20
DEX 12 Move 10 HP 45

Damage Bonus: + 2D6.

Weapons: Swallow 75%, damage death

Armor: Rlim Shaikorth has 10 points of armor in blubbery flesh. Any piercing or slashing wounds cause a flood of deadly blood to pour forth, causing 1D10 points of burning damage each round. Water rinses away the caustic blood.

Spells: all Call and Contact spells, plus any other spells that the keeper desires.

Sanity Loss: 1D4/2D8 Sanity points to see Rlim Shaikorth.

SAAITII, Great Old One. *I saw it pale and huge through the swaying, whirling funnel of cloud—a monstrous pallid snout rising out of that unknowable abyss. . . . It rose higher like a huge pale mound. Through the thinning of the cloud curtain I saw one small eye . . . a pig's eye with a sort of hell-light of vile understanding shining at the back of it.*—William Hope Hodgson, "The Hog".

Saaitii manifests as a swine-like horror with a bloated, cadaverous body covered in thick, wrinkled hide like a rhino's. The Great Old One has a dozen or more cloven-hoofed legs, a single tiny black eye, and three mouths full of boar's tusks and teeth beneath its piggish snout. This minor god dwells in an outer realm of darkness.

CULT: Saaitii has no organized cult among men.

ATTACKS & SPECIAL EFFECTS: the Great Old One attacks its victims' souls, possessing them and dragging them off into its hellish lair where it devours them. Saaitii does this by first overcoming a victim's POW with its own. If successful, the Hog begins draining 1D3 POW from its victims each night. Once a victim's POW drops to zero he is dead, his or her soul devoured by the alien god.

Those who have been attacked in this way experience horrible and vivid dreams of descending into hellish labyrinths and darkness, and of the maddening sounds of countless howling, squealing swine. During such dreams the Great Old One's victim behaves strangely, falling into a coma-like state and grunting like a hog. The eyes of Saaitii's dreaming victims remain partially open and filled with chilling terror. Once they enter the Great Old One's dreamscape nothing will wake a victim.

The Hog may attack by trampling its victims, biting with one of its mouths, or goring them with great tusks.

OTHER CHARACTERISTICS: the Hog's victims often act as a focal point for the Great Old One to enter this dimension. Saaitii's arrival is heralded by strange pools and clouds of shadow and the sounds of far-off-squealing of swine.

SAAITII, The Hog

STR 45 CON 75 SIZ 35 INT 20 POW 25
DEX 12 Move 10 HP 55

Damage Bonus: + 4D6.

Weapons: Trample 80%, damage 3D10 + db
Bite 50%, damage 2D6
Gore 70%, damage 1D10 + db

Armor: 10 points of thick hide.

Spells: Cloud Memory, Create Gate, Enthrall Victim, Implant Fear, Mesmerize, Mindblast, and any other spells that the keeper feels appropriate.

Sanity Loss: 1D8/1D20 Sanity points to see Saaitii.

SEBEK, Great Old One. *The long white robe concealed a body whose contours were elusively problematical. Taloned hands hung from swirling sleeves, and the jeweled fingers clasped a rod of gold, set with the seal of the Eye of Horus. The top of the robe terminated in a cape-collar of black; it stood, a stiffly hooded background for a head of horror. The head was awful. A slanted, saurian skull, all green and scaly on top; hairless, slimy, slick and nauseous. Great bony ridges socketed the embered eyes, staring from behind a sickening sweep of long, reptilian snout. A rugose muzzle, with great champing jaws half opened to reveal a lolling pinkish tongue and scummy teeth of stiletto-like sharpness.*—

Robert Bloch, "The Secret of Sebek".

Once a god of Inner Egypt, Sebek is mostly unknown today. Sebek is discussed in detail in Ludvig Prinn's *De Vermis Mysteriis*.

CULT: the sect of Sebek worshiped their crocodile god as the source of life and immortality. Priests of Sebek believed that their god would guard them in their graves until a certain time when it would resurrect them and give them the gift of immortality. Sebek put curses upon the tombs of its priests to suffer against anyone who desecrated them.

Only four mummies of Sebek's priests have ever been found, and all of those responsible for the discoveries died violent deaths. One man fell into the crocodile exhibit at the London Zoo, and another was found with his throat torn out. The priests of Sebek wear elaborate crocodile masks in emulation of their god. The jaws of these masks are mechanical and can exert a vicious bite inflicting 1D8 hit points of damage. These masks are also equipped with breathing apparatus for swimming under water.



From the Journals of Sir Hansen Poplan

EGYPT, GODS OF—I have written of Egypt before, how its history is blackened by the taint of the mythos, and how many powerful Mythos artifacts passed through its lands. Here I would discuss the gods of Egypt, evil monstrosities, many of whom were first worshiped in Stygia, some of whom seem to have disappeared from the face of the Earth in recent times.

Many of the greatest Mythos gods were worshiped in Egypt, though sometimes by unfamiliar names.

Nyarlathep appeared as many of his avatars: the Beast, the Black Pharaoh, the Faceless God. Incantations to these masks may still be found in old Egyptian tombs.

Yog-Sothoth was worshiped in Egypt too, as his avatar of Aton, the Solar Disk. His cultists were strong, and through their work he was eventually freed from his prison at Mount Sinai.

Hastur may have been worshiped as Set.

The tales concerning Bast are strange, for some name her Bubastis, a god of ghouls, a chewer of corpses. I suspect they refer to an entirely different goddess, but who can say for sure—the Elder Gods are not our friends. The worship of Bubastis seems still to be active in Egypt.

And then there are countless lesser known deities.

Sebek is little known today, but he was a true Mythos deity who promised his followers rebirth upon Earth after death.

Kephri was likely an Elder God. He was the eternally reborn phoenix, an enemy of the Old Ones. He is rumored to have given light and knowledge to the earliest human kingdoms. He has not been seen for a thousand years.

Shai-urt-ab, the Worm of Destiny, was worshiped in Egyptian deserts. It seems related to the chthonians.

The truth is this: Many dead Egyptian gods still live.

OTHER CHARACTERISTICS: the Great Old One has the ability to command all crocodiles, anywhere in the world. Sebek also has the power of resurrection. The Great Old One may fully restore a human to life and vitality by expending 1D10 magic points. Bodies dead not more than 100 years are restored to life instantly. Corpses over 100 years old take one minute per 100 years to awaken. For example, remains 2000 years old would arise fully revitalized in 20 minutes. Those brought back from the dead suffer the immediate loss of 1D20 Sanity points. Sebek does not require corpses be complete to resurrect—those parts missing regenerate. The reverse of the Resurrection spell has no effect on individuals resurrected by Sebek. Resurrected individuals look and act completely normal without any of the tell-tale signs of the Resurrection spell.

SEBEK, The Crocodile God

STR 75 CON 65 SIZ 19 INT 27 POW 27
DEX 25 Move 12/17 swimming HP 42

Damage Bonus: + 5D6.

Weapons: Claw 85%, damage 1D4 + db

Bite 75%, damage 1D10 + db

Armor: 9 points of thick hide. Sebek may also heal itself or its priests by expending one magic point per point healed.

Spells: any, as desired by the keeper.

Sanity Loss: 0/1D8 Sanity points to see Sebek.

SHUB-NIGGURATH, Outer God. “Astarte—Ashtaroth—Magna Mater . . . Iä! Shub Niggurath! Gorgo, Mormo, thousand-faced moon, look favorably on our sacrifices . . . Ram with a Thousand Ewes, fill us with thy seed that more may come to worship at thy shrine . . . Gof’nn hupadgh Shub-Niggurath . . .”—Ramsey Campbell, “The Moon-Lens”.

Not only is Shub-Niggurath frequently worshiped, but she is one of the most named Outer Gods—the source of a hundred different spells and more. Shub-Niggurath is a perverse goddess of blasphemous fertility. Her one known avatar relates to her great cult in Goatswood. For her full description, see page 66.

KEEPER OF THE MOON-LENS, Avatar of Shub-Niggurath. *That pillar of white flesh supported on many-jointed bony legs tipped with great circular pads. . . . It had no arms, merely three spines which dug into the ground. But the head was the worst—formed of thick coils of white jelly, covered with watery eyes, and at the center was a huge toothed beak. . . . Those great yellow eyes peered in different directions, and all the coils were twisting and jerking, sometimes transparent so that he could see into the head. . . . The three spines moved with a grotesque rowing motion to heave the body forward. The beak opened, and from it a voice issued—sibilant and high-pitched.*—Ramsey Campbell, “The Moon-Lens”.

