

# FIRST BOOK OF THINGS



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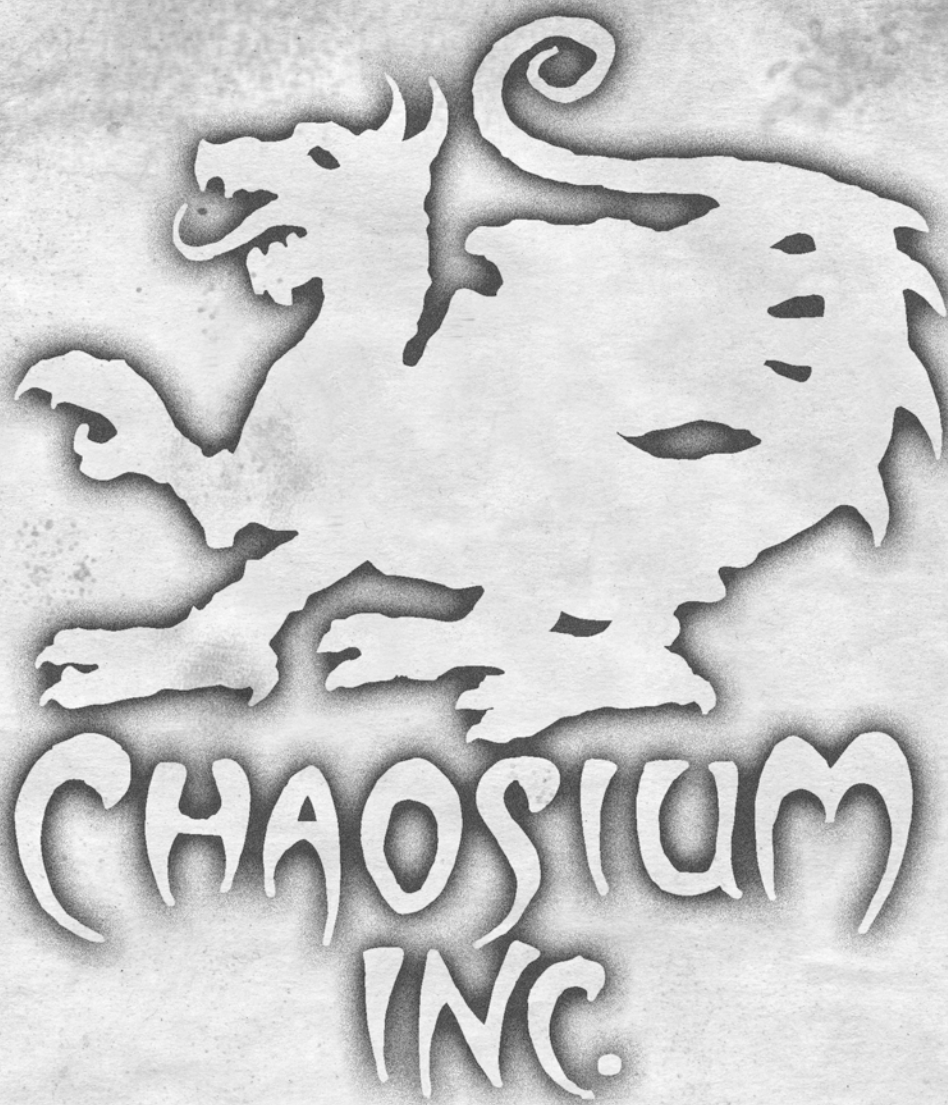
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# *First Book of Things*

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Reproduction of the material within this work for the purpose of personal or corporate profit by photographic, electronic or other methods of retrieval is strictly prohibited. Permission is given to copy the maps and handouts for personal use. *Raising Up* is designed for use with Chaosium's *Call of Cthulhu* Role-Playing Game.

Special thanks to: Ron "the gun" Lynn, Dave "taking it for the team" Herman, Mike "Gup" Guptil, Jaimie "the battlefield is my home" Gould, and Doug "I backstab the Paladin" Moore.

## **Introduction**

This work provides a variety of creatures, technological items and spells for the *Call of Cthulhu* role playing game. The work follows the conventions presented in the rulebook in regards to creature statistics.

While most of the creatures presented are associated with the Mythos, many are not. The new Mythos creatures provide the Keeper with an opportunity to provide experiences players with some new surprises. The non-Mythos creatures enable the Keeper to provide the investigators with horrific foes that fall outside of the range of their knowledge about the Mythos, thus adding even more variety to the game.

A few technological items have been presented that are associated with some of the new creatures presented within these pages. Naturally, the items are not the sorts of things that one would find in the local mall.

Many new spells are included and all are relevant to the new creatures presented here. While many of the spells deal with summoning and binding, there are also spells for actually creating some of the new horrors. As usual, these spells will be employed mostly by the investigators' foes.

Enjoy.

# Creatures

## A

### Animator Slime

*The amorphous mass oozed across the blood splattered floor towards the corpse. When it reached the remains, the mass flowed into its mouth and nose. Even before the entire mass vanished inside the corpse, the body began to twitch and then rise from the floor, the axe still embedded deeply in its chest...*

The Onskero (see below) were taught by their Star Spawn masters how to create an organism that has limited telekinetic powers. When placed on a skeleton the organism can animate the bones to do its masters' bidding. These creatures were originally used to supplement the Star Spawn's slave labor-to their alien minds death was no reason to stop working.

The slime can move, albeit slowly, on its own. Being slime, it takes no damage from most weapons (bullets just shoot through it, blades just divide it) but it is easily destroyed by fire, many chemicals (like bleach), and drying out. The slime is painful to the touch as it secretes a weak acid that it uses to digest its food. The slime has no real attack on its own-its main threat comes from its ability to animate skeletons and corpses. If it is not introduced to a suitable "host" by its creator, it will seek one of its own. It can animate creatures from size 3 to size 21.



### Animator Slime, Lively Ooze

| Char. | rolls | averages |
|-------|-------|----------|
| STR   | 2D6   | 7        |
| CON   | 1D6   | 3        |
| SIZ   | 3     | 3        |
| INT   | 3     | 3        |
| POW   | 1D6   | 3        |
| DEX   | 2D6   | 7        |
| Move  | 1     | HP 3     |

**Av. Damage Bonus:** N/a

**Weapons:** None

**Armor:** None

**Spells:** None

**Sanity Loss:** 0/1D6 Sanity points to see an animator slime.

### Animator Slime Skeleton

*The ancient bones stumbled forward out of the darkness. The beam of the flashlight revealed that the bones were coated in a writhing mass of putrid life. It took another step forward, its hands raised as if it intended to choke the life out of a victim.*

An animator slime skeleton is a skeleton that has been, obviously enough, animated by animator slime. While the animated bones might appear to be undead creatures, the slime itself is alive and vulnerable to agents that harm living organisms (like poisons). Slime skeletons look like skeletons dripping with awful clots, globules, and tendrils of slime which twist and writhe hideously.

Oniskeros generally use slime skeletons to create the fear they find so delicious. They are also employed as cannon fodder when the Oniskero

decide to move from merely enjoying the fear of their foes to enjoying their deaths

The slime itself is very resistant to damage from bullets and knives (being slime) but is easily killed by fire and poison. The slime must be kept moist at all times or it will dry up and die..

Since the animated skeleton is mostly bone and slime, they sustain no special damage from impales or critical hits. When damaged, they do not take hit points of damage. Instead, each point of damage has a 3% of destroying a slime skeleton (they are slightly tougher than normal animated skeletons). When the slime skeleton is shattered, the slime will lose its integrity and ooze to the ground as a stinking, putrid mass.

In combat, slime skeletons can wield hand held melee weapons at their DEX x5 or they can rip at their opponents with their bony hands.

The following stats are for an animated human skeleton.

### Animator Slime Skeleton, Dripping Bones

| Char. | rolls | averages     |
|-------|-------|--------------|
| STR   | 2D6   | 7            |
| CON   | 1D6   | 3            |
| SIZ   | 2D6+6 | 13           |
| INT   | 3     | 3            |
| POW   | 1D6   | 3            |
| DEX   | 2D6   | 7            |
| Move  | 7     | HP See below |

**Av. Damage Bonus:** None

**Weapons:** Club 35%, damage 1D6+db

Hands 35%, 1D3

**Armor:** None

**Spells:** None

**Sanity Loss:** 1/1D6 Sanity points to see an animator slime skeleton.

## Animator Slime Zombie

*The corpse rose to its feet as the last of the mass vanished within the cooing flesh. Though the dead eyes saw nothing, the body began shuffling towards the men. As it moved, it pulled the axe from its chest, hefting the instrument of its own demise and seemingly intent on putting it to use once again.*

The animator slime can also be placed on an intact (or semi-intact) corpse and make use of the remains.

Slime zombies looks like pale and bloated human corpses, with slime tendrils spilling and writhing from all orifices. When the corpse is destroyed, the slime will come gushing out via all available openings, which is a rather hideous sight.

The slime zombie is generally used to generate fear and is employed in battle as cannon fodder. The slime itself is very resistant to damage from bullets and knives (being slime) but is easily killed by fire and poison. The slime must be kept moist at all times, but this is generally not a problem since the slime is inside a decaying body.

Since the animated corpse is dead and the slime has no organs, they sustain no special damage from impales or critical hits. The slime zombie takes only 1 point from impaling weapons and half damage from other weapons.

In combat, slime zombies can wield hand held melee weapons at their DEX x5 or they can punch their opponents with their rotting hands.

The following stats are for an animated human zombie.

## Animator Slime Zombie, Walking Corpse

| Char. | rolls | averages |
|-------|-------|----------|
| STR   | 3D6   | 10-11    |
| CON   | 3D6   | 10-11    |
| SIZ   | 2D6+6 | 13       |
| INT   | 3     | 3        |
| POW   | 1D6   | 3        |
| DEX   | 2D6   | 7        |
| Move  | 6     | HP 12    |

**Av. Damage Bonus:** None

**Weapons:** Club 35%, damage 1D6+db  
Fist 35%, 1D3

**Armor:** None, but impaling weapons do 1 point of damage, and all others do half rolled damage.

**Spells:** None

**Sanity Loss:** 1/1D8 Sanity points to see an animator slime skeleton.

## B

### Blood Vortex, Lesser

#### Servitor Race

*Barely visible in the darkened room, it shot forward with a terrifying agility and confidence to lash out at those who had disturbed its meal. One of its tendrils slashed through Jone's shirt and ripped open his arm. He gasped in pain and horror as his own blood was pulled into the being. Something would have to be done quickly-the thing's terrible hunger was obvious.*

Blood Vortexes are terrible beings that must be summoned through a special blood ritual (see below). In their natural state, Blood Vortexes are loci of energy and

malign intelligence that dwell in the empty places of space. When summoned, they form swirling bodies from the spilled blood of the victims used in the ritual. There exist both lesser and greater Blood Vortexes. It is believed that the greater ones are older. It is also believe by some that these entities are related in some manner to Star Vampires, but no solid evidence exists for that claim (and attempts at research generally prove quite fatal).

Blood Vortexes move by flying and are remarkably fast and agile. In combat, they slash out with pseudopodia of blood. These tendrils rip at their victims and pull blood from their veins. These attacks inflict 1D6 damage per hit. In addition, the blood can be used to strengthen a Blood Vortex. A Blood Vortex's hit points increase by one point for every two points of damage it inflicts on a living being that has blood.

Blood Vortexes are themselves resistant to most forms of physical damage (being liquid and energy). They sustain only the minimum



MCL

damage from physical attacks. Attacks that do damage on a large scale (like explosions) and attacks that are especially effective against liquids (such as flame-throwers) will do normal damage. At the Keeper's discretion, other forms of attacks (like high-pressure water hoses) might prove effective.

### *Lesser Blood Vortex*

| Char. | rolls     | averages |
|-------|-----------|----------|
| STR   | 2D6       | 7        |
| CON   | 3D6       | 10-11    |
| SIZ   | 2D6       | 7        |
| INT   | 3D6       | 10-11    |
| POW   | 3D6       | 7        |
| DEX   | 5D6       | 17       |
| Move  | 10 flying | HP 10-11 |

**Av. Damage Bonus:** None

**Weapons:** Slash 60% Damage 1D6

**Armor:** None, but mundane weapons inflict only minimum damage. They sustain full damage from enchanted weapons and spells. They also regenerate (see above).

**Spells:** None

**Sanity Loss:** 0/1D6 Sanity Points to see a Lesser Blood Vortex.

### *Greater Blood Vortex*

| Char. | rolls     | averages |
|-------|-----------|----------|
| STR   | 4D6       | 14       |
| CON   | 3D6       | 10-11    |
| SIZ   | 4D6       | 14       |
| INT   | 3         | 3        |
| POW   | 3D6       | 10-11    |
| DEX   | 4D6       | 14       |
| Move  | 12 flying | HP 12    |

**Av. Damage Bonus:** +1D4

**Weapons:** Slash 60% 1D8

**Armor:** None, but mundane weapons inflict only minimum damage. They sustain full damage from enchanted weapons and spells. They also regenerate (see above).

**Spells:** None

**Sanity Loss:** 0/1D6 Sanity Points to see a Greater Blood Vortex.

## Body Stealers, Lesser Independent Race

*His once kind features were twisted into a contorted mask of anger, lust and hatred*

*and his eyes were devoid of sanity. He staggered towards the door, moving the same way a man drives an unfamiliar vehicle-hesitations and false starts brought on by a lack of familiarity.*

Untold eons ago, the Crawling Chaos visited a world and, over the course of centuries, lead its inhabitants to bring about their own destruction. Such was the devastation that the world was not only shattered but parts of it were torn from normal space, creating isolated dimensional fragments. Horribly, some of those who were most touched by the Crawling Chaos survived in one of the pockets. Realizing there would be no way to survive by any conventional means, thirteen of the survivors elected to undergo a transformation that would free them of their bodies and permit their continued existence.

These beings have existed for eons in their fragment and are, by human standards, almost inconceivably insane and evil. They cannot cease their own existences in their dimensional fragment and their only dream is to find some way to gain bodies again.

Unfortunately for other beings, these creatures can attack other intelligent living things to steal their bodies. The body that a body stealer tries to possess must be within the body stealer's dimension or in direct contact with it. This contact can be brought about by magical means (such as using a gate or a spell), via drugs that allow the consciousness to roam (such as the Plutonian drug), or via technology (such as machine that would allow access to other dimensions). The possession attack works as follows: The entity matches POW with the target on the Resistance Table. If the entity wins, the victim loses 1D6 Magic Points. If the victim wins, the Body Stealer loses 1D6 Magic Points. If the Body Stealer is reduced to 0 or fewer Magic Points, it is destroyed. Body Stealers will break off their attacks if

they run low on Magic Points. If the victim runs out of Magic Points, the Body Stealer is able to drive out the victim's spirit and assume control of the body. The victim becomes disembodied and trapped in the body stealer's dimensional fragment existing with INT and POW only. This existence costs the victim 1/1D6 Sanity Points per day. Once the victim goes insane, he will gain an insight in how to take control of other bodies and will become, in effect, a body stealer. A body stealer has limited access to the victim's memories (25% chance of recalling particular facts), but cannot use the victim's skills. A body stealer that is killed outside of its dimension while in a stolen body is permanently destroyed, while one that has a body destroyed within its dimension will survive in a disembodied state.

Given their madness and evil, should a Body Stealer acquire a body it will set out to create as much havoc as it possibly can, but usually in a fairly subtle manner so it can enjoy the suffering it spawns. Oddly enough, Body Stealers still worship Nyarlathotep and regard him as liberating them from their previous mundane existence. Hence, they will typically act to further his ends when they can.

| <i>Char.</i> | <i>rolls</i> | <i>averages</i> |
|--------------|--------------|-----------------|
| STR          | *            | *               |
| CON          | *            | *               |
| SIZ          | *            | *               |
| INT          | 2D6+6        | 13              |
| POW          | 2D6+8        | 15              |
| DEX          | *            | *               |
| Move         | *            | HP *            |

\* As per the occupied body.