The Keeper of the Moon-Lens is an avatar of the Dark Mother, Shub-Niggurath. This creature dwells in an expansive underground complex beneath the Goatswood area.

CULT: the Keeper of the Moon-Lens is worshiped by the people of Goatswood, England, in connection with their Shub-Niggurath adoration. This colossus may be worshiped elsewhere as well.

OTHER CHARACTERISTICS: the Keeper comes to the surface only at certain times when the moon shines through an alien device known as the Moon-Lens—a large convex lens surrounded by an arrangement of



KEEPER OF THE MOON-LENS

pivoting mirrors, high above the ground on a fifty-foot-high metal pylon. When the moon shines through the Moon-Lens and onto a particular hillside, a great stone slab slides away and the Keeper can then answer the summoning of its worshippers.

When this avatar accepts a sacrifice it swallows the offering, holding it in its transparent, gelatinous head. The colossus retreats back into its dark subterranean lair where the victim is “born” out of the avatar, having suffered strange physical changes. Individuals drafted into the service of Shub-Niggurath are seldom seen again on the surface. The physically altered beings who emerge from the avatar are the *Blessed of Shub-Niggurath* (see page 42 of this book).

ATTACKS & SPECIAL EFFECTS: the Keeper of the Moon-Lens can attack with its beak or crush a victim beneath its great and cumbersome bulk.

KEEPER OF THE MOON-LENS, Fertile Mother of the Hill
STR 55 CON 135 SIZ 95 INT 21 POW 70
DEX 16 Move 12 HP 115

Damage Bonus: + 8D6.

Weapons: Beak 90%, damage 1D10 or swallow
Crush 75%, damage 1D6 + 6D6

Armor: none, but the keeper takes no more than a single point of damage from any successful attacks with any weapons—two points on an impale. Fire, electricity, or magic can do normal damage to the creature. This avatar of the Black Goat regenerates 1D10 hit points each round.

Spells: all spells dealing with the Outer Gods, as well as any connected with the forces of nature and the elements, and others as the keeper desires.

Sanity Loss: 1D10/1D100 Sanity points to see the Keeper of the Moon-Lens.

STAR MOTHER, Larvae of an Other God. [The] *Ultimate gods, the blind, voiceless, tenebrous, mindless Other Gods whose soul and messenger is the crawling chaos Nyarlathotep.*—H.P. Lovecraft, *The Dream-Quest of Unknown Kadath*.

The Star Mother is one of the larvae of the Other Gods and resembles a chunk of yellow-green stone about the size of an infant. Its shape suggests a plump, huge-breasted, faceless female figure, reminiscent of the Willendorf Goddess. From it extend dozens of pencil-thin root-like strands.

OTHER CHARACTERISTICS: the Star Mother is an intelligent creature who has come to Earth. It can attack at great distances with the thin strands or with its larger tentacles. The Star Mother may also animate corpses to do her bidding. It also has magical capabilities. She dwells in an old sunken sailing ship, its tentacles and strands spread throughout the rotting hull like some malignant, parasitic plant. “She” is capable of attacking with these roots, can animate the corpses of the long-dead ship’s crew, create fog banks, and has the ability to raise or sink the ship at

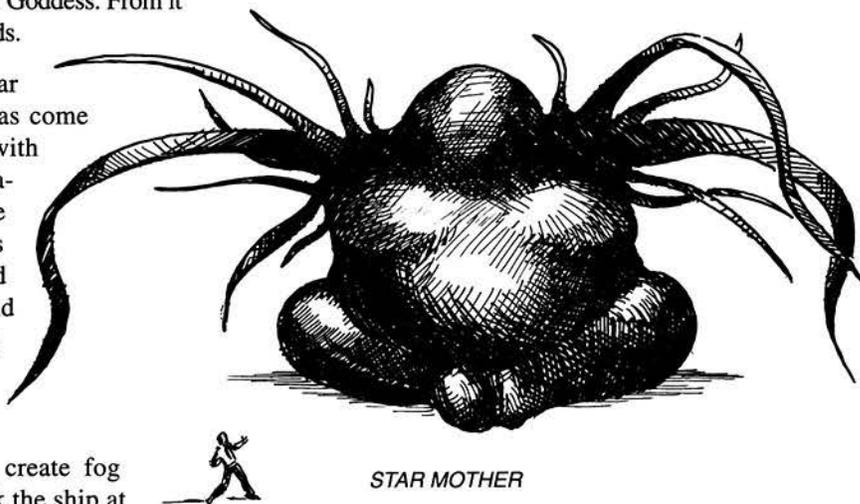
will. Certain tales of ghost ships may be attributed to this entity and its sunken lair.

THE SHIP: the Star Mother’s ship is the rotting hull of an eighteenth century two-masted sailing vessel. Huge holes gape in the ship’s hull, and rotting boards jut randomly from the sides. Bits of rope and ghostly shreds of rotted sail trails from the ship’s broken foremast. The deck is warped and weakened in places by gaping holes. Ragged slimy membranes of luminous yellow-green plant-like material and heavier, vine-like growths sprout from the ship. Seeing the hell-ship costs 1/1D6 Sanity points.

The hold of the ship is a nightmare realm of decay and sickly yellow-green alien growths. Piles of mud and yellow-green sludge are everywhere, and the stench of decomposing flesh chokes the hold. From the Star Mother spread countless small vines, as well as the thin strands and larger tentacles. These growths reach into the rotting wood of the hull like roots. Human corpses—victims of the Star Mother—lie crumpled on the floor of the hold, penetrated by her feeding roots. Such victims appear shrunken, covered in luminous yellow-green silt, and cemented to the floor of the hold. The Sanity loss for viewing the hold is 1D3/2D6 points.

To raise its sunken lair from the bottom of the ocean floor, the Star Mother need only expend ten magic points. The rotting ship surfaces in about ten minutes. Small boats directly above the ghost-ship when it surfaces are destroyed—larger ships may be scuttled. Anyone on board such luckless vessels suffers 1D10 points of damage and is thrown overboard. Anyone seeing the ghostly yellow-green ship rising from beneath the waves loses 1/1D4 Sanity points in addition to the normal 1/1D6 Sanity loss for getting a good look at the hell-ship. The Star Mother needs expend just one magic point to submerge its ship, which slips beneath the waves in 3D4 rounds.

TENTACLES: the Star Mother has seven thin tentacle strands and three larger, thick tentacles. The thin strands each have a STR of 4 and 7 hit points. The large tentacles each have a STR of 8 and 10 hit points. Impaling weapons do only half normal damage to either type of tentacle. In



From the Journals of Sir Hansen Poplan

SUMMANUS & OUR GODS—

What do we worship? Is there any true divine inspiration in the universe? In our world, which we few open-minded academics know to be populated by Elder Gods, Great Old Ones, and Outer Gods, the answer is a maze of contradictions.

Tomes of the Mythos reveal that Great Old Ones and Outer Gods have many times hidden behind the masks of humanity's own deities. Yig is related to Quetzalcoatl and Kulkulkan. Hastur may have been Set.

Even the Elder Gods seem not to be above this practice, as is amply proven by the myths of Bast and Nodens, integrated into the myths of the Egyptians and Celts, respectively.

So that leaves us the question: Are any of our gods real, or are they all reflections of these dark forces that rule the physical universe?

My meanderings today were brought on by a minor god named Summanus. Like so many others, I had thought him a myth, but now I have learned he is frighteningly real.

Summanus is remembered as a minor Roman god, a sort of nocturnal Jupiter. He controlled the night sky and the thunderbolt.

Summanus had a temple near the Circus Maximus. It was built during the 3rd century B.C. as part of a war. Now, knowing the truth of Summanus, I shudder at what secrets may be buried in that long-dead temple.

The temple was dedicated on June 20, and that has become Summanus' holy day. His worshipers eat sacrificial cakes made into the shape of a wheel on that day—though of what they are composed I would not wish to speculate.

The awful truth is this: Summanus is real and a Great Old One. I have found mention of him in *The Tuscan Rituals*, and so I have discovered that another of the gods of Earth is one of Them. I fear we may have no gods of our own.

in addition to any constriction damage done by a tentacle, the victim must first make a successful POW vs POW struggle against the Star Mother or be jolted by an alien vision from the her memory. This causes 1D6 points of additional damage and a loss of 0/1D4 Sanity points. Once all her tentacles are destroyed, the Star Mother must defend herself with animated corpses and magical spells. Her tentacles regenerate within 2D10 + 4 hours.

This psychic shock can also be delivered to anyone touching or striking the Star Mother, whether using bare hands or a hand-to-hand weapon.

ARTIFICIAL FOG: the Star Mother can generate an artificial fog, requiring five magic points and five minutes to initiate. Once started, the fog spreads from the Star Mother's ship in every direction at a rate of 25 feet per round, to a maximum of 750 feet. The fog dissipates normally, at a rate of 25 feet per round. Fog can be created multiple times with cumulative effects. The fog is thickest and visibility the poorest at the center, around the ghost-ship.

POWER THROUGH SUFFERING: she grows stronger through human suffering. Half of all SAN and hit point losses suffered with 100 feet of the Star Mother's ship are converted to magic points and added to her current total. Magic points never exceed the Star Mother's current POW. If during any one round she should gain ten magic points she instead converts them to a single point of permanent POW which is then added to her total.

STAR MOTHER, Goddess of the Ghost-Ship

STR 8 CON 30 SIZ 2 INT 15 POW 35+
DEX 5 Move 0 HP 16

Damage Bonus: N/A.

Weapons: Thin Tentacle Strands 20%, damage 1D2 per round plus Psychic Shock
Large Tentacles 50%, damage 1D6 per round plus Psychic Shock

Armor: 8 points of chitinous shell. Note that because the Star Mother cannot move by itself, all physical attacks against her receive a bonus of +25 percentiles added to the chance to hit. The Star Mother can restore lost hit points at the rate of one hit point per magic point expended.

Spells: Create Zombie, Grasp of Cthulhu, Mental Suggestion, Power Drain, Wave of Oblivion, plus others as the keeper desires.

Skills: Detect Human Lifeforce 55%.

Sanity Loss: 1/1D6 Sanity points for seeing the Star Mother's ghost-ship; 0/1D4 + 1 Sanity points to see the Star Mother.

SUMMANUS, Great Old One. *His ears were thick and blunt and his eyebrows were bushy over the most penetrating eyes. . . . He did not have a mouth. . . . His face was blank beneath the eyes and nose. His waist-coat slid to one side near the bottom and a long, white, tapering tentacle with a blood-red tip slid into view.*—Brian Lumley, "What Dark God?"

Summanus is a minor Great Old One who appears as a very tall, thin man with chalky-gray skin and no mouth. A single tentacle sprouts from Summanus' abdomen, used for feeding. Good information about Summanus can be found in an exceedingly rare tome called *The Tuscan Rituals*.

ATTACKS & SPECIAL

EFFECTS: when the Great Old One feeds or takes a sacrifice, its tentacle slices into its victim's flesh, draining him or her of all blood. Summanus may also put a



SUMMANUS

victim into a strange trance by overcoming the person's POW with his own on the Resistance Table. An overcome victim is fully conscious and aware of his or her surroundings yet unable to move at all. The Great Old One may put as many people under his trance as he desires, as long as they are visible and within fifty feet. Victims are freed from Summanus' trance only when the Great Old One releases them, or if he is driven off.

SUMMANUS, The Walker in Darkness, Monarch of the Night

STR 24 CON 63 SIZ 17 INT 20 POW 25
DEX 16 Move 9 HP 40

Damage Bonus: + 2D6.

Weapons: Tentacle 100%, damage 1D3 first round—1D4 STR drain each round thereafter

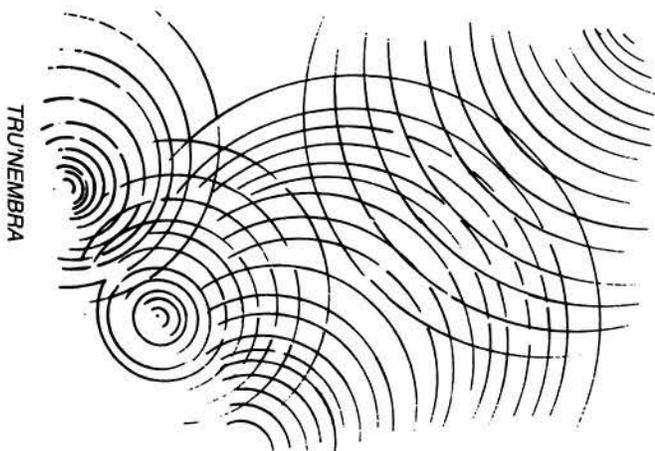
Claw 100%, damage 1D6 + db

Armor: Summanus suffers only minimum possible damage from all weapons, plus he is capable of regenerating one hit point per magic point expended.

Spells: Summanus knows most Summon, Bind, and Contact spells, as well as any others the keeper desires.

Sanity Loss: 1/1D8 Sanity points to see Summanus.

TRU'NEMBRA, Outer God. *And then I thought I heard a shriller, steadier note that was not from the viol; a calm, deliberate, purposeful, mocking note from far away in the West Unimagined space alive with motion and music, and having no semblance of anything on earth.*—H. P. Lovecraft, "The Music of Erich Zann".



Living sound, Tru'nembra manifests as disembodied, outre, haunting music. Covering or plugging the ears is ineffectual against Tru'nembra, its attacks, and the Sanity loss associated with the Outer God. Even the deaf are not immune.

CULT: a few lone madmen worship Tru'nembra. The Outer God's followers are generally mad musical geniuses who have sought out or been drawn to the attention of the alien entity because of their remarkable talent.

Once a musical prodigy has attracted the attention of Tru'nembra the Outer God visits him, singing songs in his head. The Outer God's protégé gains further musical knowledge and skill but loses sanity from Tru'nembra's

visits, often becoming obsessed with the Angel of Music and the songs which it sings to him. Ultimately the musician is taken away to the court of Azathoth where he can eternally play for the Demonic Sultan and its courtiers. Sometime Tru'nembra physically takes a victim to the court of chaos but often only the victim's soul is carried off, leaving the lifeless body behind, still performing the beloved music even in death (witnessing this calls for a Sanity roll and the loss of 1/1D8 Sanity points).

ATTACKS & SPECIAL EFFECTS: the Outer God attacks with a sort of sonic wave powerful enough to cause physical damage at a rate of 1D10 hit points per round to everything within a 100 yard radius. Typical effects of this attack are cracked windows, rupture of minor blood vessels, etc. Prolonged exposure is fatal. Tru'nembra can also emit a sonic blast which inflicts D100 hit points of damage to a single target. The effects of such an attack could be as devastating as twisted steel, or shattered bones. Tru'nembra's attacks cannot be Dodged.

Tru'nembra moves at the speed of sound. Because it has no physical body the Outer God is impervious to all corporeal attacks. Certain spells which affect INT or POW may harm the entity and devices which affect sound waves may harm or stave off the Outer God. A musician could temporarily ward off Tru'nembra with his music if he or she could play or sing the right chords.

TRU'NEMBRA, The Angel of Music

STR N/A CON N/A SIZ N/A INT 14 POW 60
DEX N/A Move speed of sound HP 60

Damage Bonus: N/A.

Weapon: Music automatic, damage 1D10 each round in a 100 yard radius.

Sonic blast 75%, damage D100.

Armor: none, however as living sound Tru'nembra can be harmed only by spells which affect INT or POW, or by mechanisms which affect sound waves.

Spells: none.

Sanity Loss: 1/2D10 Sanity points to hear or experience Tru'nembra.

VIBUR, Great Old One. *The stones of the walks / Are encrusted and wet, / And a strange spirit stalks / When the red sun has set.*—H.P. Lovecraft, "The House".

Vibur stands about twelve feet tall and weighs about three tons. It crouches on possibly many haunches, rarely moving. Writings allude to it every century or so and invariably describe it as a "giant rat", ascriptions stemming mostly from the red intensity of its three times three-lobed stares, and from its preference for places of darkness. Vibur has no limbs or feet for movement, but allows itself to shift from point to point according to convenience. A matted black covering, fur-like but more akin to the synthetic product holofil, covers most of the lumpy, pear-shaped body, across which a small tentacle occasionally passes or twitches. The Great Old One emits glowing blue stones, feces-like. These stones are made up of odd triangular and hexagonal crystals of finger width and characteristically

From the Journals of Sir Hansen Poplan

CYCLES OF LIFE—To us humans, life is a continuous stream. It is punctuated by a nightly interval of sleep, true, but given that this requirement is universal among humans, that our friends and neighbors must sleep too, life seems a continuum. It is only when we read of the strange patterns of hibernation practiced by certain entities of the Mythos that we realize how truly alien they are.