**Weapons:** As per the occupied body.

**Armor:** As per the occupied body.

**Spells:** Contact Nyarlathotep, 1D4-1 other spells relating to Nyarlathotep.

**Skills:** Acting 60%, Fast Talk 50%, Persuade 40%

**Sanity Loss:** 0/1D6 to realize the body is possessed. The body itself might cause a Sanity loss.

## Creepers, Lesser Independent Race

*Calvin staggered back in horror from the figure advancing towards him. As it moved closer, he could see fleshy tendrils or vines wrapped around the bones. In the center of the ribcage was a pulsing mass...a cruel mockery of a heart. But what sent him screaming into the darkness was the sight of the necklace around its neck-the diamond necklace he had given Lucy for her birthday.*

### Mother Creeper

The Mother Creeper is a rather terrible mixture of plant and animal, making it almost unique in biology. However, the Mother Creeper is no naturally occurring life form. Instead, the breed was created by a scientist using various procedures he perfected over the decades.

In terms of appearance, the Mother Creeper has a large, fleshy bulb from which extrudes a number of vines. These vines are a nauseating pinkish color and are covered with sharp thorns and what look like small sucker mouths. These vines whip about with surprising speed and are employed by the Mother Creeper in feeding and defense. The sucker mouths do produce some noise and the noise is singularly unwholesome. In the center of the vines is a small bulbous area that looks suggestively like a head. This area will, given enough food and time, develop into a seed pod. Patches on the body and vines are light sensitive, enabling the Mother Creeper to locate prey.

The Mother Creeper needs to feed on fresh animal blood in order to stay alive. Each day the Mother Creeper must consume blood from a number of SIZ points of animals





equal to its own SIZ divided by 5. Anything with blood will do. If the Mother Creeper does not acquire an adequate amount of food, it will lose 1 SIZ point a day. When it reaches a SIZ of 1, it will turn into a hibernating seed pod that can only be revived with the fresh blood and a special mix of chemicals. Once it is revived, it will grow 1 SIZ point for every 2 SIZ points of creatures it consumes, up to its maximum size (the rolled SIZ).

The Mother Creeper can produce seven seeds that can transform humans or similar beings into Creepers. In order to produce these seeds, the Mother Creeper must consume 7 SIZ points of creatures and wait one week. At the end of that week, the seeds will be fully formed in the pod. There will be six seeds in a circle with one larger seed in the center. This seed can be fired up to 20 yards and it will inflict 1D4 points of damage if it hits (50% chance for a moving target, 90% for a target held immobile). This seed, and all the others, are coated with a toxin that causes paralysis in humans and similar creatures. This toxin inflicts 1 point of damage and works with a strength equal to the Mother Creeper's CON. If the human is overcome, he will be paralyzed for two days while the seed converts his body into a Superior Creeper. This being will know instinctively to serve the Mother Creeper. The other six seeds cannot be fired out and must be planted manually into a human body. These other seeds create normal Creepers and the process takes two days. The seed may be removed surgically up to 24 hours after implantation. After that point, the tendrils from the seed have grown throughout the victim's central nervous system making it irremovable using current medical technology. Fortunately, the Mother Creeper does not produce seeds to produce other Mother Creepers. They can only be created using a rather complex procedure.

The Mother Creeper exists solely to survive and to create more Creepers to serve it. It can communicate with its Creepers by chemical messages and noises. The Mother Creeper can emit chemicals that the Creepers can detect nearly two miles away. These chemicals can send simple messages like "come" or "bring food." Since the Creepers and the Mother Creeper have fairly limited intelligence, communication tends to be fairly basic, even when the Creepers are in actual contact with the Mother Creeper.

The Mother Creeper attacks by lashing out with its vines. It will have a number of vines capable of attacks equal to its SIZ divided by 5 (rounded up). A hit with a vine inflicts 1D6+ damage bonus. If the Mother Creeper is able to make two successful attacks in a row, it has succeeded in getting a firm enough grip to drain blood for 1D4 points of damage. The vines may also be used to hold a person, matching the STR of the Mother Creeper against the victim's STR (and those trying to rescue her, if applicable). For every 2 points of blood the Mother Creeper drains in this manner, it regenerates 1 HP. The Mother Creeper has no truly vital organs; hence impaling weapons do only half normal damage. Other weapons inflict full damage.

### **Mother Creeper, A Most Awful Plant**

| <i>Char.</i> | <i>rolls</i> | <i>averages</i> |
|--------------|--------------|-----------------|
| STR          | 4D6          | 14              |
| CON          | 4D6          | 14              |
| SIZ          | 5D6          | 17-18           |
| INT          | 2D6          | 7               |
| POW          | 3D6          | 10-11           |
| DEX          | 2D6          | 7               |
| Move         | 5            | HP 15-18        |

**Av. Damage Bonus:** +2D6

**Weapons:** SIZ/5 Slashing vines 50%, damage 1D6 + blood drain for 1D4 points/round.



**Armor:** 1 point of thick leaves, half damage from impaling weapons. Regenerates 1 point of damage for every two points of blood it drains.

**Spells:** None

**Sanity Loss:** 0/1D6 to see a Mother Creeper

### Normal Creepers

Normal Creepers are created when a seed from the Mother Creeper is implanted in a human being and remains in the host for approximately two days. During the process, the host's body must be in contact with a significant amount of water. As the process advances, tendrils will grow from the seed and twine throughout the victim's body. Gradually, the seed will absorb and convert the victim. Most horribly, the victim's brain is partially preserved as a fleshy bulb in the skull and the victim retains some vague and dim memories of his/her previous life. At the end of the process, the resulting creature looks truly hideous. The skeleton has what appear to be thick, pinkish vines knotted all over it and these vines are thickest where the muscle groups used to be (making the figure look almost like a skinned human). In the rib cage is a large, fleshy mass which is the main bulb of the Creeper. The Creeper has no eyes, but there are light sensitive patches on the vines and the Creepers can sense vibrations, such as sound. Normal Creepers are not very intelligent, but they do possess instincts and a terrible cunning.

When generating a normal Creeper, the Creeper will have the same SIZ as the original victim and 1.5 times the victim's original STR and CON. INT, POW and DEX are rolled randomly.

A Creeper must consume the blood of animals equal to at least one fifth of its SIZ each day. Each day that passes without feeding costs it 1 point of CON. This loss is not permanent, but it takes twice as much blood as normal to restore 1 point each day.

In combat, Creepers fight by lashing with their arms, using their thorns to create wounds. If a Creeper can grapple with an opponent, or press up against a helpless victim, it can inflict 1D2 points of damage from blood loss. This blood enables a Creeper to regenerate damage at the rate of 1 HP per 2 points of blood drained. Creepers do not have armor, but their nature makes them resistant to impaling weapons. Such weapons inflict only half damage.

### Normal Creeper, A Most Awful Plant

| <i>Char.</i> | <i>rolls</i> | <i>averages</i> |
|--------------|--------------|-----------------|
| STR          | 3D6X1.5      | 15-17           |
| CON          | 3D6X 1.5     | 15-17           |
| SIZ          | 2D6+6        | 10-11           |
| INT          | 1D6          | 3               |
| POW          | 2D6          | 7               |
| DEX          | 2D6          | 7               |
| Move         | 8            | HP13-14         |

**Av. Damage Bonus:** +1D4

**Weapons:** 2 Lashes 50%, damage 1D4 and Blood Drain 1D2.

**Armor:** None, half damage from impaling weapons. A Creeper regenerates 1 point of damage for every two points of blood it drains.

**Spells:** None

**Sanity Loss:** 0/1D6

### Superior Creepers

Creepers are created from the special seed from the Mother Creeper. Like the normal Creeper, the seed must be implanted in a human being and remain in the host for approximately two days. During the process, the host's body must be in contact with a significant amount of water. As the process advances, tendrils will grow from the seed and twine throughout the victim's body. Gradually, the seed will absorb and convert the victim's body. Most horribly, much of the victim's brain is preserved as a fleshy

bulb in the skull and the victim retains considerable memories of his previous life. The Superior Creeper is, however, a complete slave to the Mother Creeper. At the end of the process, the resulting creature looks truly hideous. The skeleton has what appear to be thick, pinkish vines knotted all over it and these vines are thickest where the muscle groups used to be (making the figure look almost like a skinned human). In the rib cage is a large, fleshy mass which is the main bulb of the Creeper. The Creeper has no eyes, but there are light sensitive patches on the vines and the Creepers can sense vibrations, such as sound. Superior Creepers are fairly intelligent, and this is augmented by the fact that they possess sharp instincts and a terrible cunning.

When generating a Superior Creeper, the Creeper will have the same SIZ as the original victim and 1.5 times the victim's original STR and CON. INT, POW and DEX are rolled randomly. The Superior Creeper will retain some of what it learned in its previous life. All the victims original skills are retained, but they are at 25% of what they were (rounding up). Some skills, such as Credit Rating and Persuasion, will no longer be applicable. The Superior Creeper will still be able to understand the languages it knew and while it cannot speak, it could write (if the victim was capable of doing so, of course).

A Superior Creeper must consume the blood of animals equal to at least one fifth of its SIZ each day. Each day that passes without feeding costs it 1 point of CON. This loss is not permanent, but it takes twice as much blood as normal to restore 1 point each day.

In combat, Creepers fight by lashing with their arms, using their thorns to create wounds. If a Creeper can grapple with an

opponent, or press up against a helpless victim, it can inflict 1D2 points of damage from blood loss. This blood enables a Creeper to regenerate damage at the rate of 1 HP per 2 points of blood drained. Creepers do not have armor, but their nature makes them resistant to impaling weapons. Such weapons inflict only half damage.

### Superior Creeper, A Most Awful Plant

| Char. | rolls    | averages |
|-------|----------|----------|
| STR   | 3D6X1.5  | 15-17    |
| CON   | 3D6X 1.5 | 15-17    |
| SIZ   | 2D6+6    | 10-11    |
| INT   | 3D6      | 7        |
| POW   | 3D6      | 10-11    |
| DEX   | 2D6      | 7        |
| Move  | 8        | HP13-14  |

**Av. Damage Bonus:** +1D4

**Weapons:** 2 Lashes 50%, damage 1D4 and Blood Drain 1D2.

**Armor:** None, half damage from impaling weapons. A Creeper regenerates 1 point of damage for every two points of blood it drains.

**Spells:** None

**Skills:** 25% of original skills + Sneak 35% and Hide 35%

**Sanity Loss:** 0/1D6

### Cthunund Uleths, Lesser

#### Independent Race

*Blake, or rather the thing that looked like*

*Blake, smiled an empty smile and swung its arm like a whip. As it went through its arc, the arm lengthened into a whip like tendril of flesh,*

*finally striking Simons across the face.*

*Simon's hand flew to his face-the wound burned like fire and it felt as if his skin was*



*melting off the bone. Blake smiled again and raised the whip like arm once again...*

Cthunund Uleths are a horrid race of interplanetary travelers. Physically, Cthunund Uleths are amorphous beings capable of assuming almost any form by altering the distribution of their bodily mass, growing appendages, and changing their color and texture. In its natural, unmodified form a Cthunund Uleth appears as a mass of semi-translucent, grayish-green ooze. From the bodily mass protrudes whip-like tentacles coated with needle-like spines. Along the surface of the mass are various eye-like organs that move about and are constantly absorbed and extruded by the mass. Cthunund Uleths have a basic sensory capacity slightly superior to humans, except they have no natural hearing organs.

They travel from world to world, seeking lesser forms to prey upon. Like the Mi-Go and certain other races, Cthunund Uleths are capable of flying through interstellar space and surviving in hard vacuum.

In their natural form, Cthunund Uleths attack other organisms with their whip like tentacles. These tentacles inflict only a moderate amount of damage, but are coated with needle like protrusions that embed themselves into victims. A victim struck by a tentacle will have several of these needles stuck into its body. These needles will inject toxins and a variety of micro-organisms into the victim. These toxins inflict an extra 1D6 and the micro-organisms serve to break down the victim's body so that when the victim dies the Cthunund Uleth can feed off the liquefied remains.

When a Cthunund Uleth feeds upon a victim, it absorbs some of the victim's genetic material as well as some of the memories in the victims' brain. After absorbing a body, a Cthunund Uleth can form its body into a close facsimile of the victim. This facsimile can be seen through

by those who knew the victim if they make an Idea roll (they will notice certain flaws in the imitation). The Cthunund Uleth will also have access to some of the victim's memories, allowing the Cthunund Uleth the creature to do a fairly convincing imitation. In order to "remember" a particular bit of information, the Cthunund Uleth must roll under its INT x 5 with 5% added to the roll for every hour since the victim was absorbed. As such, a Cthunund Uleth will eventually forget everything it stole from its victims. However, a Cthunund Uleth does retain the ability to imitate a victim permanently. When imitating a victim, a Cthunund Uleth mimics the body as well as internal organs and can make use of that victim's bodily weapons as well as its physical means of locomotion. The imitation is a 'surface' imitation-they do not gain any special abilities, capacities or vulnerabilities. A Cthunund Uleth can only imitate victims that are as large as its SIZ or as small as one half its SIZ (it can compact its body to imitate smaller forms).

### **Cthunund Uleths, Polymorphous Evil**

| <i>Char.</i> | <i>rolls</i> | <i>averages</i> |
|--------------|--------------|-----------------|
| STR          | 2D6+10       | 17              |
| CON          | 3D6+4        | 14-15           |
| SIZ          | 4D6+4        | 18              |
| INT          | 3D6          | 10-11           |
| POW          | 3D6          | 10-11           |
| DEX          | 3D6          | 10-11           |
| Move         | 6/8 flying   | HP 16           |

**Av. Damage Bonus:** +1D6

**Weapons:** Tentacle\* 45% 1D6 +toxins

\*Can attack with DEX/3 tentacles per round (round up) at the corresponding DEX rank. For example, a Cthunund Uleth with a DEX of 9 would attack at DEX 9, DEX 6, and DEX 3.

**Armor:** None, but their alien matter causes all impaling weapons to do minimum possible damage.

**Spells:** Each has an INT X2 chance of knowing 1D3 spells

**Sanity Loss:** 1/1D10 sanity points to see an Cthunund Uleth in natural form, possibly less (but no more) in other forms.

## D

### Devourer from the Stars, Greater Independent Race

*Winston watched with horror as Smith ignored him and walked, like a zombie, towards the strange black stone. Winston took a step towards his friend then froze. Smith's hand made contact with the stone and he began to scream, as if all the pain in the universe were flowing through his thin frame...*

A Devourer is a sentient alien being which, in its adult form, appears as a swirling and boiling field of pure blackness. It moves much like a fluid, although it is capable of flying. To infrared and thermal sensors, it appears as a patch of intense cold. Devourers are related in some manner to Colours and also come from the depths of space. Similar to Colours, Devourers reproduce by generating a young embryonic form which is deposited into a shell that looks like a black stone. The "egg" is then deposited on a living world and the young Devourer begins to feed on the life around it. After a few months of draining local life forms, the Devourer matures to its adult form, but must remain in its shell until it accumulates 24 points of power from sentient creatures. At this point it can shatter its shell and leave.

Once freed of its shell, a Devourer will feed until its power reaches 36 and then fly

off into space to reproduce. The reproduction process kills the Devourer 95% of the time; otherwise they would soon infest the universe.

The star-spanning Mi-Go have encountered Devourers on several occasions, leading the survivors to develop a means of binding them. A bound Devourer cannot leave its shell until the binding is broken. A fully or partially bound Devourer is limited in other ways, as detailed below.

In the course of feeding upon the surrounding plant life, the Devourer will infect and corrupt it. This process is somewhat similar to the way Colours "infect" their environment, but the effects are different. The effects of the Devourer's corrupting influence are as follows. First, the Devourer's feeding on the infected plant life generates an intermittent magnetic field. The primary effect of this field is to interfere with magnetic compasses. Anytime a compass is used within one mile of the Devourer, there is a good chance that it will point in the wrong direction. In order to determine which direction the compass indicates as north, roll 3D6: 3= North East, 4= north west, 5= south east, 6= south west, 7 = east, 8 = west, 9 =south, 10-18 = North.