Vulthoom, who is written of in only the rarest Mythos tomes, is the prime example of this different paradigm of life. It is said that he alternatively sleeps and wakes for one thousand year intervals. How does one's mind work if civilizations rise and fall whenever one sleeps?

Vulthoom is of course not the only Great Old One who hibernates. As is written in the *Necronomicon*, "That is not dead which can eternal lie." Cthulhu sleeps in R'lyeh, but even asleep his dreams change the world. Many others of the ancient gods of the universe also sleep, waiting.

It is not just the gods who sleep and wait though, but also many of their minions. All of Vulthoom's servitors follow his lead, sleeping when he does.

The serpent people are another race adaptable to long periods of hibernation. According to ancient books there are those who went to sleep millions of years ago, when the serpent people ruled the world, and still have not awakened.

I can not speak for the other races. Might ancient ghouls hibernate or might deep ones sleep from a time when Cthulhu still strode the Earth, ruling from R'lyeh? What might dwell sleeping beneath your own town?

I have also read stories of certain artifacts which may either awaken the long sleeping or force those awake into long hibernation. With such tools, we could become the aliens.

clumped in batches up to three inches in diameter. These pure blue stones are highly radioactive and prolonged contact with bare skin produces third-degree burns. Vibur is an entity from another plane of existence, although it has been on Earth for a half-dozen millennia, gathering strength for the next stage of its unimaginable journey.

CULT: Vibur is worshiped by a handful of humans in remote parts of the world, although it is not at all clear that the Great Old One needs them, wants their service, or is even aware of them.

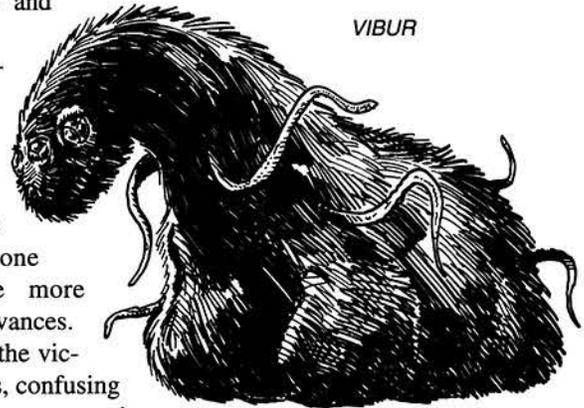
OTHER CHARACTERISTICS: a blue alien fungiform grows in Vibur's "fur". This fungus is dangerous to humans but not uniformly virulent. Each time an investigator is exposed to the fungi he or she needs a successful CON x5 roll on D100. Those with failures begin to experience the effects of the fungus in 1D10 days. Only one CON roll is required per day, regardless of the number of times an investigator has been exposed to the alien fungus. If the concentration of exposure is greater the keeper may wish to reduce the CON roll to x4, x3, x2, or even x1 for intense, multiple, or prolonged exposure. The fungus may also be spread through the release of spores caused by the coughing and breathing of an infected victim. The fungus enters the body through the lungs, and from the lungs goes into the blood supply, concentrating in the brain and especially in the optic nerves and cerebral cortex.

Symptoms of fungal infestation begin with the dimming of the physical senses, shortly accompanied by occasional searing attacks of pain in random body locations. These attacks of pain last about one minute, then they become more extended as the infestation advances. The physical senses fade, and the victim experiences terrible visions, confusing odors, and colors beyond human experience as Vibur's senses begin to intrude upon the victim. Profound depression, clinical insanity, and vivid nightmares are common symptoms at this stage of the infection.

As the infestation gains control, the victim begins to lose access to the voluntary muscles and to physical sensation. A swelling and hardening of the eyeballs shortly precedes the actual loss of the eyes, eaten away and replaced by bluish fluid which drips periodically from the ghastly sockets. Finally the victim is totally controlled by Vibur, made a zombie. The victim's consciousness and memory still exist, but are irrevocably trapped and helpless.

Approximately one-third of all infested humans die within two weeks, blinded, forebrain nibbled at, and autonomic functions totally disrupted. The fate of the majority of the victims is worse. Embedded after days, weeks, or months, the blue fungus progressively strips the outer senses of the victim, finally locking the consciousness within ceaseless throbbing pain even while control of the body passes telepathically to the Great Old One, dozens or hundreds of miles distant. At this point Vibur has complete control of what has become an organ or extension of its body, and the victim is effectively dead. Victims so controlled continue to eat and digest normally, and can operate for 1D6 + 1 months more before final and merciful death.

There may or may not be a cure for the effects of Vibur's blue fungus, as the keeper desires. If a cure exists it is suggested that its ingredients be difficult to find, and include among them the strange glowing blue stones which Vibur emits. The ingestion of the Great Old One's radioactive crystalline feces inflicts



VIBUR

2D10 + 2 hit points of damage with a permanent loss of two hit points a week thereafter. Although this alien substance may cure Vibur's fungus infection, it also may cause hair loss, cancer, internal bleeding, and other unpleasant side-effects associated with exposure to radioactivity.

ATTACKS & SPECIAL EFFECTS: Vibur may attack with a teleportation crush. To do so it merely need think of its target and it materializes on top of them. Such victims are crushed beneath the Great Old One's massive bulk, suffering 5D6 points of damage per round until dead.

Though its mental acuity is dazzling, Vibur's metabolism and perception are unrelated to this universe; at times it seems synchronized with our universe, while at other times centuries pass in our time while it sends out a tentacle to brush down some annoying knot of fur.

Perhaps because it is not fully within this universe, no physical or magical attack which humans can make much affects Vibur. An extraordinarily potent physical attack—a nuclear blast, for example, or depositing Vibur on the surface of the sun—conceivably could cause the entity to shift itself to another location, rippling slightly as it moves an inch, a mile, or a light year to avoid the event. Otherwise, when reduced to zero hit points the Great Old One's eyes close and it becomes totally motionless and silent, as if dead or sleeping. After 2D10 rounds Vibur awakens, totally regenerated.

VIBUR, The Thing from Beyond

STR 42 CON 104 SIZ 58 INT 50 POW 28
DEX 14 Move instantaneous HP 81

Damage Bonus: + 5D6.

Weapons: Crush 100%, damage 5D6

Armor: 10 point furry filament. Reduced to zero hit points Vibur falls into a recuperative sleep for 2D10 rounds, after which it awakens fully regenerated.

Spells: any the keeper desires.

Sanity Loss: 1/1D6 Sanity points to see Vibur.

VORVADOSS, Elder God. *Then, out of the darkness, there rose up before us a face. I saw it through a haze of silvery mist that clung about it like a veil. It was utterly inhuman, for the half-seen features were arranged in a pattern different to mankind. . . . Through the silver mist I made out strange hollows, fantastic curves and planes. Only the eyes were clear, unmistakable—black as empty wastes between the stars, cold in their unearthly wisdom. There were tiny dancing flames flickering in those eyes, and there were flames, too, playing over the strange, inhuman countenance.—Henry Kuttner, "The Invaders".*

CULT: Vorvados, one of the few named Elder Gods, is worshiped on distant worlds but it's name is almost unknown on Earth.

OTHER CHARACTERISTICS: Vorvados aids followers or those who call him, but the Elder God will never attack another deity, instead speaking to those who called him and offering advice in his thin, tinkling crystal-like voice. The

Elder God speaks cryptically, hinting but never giving direct answers or solutions. At times Vorvados may grant spells to those who ask. Usually he requires some sort of payment: the sacrifice of POW, the destruction of some monstrous entity, etc.

Vorvados may transport beings to other planes, worlds, or times at will. If the target is unwilling the attempt may be resisted with a POW vs. POW Resistance Table roll.



VORVADOSS, The Kindler of the Flame

STR 45 CON 42 SIZ 28 INT 50 POW 75
DEX 20 Move 10 HP 35

Damage Bonus: + 4D6.

Weapons: Fist 100%, damage 1D6 + 4D6

Armor: Vorvados may armor himself by spending one magic point for every point of armor he desires. He regenerates damage at a rate of 1D3 hit points per magic point expended.

Spells: any desired by the keeper.