Second, the Devourer's feeding on the infected plant life will occasionally result in the formation of ghostly lights on the infected plants. These lights will appear as pale, glowing spots of an odd and unnatural color. The glowing spots are visible only in darkness and they will appear quite unwholesome to human observers.

Third, the psychic intrusion of the Devourer into the region will have a psychological impact on humans that come within the infected area. Anyone who spends more than thirty minutes in the area will begin to think they glimpse furtive and strange things moving about in the woods and they will think they hear strange sounds and voices in the wind. Typically, people



will become more “jumpy” and edgy the longer they stay in the area.

**Powers and Attacks:** Devourers have an area of influence in miles equal to their POW divided by 10 (round down). A partially bound Devourer has half this area of influence. A fully bound Devourer’s influence only extends to the limits of the binding circle. Within this area, plants will become withered, animals will flee if they can and the strange light and magnetic effects noted above will take place.

This area also marks the boundary limits for the Devourer’s undead servants (see below). A Devourer is vaguely aware of the number and general power levels of living things within this area of influence. A Devourer can tell the POW of beings quite precisely if those beings are within a range equal to four feet times the Devourer’s power (half if the Devourer is bound). This enables the Devourer to sense the weakest opponent/victim enabling it to direct its attacks most effectively.

A Devourer has the following attack abilities. First, a Devourer can expend one magic point (two if it is bound) to mentally attack an individual within a range equal to two feet times the Devourer’s POW (half range if bound). This attack matches the Devourer’s POW against the intended victim. If the Devourer succeeds, the victim will get a blank look on his face and begin to walk, zombie like, towards the Devourer. Each minute, the Devourer must expend another magic point (or two if bound) in order maintain control and the victim is entitled to a chance to escape by matching his POW against the Devourer’s POW. A Devourer can only control one person at a time in this manner. Once a victim comes in contact with (or is struck by) a Devourer or its shell, the Devourer can attack by expanding one magic point (the victim will be within the binding area if the Devourer is bound, so there is no doubling) and

matching its POW against the victim. If the Devourer succeeds, it drains 1D6 points of the victim’s POW. If the victim’s POW drops below 0 (the Devourer can only get as many points as the victim had, however), the victim dies. A victim killed in this manner (and only in this manner) can be re-animated by the Devourer at the cost of one magic point for every fifteen minutes the undead is animated (and the undead must remain within the Devourer’s area of influence). If a victim is saved prior to death, the victim will regain one point of POW per day until his normal POW level is reached. For every six points of POW a Devourer consumes, its POW increases by one point. Alternatively, for each point of POW a Devourer consumes, it can store one magic point in its shell for its use. Once used, such points are not regained and such points cannot be used to increase its POW. The Devourer’s own magic points are regained normally, however.

Devourers can also control the minds of individuals. A Devourer can, by expanding one magic point per square mile scanned (double the cost for a bound devourer), scan for minds at a distance in miles up to twice its POW (half for a bound Devourer). This scan will reveal to the Devourer the presence of minds and their ability to resist it (no other information is gained, however). Once a victim is located, the Devourer may attempt to take control of the person. Doing this requires the expenditure of magic points equal to the victim’s intelligence. The Devourer then matches its POW against the victim. If it wins it takes complete control of the victim. Keeping the victim under control costs the Devourer a number of magic points equal to the victim’s intelligence and this price must be paid every ten minutes (every five for a bound Devourer). Every ten minutes (or five) the victim can attempt to break the Devourer’s control by matching his or her POW against

the Devourer's on the resistance table. Each time the Devourer controls the person it costs the individual 1/1D4 SAN. The victims will have no memory of what they did while under control, but will have vague nightmares and will feel somewhat ill. A Devourer can also passively make use of a victim's senses by expending the same amount of magic points it needs to control a victim, but the duration is doubled. If a victim is driven insane by the Devourer's mental contact, he will sometimes serve the Devourer willingly.

The undead created by the Devourer use the statistics for the zombie and animated skeleton from the *Call of Cthulhu* rules.

Because of their nature, the undead are limited to the Devourers area of influence. If an undead creature is dragged or forced from this area, it will cease to be animated. If it is returned to this area, it can be animated again. If an undead creature is destroyed, it cannot be re-animated by the Devourer. The undead created by the Devourer do not retain any memories from when they were alive. They are meat or bones infused with the Devourer's terrible and unholy energies. Since the undead are guided by the Devourer's mind, they will fight far more intelligently than "normal" zombies and skeletons. Particularly sadistic Keepers may wish to have these beings use any weapons that may become available to them (such as dropped firearms). These beings use the weapons at the base skill chance. The undead cannot touch Elder Signs or attack anyone who has an Elder Sign on her person. The will also be forced away from such a sign (this vulnerability could be used to drive them out of the Devourer's area of influence).

The Devourer's undead produce intermittent magnetic fields and their flesh or bones glow faintly with a pale light of an odd and unnatural color. The Devourer's zombies continue to rot after it has animated

them and they will eventually decay into animated skeletons.

First, Devourers are vulnerable to Elder Signs. Devourers cannot approach within ten feet of an Elder Sign or attack (in any way) an individual who has an Elder Sign on his person. Second, the Devourer cannot maintain control over a victim if an Elder Sign is touched to the victim (though controlled people can be used to strike Elder Signs or those who bear them). Touching one of the Devourer's undead with an Elder Sign causes the Devourer to loose control of it and it will collapse (it can be re-animated, however). If an Elder Sign touches the shell, it will explode violently. If the stone was held at the time, the holder would take 1D10 points of damage and all within ten feet will sustain 1D4 points of damage. The Sign does not actually have to be held to affect the Devourer; it could be thrown, shot from a slingshot, etc. Contact with an Elder Sign will put the Devourer into a state of "shock" for 2D6 minutes. During this time its undead will wander aimlessly, it won't be able to use its ability to control minds, and it cannot attack. Second, Devourers are vulnerable to magical attacks that affect POW and are destroyed if their POW drops below zero. Third, The Dread Curse of Azathoth is rather effective against Devourers and each use of the Curse stuns a Devourer for 1D10+10 minutes. A Devourer will typically avoid individuals who have attacked it in this manner. Fourth, the Mi-Go, who have had trouble with these beings in the past, have developed a spell for binding these creatures. Fifth, a Devourer must feed regularly to stay conscious. Each victim it consumes provides it with a number of hours of consciousness equal to the victims combined intelligence and POW. The Devourer can "sleep" to save its allocation of consciousness. Devourers who are unable to feed for a long time will typically go into a state of



hibernation, reserving a few hours of consciousness in the hopes that someday “food” will become available again.

### The Devourer, Horror from Space

| Char. | rolls        | averages |
|-------|--------------|----------|
| STR   | n/a          | n/a      |
| CON   | n/a          | n/a      |
| SIZ   | Equal to POW | 7        |
| INT   | 3D6          | 3        |
| POW   | 2D6*         | 7        |
| DEX   | 4D6          | 14       |
| Move  | 15           | HP n/a   |

\*Base POW. See above.

**Av. Damage Bonus:** n/a

**Weapons:** Feed 85%, see above/  
Mental Attack 100%

**Armor:** None. Invulnerable to almost all physical attacks, but vulnerable to magic. See above for details.

**Spells:** See above.

**Sanity Loss:** 0/1D4 to see a Devourer (outside of its shell).

### Eater, Lesser Servitor Race

*The being, which Williams had regarded as his beloved aunt a mere ten minutes ago, backed towards the door. As it moved, the skin began to slough away in broad strips, landing on the floor with moist plops. Williams gagged as he raised his .45...*

Eaters are horrid beings created by dark and terrible spell from the skinned corpse of a human being. The resulting creature is devoid of all memories, but can be trained by its creator.

An Eater looks like a badly rotted human corpse that has been flayed. The surface of the body is covered with a viscous, green-gray fluid and the fingernails have grown into sharp claws. In its mouth, an Eater has a nest of small tentacles which can be

concealed under its tongue. Eaters feed by capturing humans, eating their memories and then devouring their internal organs and skeleton. An Eater can then don the skin of the victim and imitate him or her.

Eaters are particular malign beings and delight in causing other beings to suffer. In some cases, this can be a severe weakness—instead of killing a victim outright; they will often play a complex game of torments.

Despite their somewhat formidable abilities, Eaters are great cowards and will always seek to preserve their own existence. An Eater will prefer to hide within the skins of a victim and seek to avoid conflicts with creatures powerful enough to harm them. Unfortunately for the Eaters, they are often employed by other Mythos beings in a variety of dangerous tasks.

Eaters attack physically with their claws and teeth. Once they kill a victim, they will peel back the skin from the victim’s skull and insert their tentacles into the victim’s brain. Once the tentacles get into the brain, they will begin to dissolve and absorb it. This process will go on for 10 minutes. Each minute, the Eater will absorb 1D10% of the victim’s memories, which will enable it to imitate the victim. Once the Eater has consumed the victim’s brain, it will consume the victim’s skeleton and internal organs. If it wishes to imitate the victim, it will fuse the victim’s skin onto its body and remold its body to conform to the appearance of the victim. The Eater is able to alter itself so effectively that it is virtually impossible to tell that a disguised Eater is not a human being. The Eater will also have 10D10% (1D10 for each minute of feeding) of the victim’s memory, which is its Memory rating. These memories do not include actual skills, except insofar as they relate to simply remembering things. This Memory rating is used as a skill and each time that the Eater has to remember something from the victim’s memory; it



must roll under its Memory rating. If the roll fails, the Eater fails to remember and may be exposed if it is not careful. If it rolls a 00, then the Eater makes a serious mistake based on a false memory. Each day after the Eater consumed its victim, the Eater loses 1D10% of its memory of that victim. When all the memory runs out or ten days pass (whichever comes first), the victim's skin loses all integrity and sloughs off in a terrible and disgusting manner.

Because of the limitations on their memories, Eaters are careful to stay away from people the victim knew extremely well, unless they are sure they can carry off the deception. For example, they like to imitate people whose memories were failing, since they can use that as an excuse when their recall fails.

Eaters have the rather unpleasant ability to create Eater zombies. To create these zombies, the Eater must have access to a fresh corpse. The Eater bites a chunk of flesh from its body and chews it thoroughly. It then opens the skull of the corpse and uses its tentacles to infuse its flesh through the corpse's brain. The Eater then expends a point of POW (a permanent loss) to animate the body. The corpse will arise 1D10 minutes later as an Eater zombie.

### Eater, Stealers of Flesh

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

**Av. Damage Bonus:** +1D4

**Weapons:** Claw 55% 1D6+db, Bite 1D4+db

**Armor:** None, but impaling weapons do only one point of damage and all others do half damage.

**Spells:** None

**Skills:** Conceal 50%, Hide 70%, Listen 60%, Memory X%, Psychology 35%, Sneak 70%, Spot Hidden 35%.

**Sanity Loss:** 1/1D8 to see an Eater (1/1D10 to see an Eater sloughing off the flesh of a friend or loved one).

### Eater Zombies

*As the man's speech became increasingly slurred, Williams noticed a faint smell of decay spilling from him. Already near the edge of madness, Williams stuck his knife into the man's chest. He noticed right away something was wrong-instead of a bright red spray there was but a faint trickle of dark blood...*

Eater zombies are corpses that have been reanimated by an Eater. Once the Eater finishes the reanimation process, it will reseal the skin, so the zombie will look almost normal. The method that Eaters use to create zombies results in the zombie retaining its former intelligence for a short time, but not its original personality. An Eater zombie will be reanimated with its original INT and then it will lose one point of INT each hour, until it becomes a mindless zombie. During the period that it retains a higher INT, it can be directed by the Eater or an ally to undertake complex tasks, using any skills it possessed in life. Once the zombie's intelligence is reduced to 0, it will be a mindless automaton that will obey the Eater's commands like a "normal" zombie.

## Eater Zombie, Walking Dead

| Char. | rolls   | averages |
|-------|---------|----------|
| STR   | 3D6X1.5 | 15-17    |
| CON   | 3D6X1.5 | 15-17    |
| SIZ   | 2D6+6   | 13       |
| INT   | 2D6+6   | 13       |
| POW   | 1       | 1        |
| DEX   | 2D6     | 7        |
| Move  | 7       | HP 14    |

### Av. Damage Bonus:

**Weapons:** Fist 50% 1D4+db

Bite 50% 1D3

**Armor:** None, but impaling weapons do only one point of damage and all others do half damage.

**Spells:** None

**Sanity Loss:** 1/1D8 to realize that an Eater Zombie is a zombie.

## F

### Face Stealer, Lesser Servitor Race

*Dr. West kept his running monologue of small talk going as he checked the patient's chart. "You were lucky to escape that madman", he said with genuine feeling. A*



*shudder ran through him as he thought of the faceless bodies in the morgue. "Let me just take a look at those scrapes and we'll*

*have you out of here in no time." As West moved forward, he noticed that his patient's face seemed to sag. As he watched, the flesh began to slide downwards, revealing bare muscle and writhing tendrils. "Face..." it said, as it stood and moved towards him with outstretched hands..."*

A face stealer is created by dark and terrible magic from a human victim. The name describes what they do: they steal living human faces.

A face stealer looks like a normal human, except its body is extremely pale and has a faint greenish tint to it (like that of spoiled meat). The most horrible aspect of a face stealer's appearance is the absence of facial skin: the muscles and bones are exposed and covered with a thick, mucous like substance. There are also thin, maggot-like tendrils growing from the muscle tissue. These tendrils are used to hold stolen faces in place.

Face stealers are created as servants by evil magicians and are often used as guardians and assassins. However, they often outlast their creators and go on to trouble the world on their own.

Because of the horror of their creation and the nature of the magic used to create them, face stealers are, by human standards, completely insane and utterly evil. They do possess the intelligence they had as a human as well as all of their original skills. These qualities, combined with their other abilities, can make them very dangerous opponents.

Face stealers derive a great deal of pleasure from killing people, stealing their faces and masquerading as a human. Though they no longer consume normal food and drink, they "feed" on the faces they steal. In order to make use of the faces they steal, they must prepare these faces by creating and using a special ritual site.

While face stealers are stronger than most humans, they have normal hands and teeth and hence fare no better than normal

humans in unarmed combat. Because of this, face stealers prefer to use weapons if they are forced to fight. If a face stealer is not skilled with a weapon, it can use the weapon at the normal base chance, as per a human.

What makes face stealers particularly formidable is the fact that they are virtually indestructible. If a face stealer is “killed” its body will start to dissolve into a greenish liquid. This process takes one minute per SIZ point of the face stealer. This liquid will seep into the ground, run through cracks, evaporate and so forth until no trace remains. Twenty four hours later, the face stealer will reform completely at its ritual site at the cost of 1 point of POW.

There are three main ways to destroy a face stealer. The first is to find and destroy its original face (see the Create Face Stealer spell below). Destroying the face will cause the face stealer to deteriorate and eventually disintegrate completely. The second is to destroy the ritual site and “kill” the face stealer repeatedly. The face stealer will have to expend 1 point of POW each time it reforms and will need to create another ritual site in order to regain lost POW. If the face stealer’s POW is reduced to 0 it will perish. The third way to destroy a face stealer is to “kill” it and destroy the remains within one minute of its “death.” If the remains are completely destroyed using fire, acid or some other extremely destructive means, a face stealer will be unable to reform and will perish. Face stealers are also vulnerable to the Elder Sign and are repelled by it. A face stealer can be sealed in a specially prepared “tomb” that has been enchanted for that purpose and sealed with an Elder Sign.

A face stealer will have the same statistics it possessed as a human, except its STR and CON will be 1.5 times greater than they originally were. Naturally, the face stealer will have 0 Sanity Points.

## Face Stealer, Malign Thieves of Flesh

| Char. | rolls   | averages |
|-------|---------|----------|
| STR   | 3D6X1.5 | 15-17    |
| CON   | 3D6X1.5 | 15-17    |
| SIZ   | 2D6+6   | 13       |
| INT   | 2D6+6   | 13       |
| POW   | 3D6     | 10-11    |
| DEX   | 3D6     | 10-11    |
| Move  | 8       | HP 13-14 |

**Av. Damage Bonus:** +1D4

**Weapons:** Punch 50%, Damage 1D3+db

**Armor:** None

**Spells:** A face stealer always knows Prepare Face Stealing Ritual Site and Steal Face. There is a 20% chance a face stealer will know 1D4 other spells.

**Skills:** A face stealer retains the skills it possessed as a human and can learn new skills.

**Sanity Loss:** 0/1D6 Sanity points to see a face stealer.

## Finger-Biter, Lesser Servitor Race

*“The pain...the pain is terrible!” cried Wilcox. “I should imagine so...that damn thing took your finger” replied West. “Phantom pain” murmured Goldman. “No...it’s not that...I swear it is like something is gnawing on my finger! Something horrible...that thing that took my finger...it must be that thing!”*

Finger-Biters are horrid creatures that are the product of vile magic. They are created from humans in a terrible ritual (described below). A Finger Biter’s body looks like a terrible mixture of rat and human features. The body is oddly shrunken, making it look emaciated. A finger biter has long, grasping fingers that end in small, jagged claws. Their hands look much like human hands and each Finger-Biter has a single finger

missing. The head of a Finger-Biter is vaguely human, but the jaws are elongated and occupied by four sharp, chisel like teeth and several small, but wicked looking, gnawing teeth. The eyes seem to be malign embers burning in deep sockets. The entire creature seems to be oddly mummified, with bones sticking out through the dry and withered flesh.

Finger-Biters exist in terrible pain and torment. The only thing that eases their pain is by transferring their pain to another being. This is done by stealing a victim's finger.

Finger-Biters attack by biting and clawing. If a Finger-Biter makes an attack roll equal to 20% of its bite skill, it has struck its victim's finger. The victim must match POW with the Finger-Biter. If the roll fails, the Finger-Biter bites off the victim's finger. Once a Finger-Biter has a finger, it will attempt to flee with it. Finger-Biters have no interest in killing their victims, since they have something very special in mind.

Once a Finger-Biter gets a finger, it will take it to its lair or some other suitable place. There it will gnaw and worry the finger. The magic used in its creation enables a Finger-Biter to form a mental link to its victim through the finger. Each day, the Finger-Biter can match its POW against its victim. If the Finger-Biter wins, the victim will experience terrible pain, as if his finger were still attached to his body as the Finger-Biter gnaws and tears at it. A victim so affected needs to make a sanity roll each time. A failed roll costs the victim 1 sanity point, while a successful roll results in no loss. The pain also distracts the victim, giving him a -5% on all skill rolls. Most horribly, the Finger-Biter can keep gnawing the finger even after it has been reduced to bone. The Finger-Biter can use a single finger for up to thirty days, until there is nothing left of it. At that point, the victim is free. A victim can also be freed by destroying the Finger-Biter that took his finger or recovering the finger.

A recovered finger can in turn be reclaimed by the Finger-Biter. In fact, a Finger-Biter will go to great lengths to regain a finger that has been taken from it. Only the Finger-Biter who took the finger can use it to inflict pain, so the owner can destroy it without any pain or harm.

Finger-Biters are a form of undead creature and, as such, are not very vulnerable to conventional weapons. Impaling weapons, such as firearms, do only 1 point of damage. All other conventional weapons do half damage. Finger-Biters do not heal normally. However, the magic that created them preserves them. As long as the finger used in its creation remains intact, a Finger-Biter will regenerate completely when the sun sets again. The only way to permanently destroy a Finger-Biter is to destroy the finger used to create it. The finger, which is located in what is left of the creature's stomach, will be almost as solid as stone and will take a number of hits points to destroy equal to the creature's POW points.

### **Finger Biters, Digital Thieves**

| <i>Char.</i> | <i>rolls</i> | <i>averages</i> |
|--------------|--------------|-----------------|
| STR          | 2D6          | 7               |
| CON          | 3D6          | 10-11           |
| SIZ          | 2D6          | 7               |
| INT          | 2D6          | 7               |
| POW          | 3D6          | 10-11           |
| DEX          | 4D6          | 14              |
| Move         | 8            | HP 9            |

**Av. Damage Bonus:** -1D4

**Weapons:** Bite 40% Damage 1D4+ Special, Claw 20% 1D3+db

**Armor:** None, but impaling weapons do 1 point of damage and all other conventional weapons do only half damage.

**Spells:** None.

**Sanity Loss:** Loss: 0/1D4 Sanity Points to see a Finger-Biter

## G

### Gaunt, Lesser Independent Race

*For just a moment, the being was illuminated by the streetlight and Wilson was able to catch a clear glimpse of the horror. The body looked like that of a man and even wore tatters of what were once sturdy clothes. But, whatever it was, it was clearly not a man: the body was emaciated beyond the point of death and, even worse, writhing tendrils sprouted from the flesh, dancing to a mad chorus only they could sense. The thing saw Wilson and moved towards him, menace and hunger displayed in its every move...*

Gaunts are vile and malign creatures that have a three stage life cycle. While Gaunts are mercifully rare, they are most commonly encountered while in the second of their three life cycles. A Gaunt in the second stage of life looks like a desiccated corpse of a human who died of starvation. The skin of the Gaunt is coated with a thick grayish-green thick slime. Thin tendrils are coiled all over the body, which writhe and move in a most disturbing manner. A Gaunt in the third stage looks very much like an adult Chthonian, but their tentacles are longer and they are not accompanied by a chanting noise.

As noted above, Gaunts have a three-stage life cycle. The first is an egg stage in which the Gaunt is encased in a thick globule of slimy resin that gradually hardens into a shell like material. The Gaunt then enters its second stage in which it infests the body of the human provided by its "mother" and then leaves the egg. During this stage the Gaunt feeds on the flesh and POW of living creatures at the rate of one per night (it can kill many more, however, but cannot use their power). When it has consumed 500 points of POW worth of sentient beings, it will undergo a metamorphous into its third

stage. This takes one night to occur. The third stage Gaunt emerges the next night and captures as many humans as it can, up to six. It then inserts an egg into each human, digs a hole for each egg, puts a slimy globule of resin in the bottom of the hole and then pushes the human into it. After laying six eggs, the mature Gaunt dies, having expended its life energy producing the eggs and globules.

Gaunts at Stage One or Two communicate via telepathy and can communicate with humans using this means. They can communicate with one another up to a distance of 100 miles, and can communicate with (and detect) humans at a distance of 1 mile.

Because of their unusual nature, all stages of Gaunts take minimum damage from all physical weapons (even impaling weapons). Gaunts at Stage One must be attacked through the globule/egg that provides them with 8 points of armor. Gaunts at Stage Two have 4 points of armor and regenerate 6 points per round, while Gaunts at Stage Three have 8 points of armor and regenerate 12 points a round. Gaunts take normal damage from magical or gold weapons/projectiles.

While quite formidable, Gaunts have weaknesses. First, they are extremely vulnerable to solar radiation and take 1D10 per round they are exposed to direct sunlight or its equivalent. Second, they must sleep at least six hours a day in their egg. For each day they go without such sleep, they take 1D10 points of damage and lose one point of POW permanently. Third, they can only consume POW within their egg. If a Gaunt cannot bring its kill into its egg within six hours of the kill, it will not be able to gain the power of the victim. As such, destroying its egg is an effective way to destroy a Gaunt. Doing so would require explosives, a large volume of corrosive chemicals, or another means of large-scale destruction.

Unlike the gaunt, the egg is vulnerable to conventional weaponry. Fourth, Gaunts are vulnerable to gold (as noted above) and are also repelled by the substance. Each ounce of gold will create a "repulsion zone" one meter from the center of the gold mass. A Gaunt cannot willingly enter the repulsion zone. If a gaunt is within a repulsion zone it will be physically paralyzed for as long as the gold is present. However, while in this state it can still think and is capable of telepathic communication.

### Gaunt Stage One, Evil in Potential

| Char. | rolls | averages |
|-------|-------|----------|
| STR   | 1D6   | 3        |
| CON   | 1D6   | 3        |
| SIZ   | 1D6   | 3        |
| INT   | 3     | 3        |
| POW   | 4D6   | 14       |
| DEX   | 3D6   | 10-11    |
| Move  | n/a   | HP 3     |

**Av. Damage Bonus:** n/a

**Weapons:** None

**Armor:** None, but the egg provides 8 points of armor. Gaunts take minimum damage from physical weapons, but sustain full damage from magic or gold weapons/projectiles.

**Spells:** None

**Sanity Loss:** Those who encounter a Gaunt egg lose 0/1 Sanity points.

### Gaunt Stage Two, A Thin Evil

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

**Av. Damage Bonus:** +1D4

**Weapons:** Claw 60% 1D6+db

Bite 40% 1D6+1D4

**Armor:** 4 points. A Stage Two Gaunt also regenerates 6 points per round. Gaunts take minimum damage from physical weapons, but sustain full damage from magic or gold weapons/projectiles.

**Spells:** None

**Sanity Loss:** Seeing a Stage Two Gaunt cost 1/1D8 sanity points.

### Gaunt Stage Three, A Large Evil

| Char. | rolls         | averages |
|-------|---------------|----------|
| STR   | 4D6X3         | 42       |
| CON   | 4D6X2         | 28       |
| SIZ   | 3D6X3         | 30-33    |
| INT   | 3D6           | 10-11    |
| POW   | 4D6           | 14       |
| DEX   | 2D6           | 7        |
| Move  | 7/1 Burrowing | HP 29-31 |

**Av. Damage Bonus:** +3D6

**Weapons:** Tentacle 40% 2D6+3D6

Crush 70% 3D6

**Armor:** 8 points. A Stage Two Gaunt also regenerates 12 points per round. Gaunts take minimum damage from physical weapons, but sustain full damage from magic or gold weapons/projectiles.

**Spells:** None

**Sanity Loss:** Seeing a Stage Three Gaunt costs 1/1D10 Sanity points.

### Guardian, Lesser Servitor Race

*Upon entering the shop, I saw him sprawled on the floor, his body pale and marked with strange red welts or burns. As I went to render what aid I could, I caught a glimpse of a horrible thing-it seemed to resemble a terrible toothy fish from the lightless abysses of the oceans, only it had a somewhat unreal quality about it.*

Guardians are strange beings and vary greatly in appearance, although most appear like abstract, distorted and translucent three-dimension images of terrestrial creatures. It is not known whether Guardians are summoned or created, but in any case they have only appeared in conjunction with mythos magic.

Guardians exist on a plane that only intersects the mundane plane in a very limited manner-they can sense and be sensed by mundane creatures and can attack them.

They themselves, however, are all but invulnerable to attack by material means. They can, however, be assailed by magic, repelled by the Elder Sign and could be harmed by suitable energies producible by human science.

Guardians are always bound to a particular area or item. When the area or item is disturbed, the Guardian is released or summoned and attacks everyone within the area, with the exception of its master (the one who cast the spell).

Guardians attack by intersecting the body of their target and altering their state every so slightly. This creates a disruptive effect that leaves welts and burns on the target's body. This attack bypasses armor and damages the flesh and organs directly.

Guardians can move through most material objects with ease, although certain energy fields (such as strong electrical fields) impede their movement and actual harm them. Guardians often use this ability to launch surprise attacks on their targets. Guardians are limited to remaining within a certain specified distance of their binding seal.



### Guardian, Protector from Beyond

| Char. | rolls  | averages |
|-------|--------|----------|
| STR   | n/a    | n/a      |
| CON   | n/a    | n/a      |
| SIZ   | n/a    | n/a      |
| INT   | 1D6    | 3        |
| POW   | 2D6+6  | 13       |
| DEX   | 1D6+12 | 15       |
| Move  | 10     | HP n/a   |

**Av. Damage Bonus:** n/a

**Weapons:** Strike 60% 1D8.

**Armor:** None, but not affected by material weapons.

**Spells:** None

**Sanity Loss:** 1/1D8 sanity points to see a Guardian.

### Guardian Torso

*Upon the pole was a man or, more accurately, half a man. The flesh was pale and covered with vines, molds, fungus and other growths. Flies and other insects swarmed the body; at times they were thick enough to obscure it from view. The eyes opened suddenly, revealing that not only was the man still alive he was also horrible aware.*

A guardian torso is the product of particularly cruel magic. A guardian torso is created from a specially prepared human torso and is kept alive by vile magic. A guardian torso consists of a human torso and head with the limbs removed. The guardian torso is not particularly dangerous (except for its potential to cause insanity) since it lacks any means of using weapons.

A Guardian torso serves its creator by watching an area and informing its creator of events via magical means. This ability enables the torso to communicate with its creator from up to 1,000 meters away. This

communication is very basic and conveys fairly limited information, such as the fact that the torso hears or sees something that has alerted it. Because of their lack of limbs, they can never leave their posts (literally) and the magic used to create them enhances their senses. Hence they make ideal sentries.

A guardian torso is an efficient guardian but is typically created as a particularly vile means of torturing someone who has earned the creator's hatred. Guardian torsos retain their full intelligence and memory so they are aware of their terrible condition but unable to do anything about it.

Because of the magic used in the spell a guardian torso will not die of natural causes. The only way a guardian torso can perish is by violence or by the death of its creator. Needless to say, a guardian torso will crave its own death above almost anything else. Unfortunately for the guardian torso, the spell used to create it prevents it from disobeying its master and seeking its own death.

### Guardian Torso, Awful Half Being

| <i>Char.</i> | <i>rolls</i> | <i>averages</i> |
|--------------|--------------|-----------------|
| STR          | 3D6          | 10-11           |
| CON          | 3D6          | 10-11           |
| SIZ          | 1D6          | 3               |
| INT          | 3D6          | 10-11           |
| POW          | 3D6          | 10-11           |
| DEX          | 3D6          | 10-11           |
| Move         | 0            | HP 7            |

**Av. Damage Bonus:** n/a

**Weapons:** None

**Armor:** None

**Spells:** None

**Skills:** Listen 65%, Spot Hidden 65%

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

## Ice Zombies, Lesser Servitor Race

*Spying a solitary figure moving through the snowstorm, Wilson went to the cabin door and yelled " come in, friend or you'll catch your death of cold this night!" Wilson's next words froze in his throat-the light spilling from the cabin revealed that his visitor had already caught his death of cold...the figure's face was a mask of frozen pain and horror...*

Ice Zombies are frozen human corpses of people who have died terrible, agonizing deaths and have been forced back into some unholy semblance of life. Because of their magically frozen state, they can move, but their movements are jerky, like that of a puppet controlled by a puppeteer having fits. Their movements are accompanied by a horrid sound that reminds most listeners of the sound of breaking bones.

Like their normal zombie "cousins", Ice Zombies are almost immune to impaling weapons (such as firearms), although such weapons will give them an even more horrifying appearance. Being dead, Ice Zombies cannot be killed but must instead be hacked apart or destroyed by some other means. They are particularly vulnerable to intense heat or large fires, taking double normal damage from such attacks. Ice Zombies also require freezing temperatures to remain active; otherwise they begin to thaw out. Once thawed, they cease to be animated.

| <i>Char.</i> | <i>rolls</i> | <i>averages</i> |
|--------------|--------------|-----------------|
| STR          | 3D6X2        | 20-22           |
| CON          | 3D6X2        | 20-22           |
| SIZ          | 2D6+6        | 13              |
| INT          | n/a          | n/a             |
| POW          | 1            | 1               |
| DEX          | 1D6          | 3               |
| Move         | 3            | HP 17           |



**Av. Damage Bonus:** +1D4 to +1D6

**Weapons:** Punch 30% 1D6+db

**Armor:** Frozen body acts as 2 points of armor, impaling weapons do 1 point of damage, and all others do one half rolled damage.