Sanity Loss: 0/1D4 Sanity points to see Vorvados.

VULTHOOM, Great Old One. *Somehow, the thing was like a giant plant, with innumerable roots, pale and swollen, that ramified from a bulbar bole. This bole, half hidden from view, was topped with a vermillion cup like a monstrous blossom; and from the cup there grew an elfin figure, pearly-hued, and formed with exquisite beauty and symmetry.—Clark Ashton Smith, "Vulthoom".*

Vulthoom dwells in a deep cavern on Mars, where it and its followers live out an endless cycle of a thousand years of sleep followed by a thousand years of activity. Vulthoom can grant its followers immortality but at the proper time they must return to the Great Old One's cave and join it in its thousand years of sleep.

CULT: Vulthoom is worshiped by a group of Aihes (see page 14) who live in Ravormos on Mars. His cult is largely unknown elsewhere.

OTHER CHARACTERISTICS: the Great Old One possesses many unusual senses and faculties, and has the ability to extend its perception over large areas of space or time at will, seeing and hearing all. Vulthoom may also mentally speak to

From the Journals of Sir Hansen Poplan

YEGG-HA & THE ROMANS—In the second century A.D. the Romans of Britain fought against a god that was raised up by enemies near Hadrian's Wall. These events are recorded in *Frontier Garrison*, a book first published around 138 A.D. by Lollius Urbicus.

The god, Yegg-ha, towered ten feet tall, but still it was one being; nonetheless it killed a full 48 Roman soldiers before it was brought down.

The exact identity of the Romans' enemies is unknown. It seems likely that they were rogue Celts, though a band of Picts is also a possibility; whomever these people were it is obvious that they must have had some pact with ancient Yegg-ha, for they were able to call him to their aid.

Yegg-ha now lies dead, his bones scattered and buried, but tales tell of the possibility for *revivification*, of the possibility that Yegg-ha might once again walk the Earth.

Modern sources hint of at least two cults related to Yegg-ha: the faceless men and the forty-eight.

The faceless men are centered in Britain. They claim that Yegg-ha comes to them in their dreams, and that he sends him the secret of his burial places. They are amoral and violent, willing to use any means to restore their dead god.

The forty-eight claim direct descent from the centurions who were killed by Yegg-ha almost two millennia ago. At all times there are forty-eight members of this organization, which is spread across the globe. Their avowed goal is to ensure that Yegg-ha does not rise again, but in recent years they have worked against numerous loci of Mythos activities, sometimes overzealously. I have almost fallen afoul of the group twice, solely due to my interest in Mythos tomes.

anyone within a one-mile radius. Vulthoom's voice is incredibly sweet and sonorous, masking its true nature. Additionally, it produces a sweet-scented, hypnotic drug. Anyone inhaling the fragrance and failing to win a POW vs. POW struggle against Vulthoom experiences vivid hallucinations of glorious, Eden-like gardens, the sight of which fills him or her with indescribable ecstasy and exaltation. Failing a second POW vs. POW struggle means the victim has become enslaved to Vulthoom. Those who succeed remain under the spell of the vision for D100 + 20 minutes, or until successful Psychoanalysis occurs. Vulthoom's perfume affects all within a hundred yards.

A similar hallucinogen is produced by a type of strange, fossilized flower from the Great Old One's home world, but effective only to twenty yards. In either case the drug is equally powerful, and victims must resist Vulthoom's POW.

VULTHOOM, The Sleeper

STR 30 CON 75 SIZ 85 INT 35 POW 35
DEX 1 Move 0 HP 80

Damage Bonus: N/A.

Weapon: Tendril 65%, damage 3D6

Armor: none, but Vulthoom suffers only minimal damage from any weapon. In addition the Great Old One regenerates at a rate of 3D10 hit points per round.

Spells: any the keeper wishes.

Sanity Loss: 1/1D10 Sanity points to see Vulthoom.

YEGG-HA, Great Old One. *The featureless, ten-foot tall monstrosity . . . a stubby-winged thing.*—Brian Lumley, "An Item of Supporting Evidence".

Yegg-ha was a minor Great Old One who terrorized the ancient Romans until a *centuria* of soldiers defeated it and buried the alien corpse somewhere in the lonely British countryside. Today the skeletal remains are rumored to be in the possession of a noted British parapsychologist. Yegg-ha may be revived easily enough by any who know the right words to intone over even the smallest bits of the Great Old One's remains.

CULT: this very minor Great Old One has little following, and is rarely mentioned in occult tomes. A few lone individuals with knowledge of ancient Roman history and mythology search for signs of Yegg-ha and know the words to bring the Great Old One back, among them the Faceless Men, a modern cult of Yegg-ha.

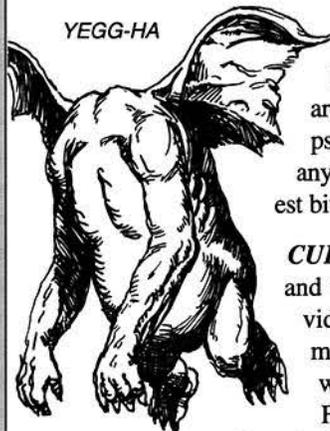
Brought back, Yegg-ha's fury must be dealt with. Enraged, the being lashes out at any present in a mad frenzy, killing everything within its reach. Once it has quenched its appetite for destruction, Yegg-ha strides off, not to return unless Called or otherwise contacted by those responsible for its revivification. If it has not killed them, the Great Old One may deem its awakers worthy of a favor.

ATTACKS & SPECIAL EFFECTS: in combat, Yegg-ha may lash out twice each round with each claw (four attacks per round). It is a fierce creature, leaving a trail of destruction in its wake.

VULTHOOM



YEGG-HA



YEGG-HA, Minor Great Old One

STR 26 CON 98 SIZ 20 INT 18 POW 25
 DEX 30 Move 12 HP 59

Damage Bonus: + 2D6.

Weapons: Claw 80%, damage 1D6 + db

Armor: 8 points of skin, plus with each kill it makes Yegg-ha regenerates 1D10 hit points.

Spells: any as desired by the keeper, however, Yegg-ha does not often employ spells.

Sanity Loss: 1/1D10 Sanity points to see Yegg-ha.

YIDHRA, Outer God. *Yidhra devoured the octopus and learned to put forth a tentacle; she devoured the bear and learned to clothe herself in fur against the creeping ice of the north; indeed can Yidhra take any shape known to living things. Yet no shape can she take which is truly fair, for she partakes of all foul creatures, as well as fair. To her followers she appears in many fair and comely forms, but this is because they see not her true form, but only such visions as she wills them to see. . . . Indeed it is by sending her thoughts that Yidhra remains one in soul, for in body she is many, hidden in the jungles of the south, the icy wastes of the north, and the deserts beyond the western sea. Thus it is that though her temples are many, she waits by all, combining bodily with her diverse followers, yet her consciousness is a vast unity.*—Walter C. DeBill, Jr., “Where Yidhra Walks”.



Yidhra possesses many forms, all telepathically linked to create a world-spanning whole. While the Outer God has many avatars including vulturine Y'hath; Xothra, who sleeps in the earth and wakes to devour; and a beautiful woman by the name of Yolanda, her true form is unknown.

Yidhra is mentioned in a few rare Mythos tomes including *Uralte Schrecken*, *Black Sutra*, *Chronicles of Thrang*, and *Cthonic Revelations*.

CULT: Yidhra was worshiped by the prehuman voormis and early humans, and in modern times is worshiped in Laos, New Mexico, Chad, and West Texas. Yidhra's followers are supposed immortal, and their lands blessed with

fertility and abundance in exchange for regular sacrifices she demands.

Followers of Yidhra—sometimes calling themselves the Children of Yidhra—experience slow genetic mutation due to their close association with the Outer God. One community of followers is known to have taken on a distinct ophidian taint, but each band of worshipers seems to experience a different sort of mutation, perhaps depending upon with which avatar they are in contact.

OTHER CHARACTERISTICS: the Outer God is essentially a protean macro-organism which survives and continually evolves by absorbing genetic material from all creatures. Yidhra sometimes absorbs victims in an obscene fusion, rearranges their genetic makeup, then gives birth to them as newly-formed creatures, monstrous in appearance and totally insane.

Yidhra is the embodiment of the survivalist aspect of evolution. Regular sacrifices are required to supply it with fresh genetic material vital to its never-ending evolution. An avatar starved of sacrifices shrivels and deteriorates, eventually dissolves into a pool of inert genetic material. Followers of a starved avatar suffer identical fates.

The Outer God's INT and POW are constant but all other characteristics vary from form to form.

YIDHRA, The Shrouder, The Dream-Witch

char.	Y'hath	Xothra	Yolanda
STR	25	71	20
CON	77	107	40
SIZ	21	79	12
INT	25	25	25
POW	60	60	60
DEX	30	14	18
APP	—	—	18
HP	49	93	26
Move	8/25 flying	7/8 burrowing	9
DB	+ 2D6	+ 8D6	+ 1D4
Armor	5 points	10 points	none

Weapons: Fusion 95%, damage is genetic mutation.

Armor: varies; however, if an avatar is slain Yidhra sends another to take its place.

Spells: all summon and bind spells and all spells which effect the mind; others as the keeper desires.

Sanity Loss: 1/1D10 Sanity points to view most of the many bodies of Yidhra, save her human form which costs no SAN. Those who see the unthinkable true form of the Outer God lose 1D20/1D100 Sanity points.

MADAM YI, Avatar of Yidhra. *Yidhra, the Dream-Witch, clouding the minds of her followers; / Dream-Witch, hiding her shape in illusion, / Dream-Witch, cloaking her shape in strange beauty. / Yidhra, the Shrouder, wreathing the faithless in shadow; / Shrouder, devouring the errant and hostile ones, Shrouder, who hides men forever.*—Walter C. DeBill, Jr., “Where Yidhra Walks”.

Madam Yi is one of the many avatars of the Outer God Yidhra. This being appears as a human female dressed in

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 maybe in actuality we are the newest incarnations of a long chain of awakening.

In the years since I first discovered the tomes of the Mythos, many of my preconceptions of the universe have changed, and many of my rock-solid ideals about how life works have transformed. Now I have begun to wonder about who we really are, thanks to the story of a little-known entity named Aforgomon, one of the avatars of Yog-Sothoth.

It was in a hard-to-read collection of papers titled *The Hestan Records* that I learned of Aforgomon. The papers told of a land named Hestan, another planet it seems, which turned beneath four suns somewhere far in the past.

The people of that world worshiped Aforgomon, naming him the "god of the minutes and cycles" and the "lord of time." There was one priest who rebelled against the god, a man named Calaspa. He was doomed to meet the god for his temerity, a fatal encounter.

That was not all though, for, as written in *The Hestan Records*, Calaspa was doomed to never find happiness through all his future incarnations, and he was also promised that when enough time had passed he would again meet Aforgomon, in some far future, and then he would be erased totally from time.

And so, I fear the tales are true. Any one of us could be reborn a thousand times into this world. Any one of us could be Calaspa, doomed. Any one of us could have committed crimes in past lives, could have worshiped the Old Ones or fought them. We must fear not only this life, but all those to the bounds of infinity.

billowing white, red, and black robes. Madam Yi's beautifully delicate face is like the painted face of a porcelain doll. Its blood-red lips and closed almond-shaped black eyes are forever frozen on a smooth and bone-white face. Its long black hair is braided into a single ponytail. The avatar's hands both end in very long, razorlike black finger nails.



MADAME YI

CULT: this avatar of the Outer God is known almost exclusively in China where its sects are led and dominated by women. Like all other avatars of Yidhra, Madam Yi requires a constant supply of fresh genetic material to absorb. Followers must also frequently provide it with young men with whom to mate. During the act of mating Madam Yi shreds her young consorts with her razor claws. The product of such unions result in the birth of one or more deformed or monstrous offspring. Madam Yi occasionally allows followers to raise these bastard young, but usually it just reabsorbs the children.

The features of Madam Yi's followers also assume an almost porcelain, doll-like quality and their fingers likewise become elongated and claw-like. The goddess communicates with her followers telepathically.

MADAM YI, Mother of Woe

STR 27 CON 69 SIZ 17 INT 25 POW 60
DEX 36 Move 10/15 flying HP 43

Damage Bonus: + 2D6.

Weapons: Razor Claws 90%, damage 1D6 + 2D6

Armor: none, but Madam Yi cannot be harmed by normal weapons.

Spells: any desired by the keeper.

Sanity Loss: 1/1D8 Sanity points to see Madam Yi.

YOG-SOTHOTH, Outer God. *The monstrous Yog-Sothoth, the "All-in-One and One-in-All," whose deceptive disguise is as a congeries of iridescent globes concealing the primal horror beneath.*—August Derleth, "The Lurker at the Threshold".

Coterminous with all points in time and space, Yog-Sothoth is a god of gates, travel, and movement. At one time it was imprisoned upon the Earth beneath ancient Mount Sinai, but it escaped thousands of years ago. Yog-Sothoth is without a doubt one of the more powerful and widely-worshiped Outer Gods. It has three known avatars. There are doubtless more.

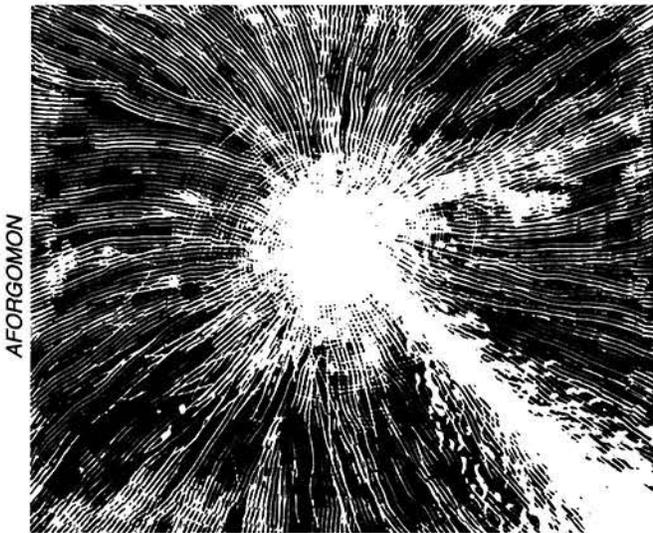
A FORGOMON, Avatar of Yog-Sothoth. *And haply to confront the dark divinity of Aforgomon. At length, from the abyss into which his position forced him to peer, a light would dawn, and a bolt of strange flame would leap upward,*

striking the many-coiled chain about him and heating it instantly to the whiteness of candescent iron.—Clark Ashton Smith, “The Chain of Aforgomon”.

Aforgomon is never seen by anyone, except those who have offended the god and brought its wrath upon themselves. It prefers to inhabit the body of a follower and communicate from there.

CULT: Aforgomon is worshiped in other dimensions, on other worlds, and in the Dreamlands. It may also have a few followers in the waking world where its influence and powers also extend. As Lord of Time, Aforgomon’s favor is sought by those seeking to change what has gone before—or to see what is yet to come. Dealing with the Outer God, however, is very dangerous, and those who trespass in its domain suffer ageless tortures and agony.

OTHER CHARACTERISTICS: typically, those who have angered Aforgomon find themselves in the Dreamlands, chained naked into a huge stone chair suspended over a gaping abyss. Bound beneath heavy chains, the condemned may sit for eons awaiting the wrath of Aforgomon. When the time-god finally appears to the transgressor, the chains heat to incandescence, charring the body and killing the mortal who was foolish enough to anger an Outer God. The corpses of such victims of the Chain of Aforgomon are found in the waking world, their bodies scarred with concentric rings of charred flesh but their clothing strangely undamaged. Very soon these victims of Aforgomon literally cease to exist—all knowledge, memory, and record of them fades from existence.



As Lord of Time, Aforgomon has the ability to halt time or pass into and out of it at will. It can also transport other items and beings through time. Because it is one with time, Aforgomon is capable of moving at speeds which are beyond the understanding of the human mind, moving forward and backward through time in less than a heartbeat.

ATTACKS & SPECIAL EFFECTS: the Outer God attacks with bolts of strange fire which instantly char and kill.

AFORGOMON, The Time-God

STR N/A CON 250 SIZ varies INT 35 POW 100
DEX 20 Move infinite HP 250

Damage Bonus: N/A.