**Spells:** None

**Sanity Loss:** 1/1D8 Sanity points to see an ice zombie.

## K

### KA Dead, Lesser Servitor Race

*The skeleton stood up from the floor of the tomb, the dust spilling from its bones. Within its rib cage spun a stone that called up the remains from their rest to do the bidding of a long dead wizard.*

These skeletons are similar to those in the *Call of Cthulhu*. Like the “normal” skeletons, the KA Dead are immune to criticals, impales and such. Instead, each successful attack has a 4% chance per point inflicted of shattering the skeleton. Unlike a normal skeleton, a KA Dead is animated by a stone that floats and spins within its rib cage. This stone holds the fragments of spirit that animate and direct the bones. The stone confers the KA Dead with the ability to reform itself if it is “destroyed.” Each reformation costs the KA Dead one magic point. When a KA Dead runs out of magic points, it is destroyed and the stone crumbles to dust.



| Char. | rolls | averages |
|-------|-------|----------|
| STR   | 3D6   | 10-11    |
| CON   | n/a   | n/a      |
| SIZ   | 2D6+6 | 13       |
| INT   | 1D6   | 3        |
| MP*   | 1D6   | 3        |
| DEX   | 3D6   | 10-11    |
| Move  | 7     | HP n/a   |

\*KA Dead have Magic Points instead of POW.

**Av. Damage Bonus:** None

**Weapons:** Any melee weapon at DEX X3%

**Armor:** None, but KA Dead are immune to critical hits and impales.

**Spells:** None

**Sanity Loss:** 0/1D6 to see a KA Dead.

### Kadariak Kepf, Lesser Servitor Race

*It held its golden death mask in one taloned hand as it turned to face those who had hunted it. Its eyes were filled with ancient, albeit evil, knowledge. The flesh beneath the eyes was not troubled by any of the usual human features-neither mouth nor nose disturbed the smooth expanse. But, most terrible of all, the creature did possess a mouth. In its chest, where true men keep their hearts, a hideous mouth relentlessly gnawed and chewed a stolen heart.*

In ancient days, the Kadariak Kepf faithfully served Nyarlathotep in his Egyptian avatars. Their name appears to be a corruption of an ancient Egyptian name whose pronunciation has been long lost in the dust of history.

These beings once dwelled in the lands of ancient Egypt and other parts of the ancient Middle East, now they are only encountered in ancient tombs and terribly isolated

sections of the deepest desserts. These beings look very much like human corpses that have been mummified by the dessert. The main differences between the human form and the form of a Kadariak Kepf are that the Kadariak Kepf has no mouth in its face, its hands are taloned, and there is a horrid, circular mouth in the chest where its heart should be. This mouth is filled with needle like teeth which grind constantly. Kadariak Kepf often wrap themselves in strips of cloth (like mummies) and cover their faces with golden death masks to conceal their true nature. It is likely that some mummy stories actually involved Kadariak Kepf. They sometimes carry weapons, such as swords or iron rods.

Kadariak Kepf are very intelligent and capable of extensive learning. They also possess a devilish cunning and are masters of deception and bargaining. Nyarlathotep sometimes loaned these beings to particularly wicked magicians.

Some dark texts hint that the Kadariak Kepf were once human beings. Whatever the truth of the matter, it is the case that Kadariak Kepf need to feed on the hearts of human beings. These hearts must be prepared using the Ceremony of the Heart spell, which all Kadariak Kepf know. This spell may be cast by the Kadariak Kepf or another being who knows the spell.

It is by consuming hearts that a Kadariak Kepf is able to retain a semblance of true life. A Kadariak Kepf will be able to remain active for one week for every point of POW the victim (whose heart was consumed) possessed in life. The heart will be in the "mouth" cavity and will be held in place by maggot-like tendrils that burrow into the heart. Once the heart is fully consumed, the Kadariak Kepf will need to acquire a fresh one or suffer dire consequences.

A Kadariak Kepf will lose 1 point of POW each day it goes without a stolen heart. If its

POW reaches 0, the Kadariak Kepf will crumble into dust.

If it gets a new heart, it will regain one point of lost POW each day, but each point of POW it regains will take one week off the "life" of the heart. A Kadariak Kepf can also go into a form of suspended animation in order to stay alive. In this state the Kadariak Kepf can survive for 10 years for every point of POW the victim who supplied the heart possessed. Provided it has a regular supply of hearts, a Kadariak Kepf can live indefinitely

### **Kadariak Kepf, Eater of Hearts**

| <i>Char.</i> | <i>rolls</i> | <i>averages</i> |
|--------------|--------------|-----------------|
| STR          | 2D6+10       | 17              |
| CON          | 3D6+10       | 20-21           |
| SIZ          | 2D6+8        | 15              |
| INT          | 2D6+8        | 15              |
| POW          | 3D6+2        | 12-13           |
| DEX          | 3D6          | 10-11           |
| Move         | 8            | HP 13-14        |

**Av. Damage Bonus:** +1D6

**Weapons:** Claws\* 30%, 1D6+db, Bite 1D6+db

**Armor:** 3-point skin.

**Spells:** a Kadariak Kepf always knows the Ceremony of the Heart. A Kadariak Kepf has INTX2 of knowing 1D3 other spells.

**Sanity Loss:** 0/1D10 Sanity points to see a Kadariak Kepf

\*Can attack with both claws at once, at the same DEX rank.

## **L**

### **Lozdra, Greater Independent Race**

*Its body was like that of a hellish worm...a thing of hideous gray flesh from which projected two whip like tentacles. The*

*creature paused over the body of the dead man, its tentacles moving with surprising delicacy and somehow conveying both curiosity and contempt. Suddenly it lunged forward, its mouth splitting open like a raw wound to reveal what seemed to be a stinger. The stinger plunged into the corpse and then swelled and shrunk hideously as something was injected into the remains. Finished, the creatures moved towards the next corpse.*

A Lozdra is an exceptionally hideous being with a giant, worm like body. The body is dark gray in color and is oddly textured with strange convolutions and projections. Two tentacles extend from the upper body of a Lozdra that end in a gripping "hand" with sharp, bony talons. The head of a Lozdra is devoid of any obvious eyes or other sensory organs. Despite this, a Lozdra has extremely acute senses, including excellent hearing and the capacity to sense heat. The mouth of a Lozdra is small relative to its head, but is filled with needle like teeth. The mouth also contains an extendible tendril that the Lozdra uses to inject parasites into its victims.

In combat, a Lozdra will slash at its victims with its talons and rip at them with its teeth. If a Lozdra bites a victim, it will attempt to inject parasites. To do this, the Lozdra must match its POW against the victim's POW. If the Lozdra succeeds, the parasites enter the victim and begin consuming his flesh. The parasites will inflict 1D3 points of damage for 1D3 rounds. Seeing the parasites writhing in the wound costs 0/1 Sanity points. Being a victim of the parasites costs 0/1D3 Sanity points.

While normal weapons can harm a Lozdra, it regenerates 3 hit points each round. Further, when it is "killed" it will condense itself into a virtually indestructible

hibernation pod. Once "killed" the Lozdra will regenerate one hit point per day until it reaches half its original hit points. It will then expand to its normal shape and begin regenerating normally. A Lozdra cannot regenerate damage inflicted by a very rare and very special radioactive metal, except by entering into hibernation. If a Lozdra is in contact with the metal while hibernating, it will be able to regain half its hit points but will be unable to expand to its normal shape. A Lozdra can also hibernate to survive harsh climate changes or when the food supply runs low.

Any weapon or projectile made from the special metal, which is only found on earth in rare meteors, inflicts an additional 2D6 points of radiation damage to a Lozdra. This radiation causes burns and scarring on the creature and causes it excruciating pain. The radiation emitted by the blade is also harmful to humans. If a person is exposed to the metal s/he will lose one point of CON every two days of exposure. Half the loss can be regained at the rate of one point of CON per month. Normal means of detecting radioactivity, such as Geiger counters, will reveal that the metal is radioactive.

A Lozdra has the capacity to create a variety of parasites. One type is injected into the bodies of dead humans (or other intelligent beings of roughly human size). These parasites spread throughout the corpse, animating it. It takes 1D3 hours for the parasites to re-animate the body. It takes two magic points for a Lozdra to create each such parasite. The other type of parasite is injected into the bodies of living animals. These parasites grow and consume the flesh of the host until they emerge as Lozdra flyers. It takes 1D3+3 hours for the parasites to gestate into Lozdra Flyers. It costs the Lozdra one magic point to create a flyer parasite. Other Lozdra can produce other types of parasites.



## Lozdra, A Spreading Horror

| Char. | rolls     | averages |
|-------|-----------|----------|
| STR   | 4D6+10    | 24       |
| CON   | 2D6+6     | 13       |
| SIZ   | 4D6+10    | 24       |
| INT   | 2D6       | 7        |
| POW   | 4D6       | 14       |
| DEX   | 3D6       | 10-11    |
| Move  | 8/12 Swim | HP 19    |

**Av. Damage Bonus:** +2D6

**Weapons:** Bite 50% Damage 1D8+Special  
Claw 40% 1D6+db

**Armor:** None

**Spells:** None

**Sanity Loss:** 1/1D10 Sanity points to see a Lozdra.

## Lozdra Zombies

*Though it walked, it was no longer a living man. Where merry blue eyes once regarded the world with humor and zest, small stalks writhed and twisted. Beneath the tanned flesh, odd shapes moved, causing the skin to ripple in disquieting ways. The mouth, from which once emerged clever jokes and wry witticism, gaped open. Sharp, needle like growths were visible within the cavity, extending outward from the flesh.*

A Lozdra zombies looks like "conventional" zombies, except its skin writhes with small tendrils, a bundle of small stalks replaces the eyes, and sharp, needle like growths extrude into the mouth. The writhing tendrils are part of the animating parasite's body, which is wearing the corpse, much like a man wears a suit. The stalks are the parasite's heat sensitive organs.

A Lozdra zombie is considerably more intelligent than a normal zombie and is capable of planning and some limited strategy. A Lozdra zombie is able to

communicate with other Lozdra forms by emitting heat patterns. A Lozdra zombie cannot create parasites. Since the parasite is spread throughout the body and has no vulnerable organs, a Lozdra zombie is extremely difficult to kill. It attacks by biting with its needle like teeth. The bite injects a caustic substance which inflicts another 1D3 points, unless the victim makes a successful luck roll to pull away in time.

Like the Lozdra, the special metal mentioned above harms a Lozdra zombie. Unlike the Lozdra, the zombies neither regenerate nor hibernate.

The animating parasite secretes chemical that help preserve the flesh, enabling the corpse to remain useful for up to two weeks. At the end of that time, the body collapses into a pile of horribly rotted flesh and the parasite dies.

## Lozdra Zombie, Infested Dead

| Char. | rolls   | averages |
|-------|---------|----------|
| STR   | 3D6X1.5 | 15-17    |
| CON   | 3D6X1.5 | 15-17    |
| SIZ   | 2D6+6   | 13       |
| INT   | 2D6     | 7        |
| POW   | 1D6     | 3        |
| DEX   | 2D6     | 7        |
| Move  | 7       | HP 14-15 |

**Av. Damage Bonus:** +1D4

**Weapons:** Bite 30%, damage 1D4+Special.

**Armor:** None, but impaling weapons do 1 point of damage and all other conventional weapons do only half damage.

**Spells:** None

**Sanity Loss:** 1/1D8 Sanity Points to see a Lozdra Zombie.

## Lozdra Flyers

*The skin of the body moved like the surface of the sea as something horribly moved within it. Suddenly, with a wet ripping*

sound, the body split open. Stained with blood, a dark gray creature resembling a stingray could be seen. It paused for a moment then flew from the body, trailing gore behind it.

A Lozdra flyer has a dark gray body with a pinkish underbelly. It flies by flapping its large, membranous wings. The head is mostly mouth, which splits open in four sections, enabling a Lozdra flyer to inflict rather nasty bites. Like the other Lozdra forms, the Lozdra flyer detects heat.

In combat, a Lozdra flyer swoops at its intended victim, aiming at the head and limbs. A successful bite with its teeth can inflict serious damage and injects a caustic agent. The agent inflicts an additional 1D3 points of damage, unless the victim can make a successful luck roll.

A Lozdra flyer regenerates one point each combat round, but stays dead if it is killed. The special metal will also harm a Lozdra flyer in the same manner it harms the Lozdra.

| Char. | rolls       | averages |
|-------|-------------|----------|
| STR   | 1D6         | 3        |
| CON   | 2D6         | 7        |
| SIZ   | 1D6         | 3        |
| INT   | 1D6         | 3        |
| POW   | 2D6         | 7        |
| DEX   | 4D6         | 14       |
| Move  | 1/14 Flying | HP 5     |

**Av. Damage Bonus:** -1D6

**Weapons:** Bite 40% Damage 1D3

**Armor:** None

**Spells:** None

**Sanity Loss:** 0/1D4 Sanity Points to see a Lozdra Flyer.

## Lunatic Soul

*The glowing mist seeped from the cracked device, gradually taking on the semblance of*

*a madly distorted human head. Its empty eyes searched the room, finally coming to rest on Dr. Jones. Jones emitted a faint gasp as he recognized his friend's features within the mist. For a brief moment a look of recognition appeared and the features sharpened, but then they reverted to an almost bestial crudeness and the mist shot forward while a screaming sound filled the air...*

A Lunatic Soul is a being that has gone mad and had its life energy (POW) trapped within a Greater Soul Battery (see below).

Although they seem to be ghosts or wraiths, Lunatic Souls have a partially physical existence as a type of energy. They have INT, POW and DEX scores and move by "flying." They can pass through virtually any solid surface, but are blocked by an inch or more of dense materials, such as lead or gold. They can also be contained as energy within certain storage mediums, specifically soul batteries.

Lunatic Souls, by definition, are insane. If not commanded by someone who knows Command Lunatic Soul (see below), they will act in accord with their madness. Some will be fairly harmless while most will be dangerous-if not out of hostility, then out of pure madness.

Lunatic Souls attack by attempting to rip away at the life energy of other creatures. While being attacked, the victim will be connected to the Lunatic Souls and its madness will spill into the victim's mind in the form of images, sounds, and so on. To attack, the Lunatic Soul must be in contact with the intended target. When a Lunatic Soul attacks, match its POW against the target's POW. If the Lunatic Soul wins, the victim loses 1D3 magic points and must make a sanity check to avoid losing 1 sanity point. If the Lunatic Soul fails, it loses 1D3 points of POW. If a Lunatic Soul is reduced to 0 POW, its cohesion is lost and it



vanishes in a faint burst of light. The being's spirit then moves on to its appropriate final destination. Most Lunatic Souls will attack until the target loses all magic points or they themselves are destroyed.

Because of their nature, Lunatic Souls are unaffected by most material weapons-bullets, knives and such just pass through them harmlessly. They can be contained within Soul Batteries, so a Lesser Machine (see below) could be used to imprison them in a Greater Soul Battery. They can also be dispersed by a suitably strong electric field or by an electromagnetic pulse-the Keeper will need to decide the details of such cases.



## M

### Metal Stealer, Lesser Independent Race

*A cloud of sparkling motes emerged from the old mine shaft. At first Tanner thought that it was merely a cloud of dust catching the light of the sun. Then he noticed that the motes moved in an organized manner and with apparent purpose.*

Metal Stealers are composed of vortexes of highly organized energy focused around suspended metallic ions and particles. These living vortexes exhibit intelligence comparable

to the human mind, although their thought processes are almost indescribably alien. For the most part they dwell within hollow places in the earth, feeding upon certain metals that fuel their life processes.

Because they lack a physical body in the conventional sense, they are immune to almost all physical weapons-bullets, blades and such just pass through them without disrupting the vortex. However, they are not immune to harm. Explosives and other means of creating large-scale destruction can do enough damage to the vortex to destroy its order and "kill" the creature. In game terms, match the damage of an explosion or similar effect against the creature's CON on the resistance table. If the creature is overcome, it is scattered and destroyed. The creature can also be harmed by things that drain off or disrupt energy-it is up to the Keeper what effects such attempts have.

Metal Stealers typically do not interact with human beings. However, some Metal Stealers have found (sometimes by accident) that human beings and other living creatures

#### Lunatic Soul, the Mad Dead

| Char. | rolls | averages |
|-------|-------|----------|
| STR   | n/a   | n/a      |
| CON   | n/a   | n/a      |
| SIZ   | n/a   | n/a      |
| INT   | 2D6+6 | 13       |
| POW   | 3D6   | 10-11    |
| DEX   | 4D6   | 14       |
| Move  | 12    | HP n/a   |

**Av. Damage Bonus:** n/a

**Weapons:** See above.

**Armor:** None

**Spells:** Usually none.

**Sanity Loss:** Special-see above.

contain metals that are both easily accessible and already in an ideal form for their use. When a Metal Stealer attacks, it is typically just attempting to feed. Such an attack involves stripping the metallic elements (such as blood iron) from the creature, generally with painful and fatal results. Metal Stealers have one primary sense, that of detecting electromagnetic fields (the closest analogy is a similar ability in sharks). They easily detect metals, living creatures most energy sources and each other. Sunlight and other radiant energy "blinds" them-they are adapted to existing underground. Hence, they avoid going outside during the day.

### Metal Stealers, Devoted Miners

| Char. | rolls | averages |
|-------|-------|----------|
| STR   | N/A   | N/A      |
| CON   | 3D6   | 10-11    |
| SIZ   | 3D6   | 10-11    |
| INT   | 3D6   | 10-11    |
| POW   | 3D6   | 10-11    |
| DEX   | 3D6   | 10-11    |
| Move  | 12    | HP 10-11 |

#### Av. Damage Bonus:

**Weapons:** Touch 85%, damage 1D12

**Armor:** None, but immune to most material weapons.

**Spells:** None

**Sanity Loss:** 0/1D6 to see a Metal Eater feeding on a living creature.

### Morticinus, Lesser Servitor Race

*Green grimaced with disgust as he gazed at the interior of the tomb. Unlike the pleasantly dry and relatively clean Egyptian tombs he had robbed, this one was damp with a nightmare of fungal growths and glistening molds. Thinking of the loot, he stepped forward only to slip and land on his back in the glistening mess. He sensed, rather than heard, something moving up behind him. "I*

*can explain why I'm here..." he began thinking the authorities had finally caught up with him and not seeing the shambling pile of man-shaped decay that he actually addressed. It reached out one clawed hand towards Green, obeying the orders of its dead creator to ensure that any visitors became permanent residents.*

A Morticinus or "Rotting Corpse Zombie" is a zombie like being that is created by particularly vile magic. A Morticinus appears as a horribly decayed corpse with elongated, clawed fingers and small fangs. They are



typically covered with a variety of slimes, molds, and various forms of fungus, making them particularly vile. These creatures have a very limited intelligence, but are capable of following simple orders from their creator. "Morticinus" is actually an adjective and these beings received their current name from a poorly transcribed section of the *Morticinus Liber*.

These horrid beings can make three attacks per round: two claw attacks and one bite. If both claws and a bite hit during a round, the Morticinus will hold on and continue to tear strips of flesh from the victim. This attack does an automatic 1D4 per round. The victim

can attempt to break the Morticinus' grip by matching his STR against its STR on the resistance table. If the victim is successful, the Morticinus is forced away and will need to attack again to gain an adequate grip on the victim.

| <i>Char.</i> | <i>rolls</i> | <i>averages</i> |
|--------------|--------------|-----------------|
| STR          | 3D6+4        | 14-15           |
| CON          | 3D6+4        | 14-15           |
| SIZ          | 2D6+6        | 13              |
| INT          | 1D3          | 1               |
| POW          | 1            | 1               |
| DEX          | 2D6-2        | 5               |
| Move         | 5            | HP 14-15        |

**Av. Damage Bonus:** +1D4

**Weapons:** Claws 35%, damage 1D6 + db  
Bite 1D4 + special.

**Armor:** None, but impaling weapons to 1 point of damage and all others do half damage.

**Spells:** None

**Sanity Loss:** 1/1D8 to see a "Rotting Corpse Zombie."

## N

### New England Ghoul, Lesser Independent Race

*Standing upright on dog-like legs, the creature leaned forward and took a large bite from the belly of the corpse. It swallowed; the mass of flesh distended its throat on its way down. With blood dripping from its muzzle, it paused and looked about. Satisfied that nothing dared to interfere with its meal, it resumed feeding.*

New England Ghouls are loathsome beings that are believed to be an even more

degenerate and animal like relative of the "common" ghoul. These ghouls are relatively new to the surface world, having dwelt for untold centuries scavenging hideous corpses in the subterranean realm under the earth. Now that they have come to the surface, they have found that they have a taste for dead humans. While they generally prefer to gather corpses, they are not adverse to killing humans. They will, however, let a corpse age a bit before feasting on it. Given their feeding habits, they are generally found near graveyards, funeral homes, and hospitals.

New England Ghouls are intelligent, but they are not known to have their own technology. They will, however use human tools and are skilled at constructing underground lairs. New England Ghouls have been known to deal with some degenerate and wicked humans, primarily by exchanging valuables in return for corpses. In combat, New England Ghouls rip at their victims with their claws and rip with their wolf like fangs. Thus, a ghoul can make up to three attacks each round. If a ghoul strikes with both paws and bites in a round, it can hold the victim and rip at him with its teeth. Such attacks succeed automatically and inflict 1D4 each round. To break away, the victim must match his STR against the ghoul's STR.

| <i>Char.</i> | <i>rolls</i> | <i>averages</i> |
|--------------|--------------|-----------------|
| STR          | 3D6+8        | 18-19           |
| CON          | 2D6+8        | 15              |
| SIZ          | 2D6+8        | 15              |
| INT          | 2D6          | 7               |
| POW          | 3D6          | 10-11           |
| DEX          | 3D6          | 10-11           |
| Move         | 9            | HP 15           |



**Av. Damage Bonus:** +1D6  
**Weapons:** Claws 40%, damage 1d6+1+DB  
**Armor:** 40%, damage 1D6+1+automatic worry.  
**Spells:** Firearms and other piercing projectile weapons do half rolled damage.  
**Skills:** Burrow 80%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Scent Dead Body 65%, Sneak 80%, Spot Hidden 50%  
**Sanity Loss:** 0/1D6 Sanity points to see a New England Ghoul.

## O

### Oblos, Lesser Independent Race

*Firelight reflected off the gelatinous flesh as it drifted down the beach, its tentacles making lines in the sand. It paused for a moment and then headed towards the ocean. Within the translucent flesh the spine, brain and eyes of a man dissolved slowly...*

It is hinted in some mythos texts that the Oblos were created by the Elder Things to serve them in their undersea cities. When the Shoggoth revolted and destroyed their masters, the Oblos were no doubt freed as well. Other sources hint that the Oblos were created by the Mi-Go. Whatever their origin, they still dwell in small numbers in the oceans of the world and occasionally plague humanity.

The main body of an Oblos is a slimy sphere with a lamprey like mouth on the bottom. The interior of the sphere is predominantly empty space. An Oblos can



fill the sphere with a lighter than air gas, enabling the creature to float. In water, an Oblos moves by jetting water from openings in its body. In the air, the creature vents gas, enabling it to move quite rapidly. Beneath the sphere dangles numerous slimy tentacles. Some of these tentacles are strong enough to be used to grab victims and inflict constriction damage. These tentacles also secrete a toxin that paralyzes the victim. The paralysis lasts 1D6 minutes, generally long enough for the creature to fasten its mouth to the victim and chew through her skull. An Oblos needs to have a firm grip on a paralyzed victim in

order for it to use its mouth.

If an Oblos inflicts enough biting damage to kill its victim, the victim's brain, spinal cord and eyes are extracted from the body and pulled into the sphere. In addition to the meal, an Oblos also gains the victim's magic points. An Oblos can have a number of magic points equal to twice its own POW.

An Oblos derives its nutrition from the nerve cells of its victims and their magic points. It can use these points to casts spells and can use them to heal itself. Each magic point expended in this manner heals one hit point of damage.

Oblos are very vulnerable to UV radiation. Exposure to direct sunlight causes 1D6 points of damage per minute. Other UV sources, such as UV lights, will also damage them.

Oblos have no recognizable organs. Instead their cells take on whatever role is needed. They have no eyes, but have excellent hearing (the outer skin is very sensitive to vibrations) and can sense heat sources via specialized cells on the outer skin. Oblos communicate with each other by touch and varying their heat patterns by shifting and changing cells. Some can create a mockery of the human voice by scratching their outer skin with their smaller tentacles.

### Oblos, the Floating Brain Stealers

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

**Av. Damage Bonus:** +1D4

**Weapons:** Tentacle\* 50%, 1D6+poison\*\*  
Bite 100% 1D8+brain removal (see above).

**Armor:** 2-point hide. The lack of vital organs means that all kinetic attacks do minimum damage and impaling attacks do 1 point of damage. An Oblos can expend a magic point to heal a hit point of damage.

**Spells:** Those of INT 14 have a 75% chance of knowing 1D4 spells, typically relating to the ocean and ocean dwelling Mythos beings.

**Skills:** Hide 60%, Listen 55%, Sneak 55%, Spot Hidden (heat sources) 75%

**Sanity Loss:** 0/1D6

\* A Oblos has one attacking tentacle for every 5 points of SIZ (round up).

\*\* POT equals the Oblos' CON.

## Oniskero, Lesser Independent Race

These creatures bear the name Oniskero. This word is believed to be a corruption of the archaic Mohawk term for “slime.” It is thought by Mythos scholars that the name is a truncated version of the original Mohawk designation for these creatures which probably referred to them as creators or masters of evil slime (in reference to their animator slime).

These beings are originally from a far away world that, like earth, was visited by the Star-Spawn. The Star-Spawn enslaved and used them to construct their underwater cities. The Star-Spawn constructed gates on the Oniskero’s world which led to other worlds, including Earth. Some Oniskero were brought by the Star-Spawn to earth and it is suspected that they might have been bred with the Deep Ones to produce their current form which enables them to survive on earth. There also exists the possibility of hybrid forms of Oniskero which possess more Deep One qualities. Such hybrids might be capable with breeding with humans.

The creatures average about 2.1 meters in height and have “flattened”, lean bodies. Aside from their pale white underbellies, they have very colorful skin in a variety of colors like tropical fish. The skin is decorated with elaborate patterns that no doubt served as camouflage on their native world. There are also some frills extending from the body, especially on the males. Their eyes are pure black and they have gill slits in their throat. The hands and feet of an Oniskero have three taloned digits—one digit is at the center of the bottom of the palm and allows them to grip objects effectively. The mouth is a slit with multiple rows teeth. Under the mouth are vestigial tentacles—either a leftover from the original species or an addition by the Star-Spawn. To human observers, they seem to convey an impression of being ray like, despite their

coloration and humanoid shape. They are amphibious.

Oniskero derive their sustenance from both physical and mental sources. They need to consume large amounts of meat, but they also need to “feed” upon the fear and suffering of other beings. The empathetic disturbances generated by fear and suffering also afford them great pleasure.

They are somewhat contradictory in their nature. On one hand, they are masters of subtle attacks and enjoy elaborate plans geared to generate fear. For example, a typical tactic is to make people disappear under strange circumstances and build up an aura of fear they find so pleasant. On the other hand, they are bloodthirsty killers, who often go into murderous rages and lose all reason. During such berserk phases they will rend their opponent with their claws and teeth and ignore their carefully laid plans.

Oniskero use many items of Deep One technology but have a special technology of their own. The Oniskero learned to create a terrible organic slime that has the capacity to animate the remains of the dead to serve the will of the Oniskero.

### Oniskero, Sadistic Swimmers

| Char.              | rolls | averages |
|--------------------|-------|----------|
| STR                | 3D6+6 | 16-17    |
| CON                | 3D6   | 10-11    |
| SIZ                | 3D6+6 | 16-17    |
| INT                | 3D6   | 10-11    |
| POW                | 3D6   | 10-11    |
| DEX                | 3D6   | 10-11    |
| Move 8/10 Swimming |       | HP 13-14 |

**Av. Damage Bonus:** +1D4+1D6

**Weapons:** Claws 25% Damage 1D6+db, Bite 1D8+db

**Armor:** None

**Spells:** An Oniskero has a 40% chance of knowing 1-3 spells. These spells are limited

to Contact Star-Spawn, Create Gate, and Create Slime.

**Skills:** Sneak 50%

**Sanity Loss:** 0/1D6 Sanity points to see an Oniskero

## P

### Phobovore Vampire, Lesser Independent Race

*Thinking he had interrupted a scene of romance, Denson murmured a quick apology and started to walk away. Then he noticed something extending from the woman's mouth to the man's head and realized that what he had seen as the motions of passion was, in fact, a struggle for life...*

Phobovore Vampires are somewhat similar to "normal" vampires in that they drain what they need from living humans, with some notable exceptions. They are not undead and lack the powers and vulnerabilities of normal vampires.

It is believed that the first Phobovore Vampire arose from an experiment conducted on a human by the Mi-Go. Unfortunately for humanity, Phobovore Vampires can reproduce. After absorbing 500 point of INT and STR a Phobovore Vampire will go into a dormant state and a cocoon will form around it. Over the next 3-6 months the creature "dies" and divides into 1-3 new vampires, which will seem to be perfectly normal humans until they reach adulthood (18-22). In many cases the children die from starvation and exposure (after all, the vampire cannot go through this process in a location frequented by humans). Some of them are found by unsuspecting humans who rescue them. This process of reproduction keeps their numbers down. Vampires retain normal human sexuality, but are infertile.

When a vampire reaches adulthood, the person will undergo physiological and psychological alterations, costing 1D10 sanity points per week. In 3-6 months the person will be completely transformed. The person's STR will double and she will grow retractable claws in her fingertips, which connect to poison sacks in the wrist. The sacks hold venom good for six attacks per day. The most horrible transformation is that the person grows a feeding mechanism in her throat. The person can extrude a muscular tube that ends in insect like boring and sucking instruments. The creature feeds by connecting its feeder to the victim's head and inserting its feeding tubes into the victim's body. They draw both sustenance and pleasure from the process. These creatures especially enjoy the chemicals produced by fear and extreme emotion. Hence they try to create terror in their victims before feeding. The person's altered body also enables it to heal quite quickly. The modifications in the physiology also slow down the person's aging process. Vampires age at 1/3 the human norm, but most die in their unusual reproduction method.

These creatures can easily pass as normal humans-because they typically grow up that way. Some of them retain some human traits, but most eventually revel in the feeding.

### **Phobovore Vampire, Eaters of Fear and Blood**

| <i>Char.</i> | <i>rolls</i> | <i>averages</i> |
|--------------|--------------|-----------------|
| STR          | 3D6X2        | 20-22           |
| CON          | 2d6+6        | 13              |
| SIZ          | 2D6+6        | 10-11           |
| INT          | 2D6+6        | 13              |
| POW          | 1D6          | 3               |
| DEX          | 3D6          | 10-11           |
| Move         | 8            | HP 13           |

**Av. Damage Bonus:** +1D6

**Weapons:** Claw 50% Damage 1D4+poison\*, Bite 50% Damage 1D6+Fluid drain\*\*.

**Armor:** None, but Phobovore Vampires regenerate 1 point each day.

**Spells:** None

**Sanity Loss:** 1/1D6 when revealed as a Phobovore Vampire.

\*The poison is a paralytic that has a POT equal to the vampire's CON. The poison lasts 1D6 rounds per effect.

\*\* If the vampire is able to maintain contact with the victim for a full round (the victim is paralyzed, unconscious or grappled)the vampire drains fluid (blood, brain fluids and such) from the victim's head. This inflicts 1D6 of physical damage, plus it lowers the victim's STR and INT 1 point. The feeding heals the vampire 1 point for each point of STR it drains. It gains no sustenance from the INT, but enjoys the experience. A survivor of the attack will regain 1 ability point per week, 2 per week with successful medical treatment.