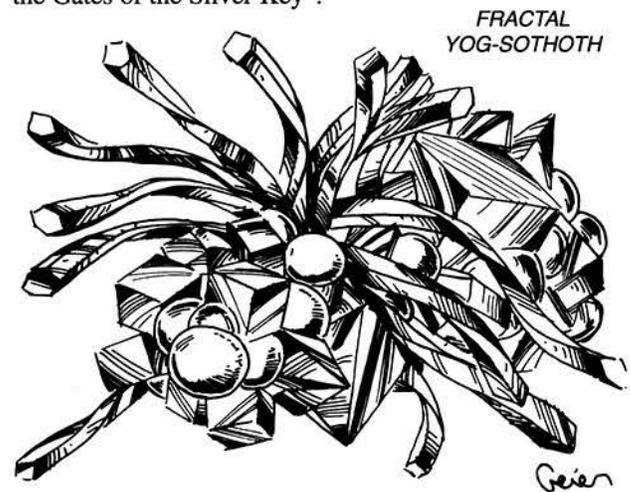
Weapons: Fire Bolt 100%, damage instant death

Armor: Aforgomon is immune to all physical attacks.

Spells: any desired.

Sanity Loss: 1D10/1D100 Sanity points to see Aforgomon.

FRACTAL YOG-SOTHOTH, Avatar of Yog-Sothoth. *It was an All-in-One and One-in-All of limitless being and self—not merely a thing of one space-time continuum, but allied to the ultimate animating essence of existence’s whole unbounded sweep—the last, utter sweep which has no confines and which outreaches fancy and mathematics alike.*—H.P. Lovecraft and E. Hoffmann Price, “Through the Gates of the Silver Key”.



The fractal avatar of Yog-Sothoth is a faint, sparkling apparition of pure technicolor energy. In appearance this entity is an intricate geometric frame of lines, angles, circles, and semi-circles connected in a complex design. At the center of the entity is a mass of expanding and contracting tentacles. Fractal avatars of other Outer Gods, Great Old Ones, or Elder Gods may also exist in the fractal dimension.

CULT: this strange entity is not worshiped in any way, although software designers and computer programmers in the modern day sometimes accidentally discover its strange fractal world and unwittingly release it.

OTHER CHARACTERISTICS: the fractal Yog-Sothoth may manifest only through computer screens via a Gate created by a special computer program. When the program is run there is a flash of weird light, the computer screen shatters into a million pieces, and a Gate opens. Yog-Sothoth flows out of the Gate, rising from the wreckage of the ruined computer. The being quickly expands to cathedral size, bursting out of its confines. The thing then moves slowly, gouging a furrow into the ground ten feet deep.

The avatar of Yog-Sothoth attacks with 1D20 fractal tentacles each round. Anything grasped by the Outer God instantly transforms into a fractal image of its former self, flows into and becomes a part of the fractal god.

From the Journals of Sir Hansen Poplan

XOTHIC LEGENDS—It was the name of Cthulhu that first drew me into the study of knowledges that scientific men refuse to acknowledge. I did not know then that he was but one among many, worse that he was the head of his own blasphemous dynasty.

It was Professor Harold Copeland who first revealed to me the Xothic legends in his book *The Prehistoric Pacific*, which was based on the much older *Ponape Scripture*. In it he revealed that Cthulhu had taken a mate by the name of Idh-ya on the far-distant star Xoth.

Xoth is said to lie in the constellation of Taurus, but its precise location is unknown to modern astronomers. It lies in a cluster with three other stars noted in Mythos tomes: Abbith, Ymar, and Zaoth. That Xoth, the once home of Cthulhu, lies so near to Abbith, one of the homes of Nyarlathotep, and the far-flung realm of Hastur is very suggestive.

When Cthulhu came to Earth he brought with him four of his children: Cthylla, Ghatanothoa, Ythogthia, and Zoth-Ommog. They settled in the Pacific amidst the newly risen lands of Mu.

Little is written of Cthylla. She is named Cthulhu's secret daughter and little more.

Ghatanothoa is the Lord of the Volcano and the Petrifying One. He once ruled the humans of Mu and is served by the Iloigor.

Ythogthia is the Abomination in the Abyss and the Sender of Dreams. He lies in the Abyss of Yhe and is served by the yuggya.

Zoth-Ommog is the Ponape Monstrosity and the Monster in the Idol. He is imprisoned near the island of Ponape and is also served by the yuggya.

All of the children of Xoth can enter the minds of the weak-willed, especially through idols carved in their likeness. The sane are warned against accepting any such devices.

ATTACKS & SPECIAL EFFECTS: as a being manifest of pure energy, fractal Yog-Sothoth cannot be harmed by any physical means. Various forms of energy such as lasers, microwaves, ultrasound, or electricity are effective against this being. Such attacks inflict 2D6 hit points of damage to the entity each round. Closing its Gate by switching off or re-booting the computer may also dispel fractal Yog-Sothoth.

FRACTAL YOG-SOTHOTH, Lord of the Fractal Realm

STR N/A CON 400 SIZ 150 INT 40 POW 100
DEX 1 Move 6 HP 100

Damage Bonus: N/A.

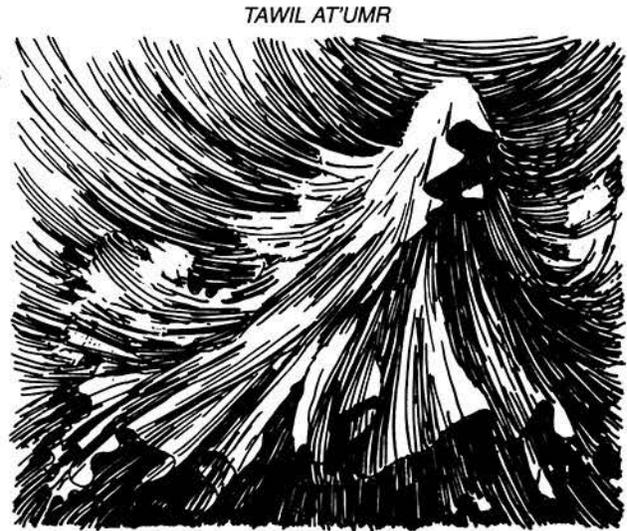
Weapons: Fractal Tentacles 80%, damage is grasp and consume

Armor: none, but physical weapons cannot harm the fractal Yog-Sothoth. If reduced to zero hit points the Outer God is dispelled back to its fractal world, vanishing with a terrible thunderclap.

Spells: all.

Sanity Loss: 1D10/1D100 Sanity points to see the fractal form of Yog-Sothoth, but only if it manifests in this world.

TAWIL AT'UMR, Avatar of Yog-Sothoth. *There was another shape, too, which occupied no pedestal, but which seemed to glide or float over the cloudy, floor-like lower level. It was not exactly permanent in outline, but held transient suggestions of something remotely preceding or paralleling human form, though half as large again as an ordinary man. It seemed to be heavily cloaked, like the shapes on the pedestals, with some neutral-colored fabric; and Carter could not detect any eye-holes through which it might gaze. Probably it did not need to gaze, for it seemed to belong to an order of beings far outside the merely physical in organization and faculties.*—H.P. Lovecraft and E. Hoffman Price, "Through the Gates of the Silver Key".



Tawil at'Umr, one of the forms of Yog-Sothoth, is the Most Ancient One. The guide and guardian of the gate, it is Tawil at'Umr who offers the Ultimate Gate to worthy travelers, and who initiates the ceremony that allows the worthy to pass. Preeminent among the Ancient Ones, Tawil at'Umr is the most commonly encountered of the entities and is known to act as a guide to particularly powerful dreamers and travelers. Tawil at'Umr is the only Ancient One whose name we know. Also see the *Ancient Ones*, page 61.

TAWIL AT'UMR, Guide and Guardian of the Gate, The Most Ancient One

STR N/A CON 200 SIZ 25 INT 40 POW 100
DEX 30 Move 25 HP 113

Av. Damage Bonus: N/A.

Weapon: Touch 100%, damage transport or instant destruction

Armor: none, but Tawil at'Umr can only be harmed by enchanted weapons or magic.

Spells: Tawil at'Umr knows all spells.

Sanity Loss: none unless Tawil at'Umr removes its protective cloaks in which case a SAN loss of 1D20/1D100 Sanity points is incurred.

YTHOGTHA, Great Old One. *A bipedal monstrosity whose hind legs resembled those of a batrachian, with forelimbs uplifted almost as if in menace, sucker-tipped, webbed hands extended toward the viewer. The head was a seething mass of pseudopods or tentacles, amidst which a single glaring eye could be discerned.*—Lin Carter, “Perchance to Dream”.