## **S**

### **Sachonian, Lesser Independent Race**

*It did not seem like much, just a sphere of light. But within it dwelled an ancient, mad evil that the Crawling Chaos had inflicted upon the universe...*

Sachonians originated on a far away world and once possessed conventional material bodies. When their world was threatened by a terrible disaster, a mysterious stranger appeared and presented a plan for the survival of their race: hundreds of chosen Sachonians would be transformed into

creatures of almost pure energy and, in their new forms, the Sachonians would be able to survive the disaster that threatened them.

Unfortunately for the Sachonians, the mysterious stranger was Nyarlathotep. He neglected to tell the Sachonians that the process of transformation required the consumption of the life energy of living beings. Millions of

Sachonians perished when Nyarlathotep guided the chosen ones through the ritual of transformation. Seeing their fellows perish in horror and pain drove most of the transformed Sachonians mad and the horror of their new existence drove the rest into the realm of madness. To complete his torment of the

Sachonians, Nyarlathotep developed an enchantment that would summon the Sachonians from their dead world. Nyarlathotep taught this spell to other races, including humans.

Sachonians appear as balls of pulsing green light, with the center brighter than the outer areas. When they move, they leave a faint, swirling trail of greenish “mist.” Sachonians are intelligent, but are insane. They are also driven by a horrible need to feed on the life energy of other living creatures. Sachonians feed by coming into physical contact with other creatures. Such contact causes cellular damage (1D8 damage per attack) and drains one magic point. A creature drained of magic points in this manner will die, leaving behind a corpse with strange neural and cellular damage.

Most armor will not protect a target from a Sachonian attack. However, protective items (such as insulated gloves or special clothing) that would stop electricity would block the

discharge damage and magic point drain.

Sachonians cannot regenerate magic points on their own, but can store a number of magic points equal to twice their POW. Once a Sachonian is “full” it can no longer drain Magic Points, but it will still inflict damage.

In combat, Sachonians can attack by contacting their opponents (as described above). A Sachonian can also project “pieces” of itself. These pieces fly from the body of the creature and look like tiny, brighter versions. These pieces can travel up to 100 yards before dissipating harmlessly. They inflict 1 point of damage for ever magic point the Sachonian puts into the attack. Most armor will not protect the target. Protective items or armor that can stop electrical discharges can block such attacks.

Because of their nature, Sachonians are effectively invulnerable to most weapons, such as firearms, poisons, fire, and melee attacks (anything striking a Sachonian will sustain 1D8 damage from the discharge). They can be attacked with water or other things that can cause an electrical discharge or disrupt their integrity. The Keeper will need to adjudicate other cases.

Sachonians have some abilities that have made them appealing to sorcerers. First, Sachonians can render themselves invisible to the naked eye. This costs them 1 magic point for every ten minutes they stay invisible. If an invisible Sachonian attacks, it will discharge energy and be visible. Since Sachonians can see and hear, they can also serve as invisible spies. Second, Sachonians have the ability to “see” the “life energy” of other creatures. They can use this ability to see how the creature is feeling and can even use it to tell when a creature is lying (based on the changes in the life energy). Third, some Sachonians know spells that they can



use and teach to others.

Their nature also gives Sachonians some limits. First, they do not heal damage naturally and have to expend magic points to heal themselves. Each magic point a Sachonian expends heals one point of damage. Second, Sachonians need to feed fairly regularly. Every nineteen hours (one day on the Sachonian home world) a Sachonian loses one magic point. If a Sachonian runs out of magic points, it dissipates with a faint popping sound. Sachonians can only acquire magic points from intelligent beings (those with at least 2D6 in INT). Sachonians feel unimaginable pain when they go without feeding, which has forced even the best of them to resort to feeding. Because of their condition, all Sachonians are insane by human standards. Their constant feeding on other intelligent beings has also made them rather evil and they regard other creatures solely as food and diversions from the boredom of their existence (Sachonians are effectively immortal and will exist as long as they can feed).

### Sachonian, Victims of Crawling Chaos

| Char. | rolls | averages |
|-------|-------|----------|
| STR   | n/a   | n/a      |
| CON   | 3D6   | 10-11    |
| SIZ   | 1     | 1        |
| INT   | 3D6+3 | 13-14    |
| POW   | 2D6+8 | 15       |
| DEX   | 4D6   | 14       |
| Move  | 10    | HP 10-11 |

**Av. Damage Bonus:** n/a

**Weapons:** Touch 85% Damage 1D8 energy discharge and magic point drain.

Energy Attack 65% Range 100 yards, Damage Variable

**Armor:** Sachonians are beings of nearly pure energy and are not harmed by most material weapons. They are harmed by

things that can cause their energy to discharge faster than they can control it. Large quantities of water harm them and they sustain 1D3 for every gallon of water that strikes them. Exposure to other things that could cause their energy to be drained away or disrupted (such as powerful electric currents or large explosions) can also harm them.

**Spells:** A Sachonian has a chance equal to its POW X3 of knowing 1D3 spells.

**Sanity Loss:** 0/1D6 to see a Sachonian.

## Shadow Hounds, Lesser Independent Race

*A rift appeared in the air, its edges shimmering with strange energy. Something large and vaguely tiger like leaped out of the hole, landing on its hoofs. It sucked air into its massive nostrils and looked about for something to slaughter.*

Shadow Hounds are tiger sized predators from a dimension accessible to our own. In terms of appearance, Shadow Hounds have a thick, convoluted hide with various growths on it. Their heads are elongated and have very large nostrils. Their eyes see into the infrared and ultraviolet parts of the spectrum, giving them excellent vision under nearly all conditions. They have two rows of teeth in their maws. They have four legs, each of which terminates in a bony, hoof like structure. Shadow Hounds are fair swimmers, but are nearly incapable of climbing. They are voracious animals and hunt in packs. They will attack virtually anything they think they can eat and seem to devoid of any fear. They seem to be capable of digesting nearly any terran organic material (although they are very fond of human flesh). This indicates that they may have originated on earth. They can be trained by those with adequate skills (if

trained from birth) and are occasionally used as guard and hunting animals by some Mythos beings.

### Shadow Hunts, Hunters from Beyond

| Char. | rolls  | averages |
|-------|--------|----------|
| STR   | 3D6+12 | 22-23    |
| CON   | 2D6+6  | 13       |
| SIZ   | 3D6+6  | 16-17    |
| INT   | 2      | 2        |
| POW   | 3D6    | 10-11    |
| DEX   | 3D6    | 10-11    |
| Move  | 10     | HP 15    |

**Av. Damage Bonus:** +1D6

**Weapons:** Bite 55% Damage 1D10

Kick 60% 1D6+db

**Armor:** 3-point hide.

**Spells:** None

**Skills:** Hide 60%, Listen 55%, Sneak 55%, Track 60%

**Sanity Loss:** 0/1D3

### Skull Wraith

*McPherson approached the pole and realized that the object on top of it was not some sort of bird nest but rather a human skull. Seeing odd bulges on it, the curious McPherson scraped away some of the mold and slime, thus revealing a glint of bright gold. So intent was he on scraping the gold from the skull that he did not notice the ghostly shape of a horribly distorted skull approaching him from behind.*

Skull Wraiths are created by the use of the Create Skull Wraith spell described below. The skull wraith is “based” in the skull of the victim and when disturbed

the skull wraith seems to flow out of the eye sockets like a foul vapor. Once the skull wraith forms it looks like a horribly distorted ghostly skull. They fly about with great speed but must remain within 50 meters of its skull. Skull wraiths are not always completely under control of their creator. Because of the horror of their condition and the hatred they almost certainly feel towards their creator, they are often inclined to rebel. In order to cause a skull wraith to obey a command the creator must match his POW against half of the skull wraith’s POW on the resistance table. If the roll fails, the skull wraith will do as it wills until control can be reasserted. If the roll succeeds the skull wraith will carry out the order. If the creator of the skull wraith rolls a 00, the skull wraith will break free of the spell and attack the creator attempting to destroy him.

Because of the horror of their creation and existence, skull wraiths are prone to acts of terrible violence against the living. Because of this they will tend to attack people who have the misfortune of encountering them.

Skull wraiths can be destroyed by

defeating them in combat or by destroying their skull. The skulls are surprisingly difficult to destroy and have a number of Hit Points equal to their POW. Skull wraiths only have INT and POW, both of which are rolled on 3D6.

A skull wraith can journey up to 100 yards from its skull. They are somewhat aware of what goes on around their skulls and will be drawn to investigate. In all likelihood they will attack what they encounter.

Skull wraiths are not solid, corporeal entities and are not vulnerable to physical weapons. A skull wraith attacks by matching its POW against the victim’s CON. If the skull wraith



succeeds, the victim loses 1D6-1 points of CON. The attack looks like the skull is biting and ramming at the victim and it causes visible wounds. The victim will regain 1 point of CON each week if he survives. If the skull wraith loses the contest it loses 1 point of its POW. If it runs out of POW it dissipates and goes on to its ultimate fate. Skull wraiths can also be harmed by magical attacks that affect POW. Skull wraiths do not regain lost POW points. When the creator of a skull wraith dies, the skull wraith will be free to go on to its fate.

### Skull Wraiths, the Restless Dead

| Char. | rolls | averages |
|-------|-------|----------|
| STR   | n/a   | n/a      |
| CON   | n/a   | n/a      |
| SIZ   | n/a   | n/a      |
| INT   | 2D6+6 | 13       |
| POW   | 3D6   | 10-11    |
| DEX   | n/a   | n/a      |
| Move  | 12    | HP n/a   |

**Av. Damage Bonus:** n/a

**Weapons:** n/a

**Armor:** None

**Spells:** None

**Sanity Loss:** 1/1D8

### Small of the Sea Revenant, Lesser Independent Race

*The figure rose up out of the sea, its bones covered in a glistening mass of small sea life. The small creatures moved constantly, those exposed to the air trading places with those in the water. What was once dead moved again, brought up in the small life of the sea.*

Small of the Sea Revenants are beings created by use of the Raising Up in the Small of the Sea spell. As described below, these beings are raised up from the remains

of dead sorcerers using the small creatures of the sea (crabs, sea worms, small fish, small squid, etc.) in place of their flesh. Because of this, they are terrible to behold as they look like a skeleton writhing with horrid little sea creatures that form the rough outline of a human form.

Small of the Sea Revenants retain their memories, skills, knowledge and intelligence. However, their horrid condition will affect them terribly, so that if they were not insane and to begin with, they almost certainly will be when they are raised up.

In combat, Small of the Sea Revenants can fight with any weapon they know how to use or they can flail away with their “fists.” Since Small of the Sea Revenants must stay in water, they will typically not be armed with weapons that are vulnerable to water. Small of the Sea Revenants can be killed using normal weapons. If a Small of the Sea Revenant is reduced to 0 HP or fewer, the enchantment maintaining its physical existence will fail and it will “die.”

| Char. | rolls  | averages |
|-------|--------|----------|
| STR   | 2D6    | 7        |
| CON   | 3D6    | 10-11    |
| SIZ   | 2D6+6  | 13       |
| INT   | 2D6+6* | 13       |
| POW   | 3D6*   | 10-11    |
| DEX   | 2D6    | 7        |
| Move  | 6      | HP 13-14 |

\*Because Small of the Sea Revenants are created from people(or things) who were once magicians, they tend to have higher than average INT and POW. Keepers should feel free to adjust these scores upwards.

**Av. Damage Bonus:**

**Weapons:** Punch, 50% 1D3+db

**Armor:** None, but impaling weapons do half damage.

**Skills:** Small of the Sea Revenants retain the skills they possessed in life.



**Spells:** Since Small of the Sea Revenants are created from those who have cast spells all Small of the Sea Revenants know at least one spell.

**Sanity Loss:** 1/1D10 Sanity points to see a Small of the Sea Revenant.

## Spirit of the Dust, Lesser Independent Race

*...this guy just came flying, and I mean literally flying, out of the desert. One of the younger guys emptied a Thompson, you know, one of those gangster guns, into the guy. Something came out of that man and they started spraying it with water. They yelled at me and I started spraying it and screaming like a wild animal. The thing, whatever it was, looked like a man of dust. The water was clearly hurting it and eventually it was reduced to a pile of foul dust. The old guy gave me another fifty dollars and told me not to tell the police. I never have. I've always been a moral man, but that wasn't murder. Even though I was just a green kid, I could see they were ridding the world of something evil.*

Spirits of the Dust are non-Mythos supernatural beings. They have been in existence since there have been extremely dry, dusty places (such as deserts). Most of them are wickedly evil and revel in destroying living things by ripping the moisture from them.

In their natural form, Spirits of Dust have vaguely human-like torsos, featureless heads, and a lower body like a whirlwind. They appear to be made of swirling, dry dust and gritty sand. In this form they move by flying and can pass through any area which dust or sand can pass through (although the passage will take time). In this form they cannot be harmed by most weapons, but can

be attacked by magical means or by dousing them with large quantities of water. Each gallon of water that strikes a spirit lowers its magic points by 1 point. When its magic points reach 0, the spirit perishes. The spirit can also be disrupted by extremely strong blasts of air (like an explosion) or captured by a high power suction device. However, they take no damage from such “attacks” and will quickly reform. They are also adept at escaping from confinement.

In their natural form they can attack living things by contacting their bodies. They damage living things by draining moisture. Such an attack inflicts 1D8 and leaves marks on the victim that looks like severe windburn. A spirit can also attack a victim at a distance. This attack has a range of 100 yards and inflicts 1D2 points of damage for every magic point the spirit expends. The spirit may make this attack whether it is occupying a body or not.

Spirits of Dust can occupy human bodies and many of them desire this opportunity to enjoy the experiences afforded by occupying flesh. To take possession of a victim, a Spirit of Dust must engage the victim in a struggle. To initiate and maintain the struggle, the spirit must be in contact with the victim. The spirit matches its POW against the victim's POW. If the spirit wins, the victim loses 1D6 Magic Points. If the victim loses all magic points, the spirit occupies his body. If the spirit loses, it loses 1D6 magic points. If it runs out of magic points, it is destroyed. A spirit will break off the struggle when it runs low on magic points. Being possessed by a spirit costs the victim 1D8 Sanity points. While the victim is possessed he has no awareness of what is going on and will have no clear memory if he survives-just terrible nightmares and the unshakable feeling that something horrible has happened. Particularly vicious Dust Spirits will use their victims to commit terrible deeds



against the victims' loved ones and then leave when they are finished.

Once a spirit takes over a person it has full control over the body, but does not have access to the victim's memories or skills. Spirits can learn while in a body and will acquire skills to make their time in the flesh easier. Because of the spirit's nature, it increases the energy of the body, making it stronger and tougher. However, the occupation is draining on the body and the spirit tends to dry out the host (this manifests itself as a dryness of skin, some cracking of the skin and a lack of sweat). The host body will lose two points of CON each day and will die when the CON falls below 0. This loss can be offset by draining living things. For every 10 points of damage the spirit drains in a day, it offsets one point of lost CON. CON loss is permanent and cannot be regained by the spirit by draining others once it is lost. It also cannot be regained by the victim, should he survive (Keepers may wish to make an exception if an Investigator becomes possessed). A spirit will typically abandon a body once its CON is reduced to 50% of its enhanced CON. When the spirit leaves, the victim's CON and STR are no longer enhanced, which will typically result in the victim's eventual death (the spirit generally abandons the body in a desolate area. so the victim will not last long). A spirit can be driven from the body by killing the victim or performing a magical exorcism. The spirit must expend 5 Magic Points at the end of each day to maintain control over the body. If the spirit does not have the points to expend, it must leave the body and the victim regains control. A spirit can inhabit one body every ten years for every five points of POW it has. For example, a spirit with a POW of 20 can inhabit no more than four bodies a decade.

When in a body, the spirit will be able to attack by touching a victim and drying them

out. This leaves marks on the victim's flesh. The spirit can also attack by using the desiccation attack mentioned above. The spirit can also attack with normal weapons, although they usually do not do this. The victim's body is normal flesh and vulnerable to conventional attacks. Killing the victim does not harm the spirit and it can move on to another body.