Ythogtha lies imprisoned within the sunken realm of Yhe, which is contiguous with R’lyeh itself. He is one of the sons of Cthulhu, descended from faraway Xoth.

CULT: the Great Old One is mostly unknown to humans; however some deep ones may afford it worship.

ATTACKS & SPECIAL EFFECTS: Ythogtha possesses a special mental attack. If the Great Old One overcomes the POW of its victims with its own, the entity appears to them as a grossly enormous monstrosity, perhaps ten times larger than it really is. Anyone seeing this giant, illusionary Ythogtha may attempt a POW x1 roll to dismiss the colossus’ image from his or her mind. A failed POW roll indicates that the victim believes the Great Old One’s enormity. Those who are overcome by Ythogtha’s mental trick suffer double SAN loss for seeing the entity: 2D8/2D20. Those who dispel the illusion suffer the standard 1D8/1D20 SAN loss for Ythogtha. Ythogtha may utilize this mental attack only in person, and not through its statues.

OTHER CHARACTERISTICS:

over the centuries a very few statuettes of this malign entity, hewn from an unearthly gray-green stone, have been discovered. These images were brought down from the stars when the Earth was young and somehow retain or transmit the malevolent thought-waves of Ythogtha. Anyone sleeping in close proximity to one of these images is subject to Ythogtha’s “dream-pull”, which appears to work on a subconscious level. Each night the victim dreams of sunken Yhe, and each night these dreams become more intensely disturbing. Each night the victim loses 1D4 SAN from the horrible and vivid nightmares. When the victim has lost 20% of his SAN to Ythogtha’s dreams the dreamer comes face to face with the terrible form of the Great Old One. This experience is so vividly horrific that the dreamer loses the same 1D8/1D20 points of SAN that he would lose for seeing Ythogtha in person.

YTHOGTHA, The Abomination in the Abyss

STR 40	CON 105	SIZ 55	INT 25	POW 25
DEX 13	Move 11/20	swimming		HP 80

Damage Bonus: + 5D6.

Weapons: Tentacle 90%, damage 3D6

Claw 90%, damage 1D6 + db

Armor: 8 points of thick hide; regenerates 4 hit points per round.

Spells: all Call and Contact spells, plus any that the keeper finds appropriate.

Sanity Loss: 1D8/1D20 Sanity points to see Ythogtha.

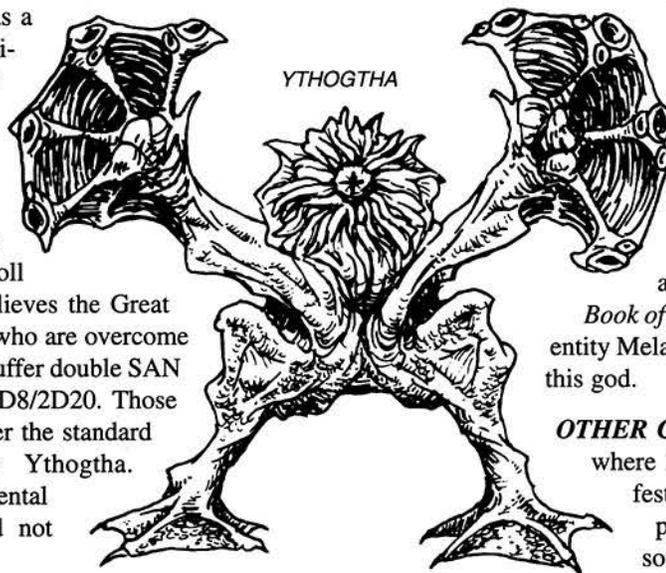
ZU-CHE-QUON, Great Old One. *For He is the ultimate doom and the undying emptiness and silence of Old Night. . . . He hath naught to do with life and sunlight, but loveth the blackness and the eternal silence of the abyss. yet He can be called to earth’s surface before His time . . . by ancient spells and certain deep-toned sounds which reach His dwelling-place far below. . . . For He bringeth darkness within the light; all life, all sound, all movement passeth away at His coming.*—Henry Kuttner, “The Bells of Horror”.

This entity manifests itself as a vast all-encompassing darkness whose arrival is heralded by a drop in temperature and steadily worsening earth tremors. Zu-che-quon is sometimes referred to as Zushakon or Zulchequon and discussed in depth in *The Book of Iod*. Charles Fort’s hypothetical entity Melanicus bears many similarities to this god.

OTHER CHARACTERISTICS: in areas where Zu-che-quon prepares to manifest, humans and animals suffer a painful discomfort of the eyes, some even blinding themselves attempting to relieve the torment.

When the Great Old One finally appears, all human and animal life are blinded until the dark god is somehow dispelled. In the presence of Zu-che-quon blinded humans lose 0/1 Sanity points per round. If these losses amount to more than 20% of their current Sanity they are driven indefinitely insane and tear their own eyes out.

The Great Old One is normally summoned by certain deep-toned sounds such as specially-prepared bells or musical notes which are capable of reaching its subterranean lair. It can only remain present as long as these summoning sounds continue but once manifested Zu-che-quon may return to this location, unbidden, during subsequent eclipses.



From the Journals of Sir Hansen Poplan

DEITIES OF THE MYTHOS, A

SUMMARY—And so, with all written once more, we come to a final question: how to summarize the deities of the Mythos?

I believe the most important summation is to note that the Mythos deities fall into two broad categories. The Outer Gods, and perhaps some of the Elder Gods, are of a power level that I would call "true gods." They actually seem to represent certain essential and basic aspects of the universe: time, space, energy, birth, and so on. That these forces are personified in such loathsome and malicious ways is distressing for what it says of our universe.

We know of but a few of these "true gods." Are there more? Are they all sentient? Could the Gods that we worship in our churches, synagogues, and mosques be true gods too? I cannot say.

All of the rest of the deities of the Mythos, from Great Cthulhu to little-known Summanus, I do not consider to be true gods at all. Rather, they seem to be the intergalactic equivalents of school-yard bullies: the biggest kids on the block. Great Cthulhu seems closely related to the star-spawn. Records indicate that he mated on Xoth and there produced progeny. So we see him as human if not humane.

Nonetheless, these lesser "deities" are still very powerful, much more so than our entire race. My division may very well be an irrelevant one, with no consequence, for to most of the deities of the Mythos we are but specks of dust. And, these "lesser" deities may be all the more dangerous for the fact that they have personal wants and desires.

The questions unanswered about the deities of the Mythos are many. Why have so many congregated on Earth? What are their true goals? What do they intend for humanity? We can only wait and hope.

Zu-che-quon engulfs the surrounding countryside, affecting as few as the residents of a small farm to as many as the population of a large city.

ZU-CHE-QUON, The Dark Silent One

STR N/A CON 100 SIZ varies INT 20 POW 80

DEX N/A Move N/A HP 100

Damage Bonus: N/A.

Weapon: Blindness 100%, damage special

Armor: Zu-che-quon cannot be harmed by any physical force, or even light. It is only affected by magic and enchanted weapons, the later causing minimal damage.

Spells: Cause Blindness, Strike Blind, and others as the keeper desires.

Sanity Loss: seeing Zu-che-quon's sea of darkness engulfing an area from a distance costs 1D6/1D20 Sanity points. Anyone caught within the dark-blanketed area loses 1/1D10 Sanity points the first round and 0/1 Sanity points every round thereafter. ■

*"There lay great Cthulhu and his hordes,
hidden in green slimy vaults and sending out
at last, after cycles incalculable, the thoughts
that spread fear to the dreams of the sensitive
and called imperiously to the faithful to come
on a pilgrimage of liberation and restoration."*



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A composite index of all monster stats.



These entities can be found in the 5.5 edition of the *Call of Cthulhu* rules (CoC), in *The Complete Dreamlands* (CDI), or in this book, *The Creature Companion* (CrC)

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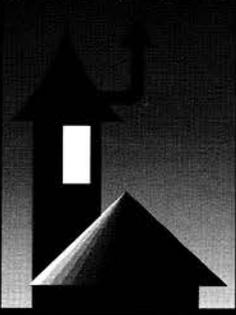
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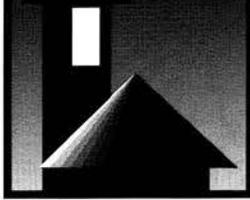
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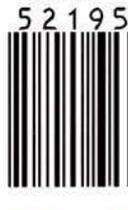
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