When occupying a body, a spirit will typically go on a spree of violence and wild pleasure, indulging in excesses of various kinds. Most of them turn to murder as they tend to greatly enjoy killing. They are intelligent and cunning, but their evil natures often lead them to excesses that cause them to slip up. Spirits are also confined to a particular geographical location, although this location can be up to 300 miles of territory from a central point (the point the spirit was "raised up from the dust" by whatever malign beings spawn such things).

### Spirit of the Dust, Dry Death

| <i>Char.</i> | <i>rolls</i> | <i>averages</i> |
|--------------|--------------|-----------------|
| STR          | 3D6X2*       | 20-22           |
| CON          | 3D6X2*       | 20-22           |
| SIZ          | 2D6+6*       | 12              |
| INT          | 3D6          | 10-11           |
| POW          | 4D6          | 14              |
| DEX          | 3D6*         | 10-11           |
| Move         | 8/16/30**    | HP 16-17*       |

\* In a human host body. Outside of a body a Spirit of Dust only has INT and POW.

\*\* Walking/Flying while in a body/flying in natural form.

**Av. Damage Bonus:** +1D4

**Weapons:** Hand 60% Damage 1D6, Fist 65% 1D3+db, can use human weapons.

Desiccation attack.

**Armor:** None

**Spells:** None

**Skills:** Varies.

**Sanity Loss:** 1/1D8 Sanity points to see a Spirit of the Dust outside of a body.

## Swamp Zombies, Lesser Servitor Race

*Something moved under the surface of the swamp's dark water, rippling the surface. Thinking it was an alligator; McPherson moved back from the edge of the swamp and readied his shotgun. Seeing a relatively small dark shape under the water, McPherson lowered his shotgun. He raised it again when a human head broke the surface, brown water spilling from its mouth and nose.*

The swamp zombie is the product of particularly vile magic. They are like normal zombies in most respects; however they are considerably more intelligent. Like normal zombies, they are almost completely immune to impaling weapons, taking only 1 point per hit from such weapons. They also take only half damage from other weapons.

The magic used to create a swamp zombie gives it the point of POW needed to animate it. While the zombie has little in the way of will, they do have near human intelligence. Thus, they are able to engage in intelligent action, such as using weapons and avoiding obvious dangers. This intelligence does not include any of the skills possessed by the victim from whom the zombie was created, since the victim's spirit has been replaced by the point of POW from the creating wizard. The swamp zombie does retain some faint memories as well as the victim's basic motor skills ("muscle memory") and these remnants enable the zombie to carry out commands and fight. The memory traces sometimes cause odd behavior. For



example, a swamp zombie who was created from a writer might "write" on leaves with his fingers when not being commanded to perform certain tasks.

The spell used to create a swamp zombie provides it with the ability to communicate, albeit in a limited manner. A swamp zombie speaks in the native language of the victim it was created from at 5% X INT. Even if the swamp zombie does not speak the same language as its creator, the creator will be able to make his commands known.

In combat a swamp zombie can fight with weapons, including firearms. These weapons are generally used at the base percentages

for humans. A swamp zombie, like a normal zombie, is extremely difficult to destroy. Unlike a normal zombie, a swamp zombie must spend most of its time in swamp water or they begin to dry up. A

swamp zombie loses 1 point of CON permanently for each hour it spends out of swamp water. If a swamp zombie's CON reaches 0, it ceases to exist. Unless a swamp zombie dries out or is destroyed, it will continue to exist indefinitely. If its creator dies, it will lose all motivation and simply wander aimlessly. Such zombies will not resist being attacked.

### Swamp Zombies, Malign Spawn of Cursed Swamp

| Char. | rolls   | averages |
|-------|---------|----------|
| STR   | 3D6X1.5 | 15-17    |
| CON   | 3D6X1.5 | 15-17    |
| SIZ   | 2D6+6   | 10-11    |
| INT   | 2D6     | 7        |
| POW   | 1       | 1        |
| DEX   | 2D6     | 7        |
| Move  | 6       | HP 13-14 |

**Av. Damage Bonus: +1D4**



**Weapons:** Punch 50% 1D3+db  
Weapon at base chance (if wielded)  
**Armor:** None, but impaling weapons do 1 point of damage and all others do half damage.  
**Spells:** None  
**Sanity Loss:** 1/1D8 Sanity points to see a swamp zombie.

## T

### The Taker of Sacrifices, Greater Servitor Race

*One tale related to me by an old Scott spoke of a wild group of pagans who would offer their victims a choice “betwixt the stones or the bog.” If the stone was chosen, the victims would be cast beyond our world, perhaps into a darker region of the Fey lands mentioned in some tales. If the victim chose the bog, they would be taken to a gruesome bog. The Scott told me that the victim’s very flesh would be inscribed with ancient marks of power. As a final act, the pagans would slice out the victim’s tongue so “that his cries and shouts might not offend the taker of sacrifices.” Once the process was complete, the victim would be cast into the bog while the cultists “went about their gestures in total silence.”*

*If all went well (or badly depending on whether you are a pagan or a victim), the story goes, the taker of sacrifices would come from the slime and mud to take the victim. The taker was reputed to be truly horrible and reeked of rot and death.*

A Taker is a horrible creature and is best described as a huge leech-like thing, except it has six long tendrils extruding from its body. It is jet black and its skin is ridged. It has been speculated that the Takers are related in some manner to Glaaki since they have similar qualities and dwell on the

island of Britain. Takers are believed to serve greater beings by acting as intermediaries between human cultists and these beings. People who join a cult involving a Taker are marked by the Taker and taught its sign language so that they might obey its commands or those of its master. The Taker marks the cultists by creating a circular scar on the cultist’s chest or abdomen.

A Taker attacks by lashing and grabbing with its tentacles. Once it has a firm grip on a victim it will pull him to its leech-like mouth and attempt to drain him of life. To escape the grip of a Taker the victim must match his STR against the STR of the Taker. If the victim succeeds, he breaks the Taker’s grip. If not, the victim is pressed to the Taker’s mouth. The Taker will then drain the victim and, at the same time, inject a special venom. The draining and venom inflict 1D4 points of damage each round for as long as the victim is in contact with the Taker’s mouth. A victim in the grasp of a Taker can attempt to escape each round.

If the Taker kills a person, there is a 50% chance he will become a Taker Zombie. The new zombie gets to match its POW against that of the Taker. If he victim fails, he or she becomes a loyal servant of the Taker. If the roll succeeds, the victim is a Taker Zombie, but is free willed. Such Taker Zombies typically seek “death” as soon as possible.

Takers are very sensitive to loud noises. Sharp, loud noises such as gunfire confuse and stun a Taker. In game terms, the Taker’s chances of hitting are reduced by 1-50% for 1D6 rounds depending on the magnitude of the noise. A loud yell or a shot from a small pistol would create a 10% penalty; a very loud explosion would create a 50% reduction. The Taker always has at least a 1% chance of hitting. Naturally, Takers try to avoid such noises and relentlessly attack those producing them.

## Taker of Sacrifices, Silent Undeath

| Char. | rolls           | averages |
|-------|-----------------|----------|
| STR   | 3D6+10          | 24       |
| CON   | 2D6+6           | 13       |
| SIZ   | 4D6+10          | 24       |
| INT   | 2D6             | 7        |
| POW   | 4D6             | 14       |
| DEX   | 3D6             | 10-11    |
| Move  | 6/10 Crawl/Swim | HP 19    |

**Av. Damage Bonus:** +2D6

**Weapons:** Bite 50% Damage 1D4+Special Tendrils 1D3+Grab

**Armor:** None.

**Spells:** None.

**Sanity Loss:** 1/1D8 Sanity Points to see the Taker.

## Taker Zombies, Lesser Servitor Race

*...the most terrible part of the story is that the victims were sometimes seen again, walking at night. They were described as being pale white, with marks on their bodies. They were said to attempt to speak at times, but could only croak horribly since they had no tongues. People in the area still avoid the bog. In addition to its evil reputation, the footing is treacherous and over the years people have drowned in its dark and thick waters*

A Taker Zombie is a form of undead that is created by Takers. A Taker Zombie looks much like a “normal” zombie, except the body of a Taker zombie will be crisscrossed with marks created by the Taker’s tentacles and it will have a large wound from the Taker’s mouth. Most Taker Zombies will also have had their tongue removed.

Since Takers cannot speak, enslaved Taker Zombies eventually learn to understand the tentacle gestures of their masters. They also

communicate with each other with a similar language that involves odd gestures of their fingers and arms.

Taker zombies are considerably more intelligent than “normal” zombies and they retain many of their memories and skills from their previous life. Because of this intelligence, enslaved Taker Zombies are capable of using strategies in combat and to gain more victims for their Taker.

Being dead, a Taker zombie is rather difficult to kill. A Taker zombie sustains little damage from most weapons. It attacks by striking with its fists or using any available weapon. Taker Zombies are intelligent enough to use weapons, but are typically not armed with anything except a convenient tree limb. They can use weapons at the normal base chance or at half the skill they possessed when alive.

In addition to killing and transforming the victim, the venom of the Taker acts as a preservative, keeping the flesh and muscle supple enough for a Taker Zombie to last centuries if they spend most of their time submerged in the bog in the presence of their master. A Taker Zombie will lose one hit point for each day it spends out of the bog, two points if it is unable to keep itself damp, and three points if it is exposed to the sun for extended periods of time.

As noted above, some Taker Zombies do not fall under the control of the Taker that created them. These unfortunate beings are typically very confused. When they eventually realize the magnitude of their fate, they will inevitably seek the release of true death.

| Char. | rolls   | averages |
|-------|---------|----------|
| STR   | 3D6     | 10-11    |
| CON   | 3D6X1.5 | 15-17    |
| SIZ   | 2D6+6   | 10-11    |
| INT   | 2D6     | 10       |
| POW   | 3D6     | 10-11    |
| DEX   | 1D6     | 3-4      |

Move 5                      HP 14

**Av. Damage Bonus:** None

**Weapons:** Fist 50%, damage 1D3+db  
Club (tree limb) 25% 1D6+db

**Armor:** Armor: None, but impaling weapons do 1 point of damage and all other conventional weapons do only half damage.

**Spells:** None

**Skills:** Half each skill the zombie possessed when alive.

**Sanity Loss:** 1/1D8 Sanity Points to see a Taker Zombie.

## Tulush, Lesser Servitor Race

*There are a few references to 'those who dwell beneath the earth, yet swim rather than burrow' and all of them are disturbing. It is said that a great evil god dwelled within the "aquatic crevices" of the earth and sent his minions to the surface to have dealings with certain corrupt men.*

The Tulush are servants of a terrible being that dwells deep within the flooded caves of the earth. In terms of appearance, a Tulush looks like a horrible mix between a finned eel and a giant squid. The front of a Tulush contains four long, squid-like tentacles with a mouth in the center of the tentacle mass. The mouth is unusual and contains a spiral of teeth that reach almost to the stomach of the creature. When the Tulush swims, the tentacles press together, streamlining the creature.

On either side of the "head" are two fluid filled bumps which serve as the Tulush's sonar sense organs. Since a Tulush has no eyes, they must rely on their highly effective sonar to find their way and their prey. The Tulush also make use of sound to communicate. They have their own language as well as a simplified version they use to communicate with humans (it is a bit like Morse code and enables humans to "talk" back by banging on a solid surface). Their

language sounds a bit like that of whales, but sounds harsher and a bit menacing.

The skin of a Tulush ranges from a dirty gray-white to a brownish white. The skin is smooth, rather than scaled. Tulush reek of ammonia, which makes it easy to tell when they are around.

Like sharks, Tulush have cartilage instead of true bones. The only hard parts of a Tulush are its shark-like teeth (these teeth have been mistakenly identified as belonging to some sort of ancient shark).

Tulush tend to be very intelligent and have quite large and developed brains. They use this intelligence effectively when they hunt in the dark, water filled caves of the earth. Tulush rarely come anywhere near the surface and only do so when they have been sent or called.

Tulush, like deep-diving sea animals, are able to withstand changes in pressure that would cripple or kill a human. They are also capable of moving on land and staying at least an hour out of water, although they prefer not to do this.

In combat a Tulush will grab at its chosen victim with its four tentacles and use them to pull the target into its mouth.

## Tulush, Dwellers of the Sinkholes

| Char. | rolls  | averages |
|-------|--------|----------|
| STR   | 2D6+12 | 19       |
| CON   | 3D6+12 | 22-23    |
| SIZ   | 2D6+12 | 19       |
| INT   | 2D6+6  | 13       |
| POW   | 3D6+3  | 13-14    |
| DEX   | 3D6    | 10-11    |
| Move  | 3/10*  | HP       |

\*Swimming speed.

**Av. Damage Bonus:** +2D6

**Weapons:** Tentacles 45% 1D6+DB  
Bite 50% 2D6

**Armor:** 2 points of insulating fat

**Spells:** Call Tulus

**Sanity Loss:** 0/1D8 Sanity Points

## U

### Undead of the Blood, Lesser Independent Race

*An extremely obscure vampire legend from Mexico departs from the usual vampire tales. While the vampires reported in this legend are vampires in the sense that they need to feed on human blood, they differ from traditional vampires in several respects. First, they are able to move about freely during the day. Second, they achieve their vampire state by entering into a bargain or pact with a god or gods of evil. Third, they produce their “offspring” through the use of a specialized ritual, rather than by the usual method, that of draining the victim’s blood. Fourth, these vampires are not repelled by the cross or other religious symbols and are not affected by holy water....*

*...The most complete legend relating to these particular beings tells of a priest who was transformed into a vampire. It is said that he transformed his followers into lesser vampires in the hopes of achieving revenge against the Spanish Conquerors.*

There are three different types of Undead of the Blood: Desiccated Mummies, Gatherers of Blood, and Those Who Walk the Dead.

#### Desiccated Mummies

These creatures are a rare form of undead. They are similar in many respects to zombies and mummies, but are physically weaker.

Desiccated mummies look like desiccated

human corpses. Their skin and muscles are dried out and stretched across their dry bones. Their eyes are sunken deep in their sockets and there is a faint evil green spark lurking in the dark pits.

Because of their dry and fragile state, Desiccated Mummies move slower than humans and are not as agile. The condition of their brain and nervous system also gives them a reduced intelligence relative to humans. However, their supernatural nature gives them human strength, the ability to move, and near human intelligence.

These creatures are created in the following manner: a human being is killed and the blood is drained from the corpse. The corpse is then placed in a stone “oven” and dried over the course of a week. During this process the corpse is “basted” in its own blood and the creator conducts the Create Desiccated Mummy ritual. Once the process is finished, the mummy pulls itself out of the oven to do its creator’s bidding.

Desiccated Mummies have a reasonable degree of intelligence and will use it accordingly. They retain some dim memories from the people whose bodies they are made from, but do not retain any usable skills. They obey their masters without question.

Desiccated Mummies fight with their bony, claw like hands. They can fight with weapons, but are generally unarmed. Naturally, their undead state makes them difficult to destroy. Desiccated mummies sustain half damage from all conventional weapons and sustain only one point of damage from impaling weapons. Naturally, they are immune to weapons that affect only living creatures, such as poisons.

Since Desiccated Mummies are not alive, they do not heal naturally. If they are damaged in combat they can only heal by consuming blood. For every half liter of blood a Desiccated Mummy consumes, it regains 1 hit point. An average human adult

(150-160 pounds) has about five liters of blood. Desiccated Mummies do not have any special ability to drain blood-they need to do the same sorts of things that a normal human would need to do to drink blood.

Desiccated Mummies need to drink at least a liter of human blood each week to remain active. If they do not consume the required amount of blood, they will go into a state of suspended animation until they are fed a liter of fresh blood. They can remain in this torpid state for hundreds of years.

### **Desiccated Mummies, Walking Dead**

| <i>Char.</i> | <i>rolls</i> | <i>averages</i> |
|--------------|--------------|-----------------|
| STR          | 3D6          | 10-11           |
| CON          | 3D6          | 10-11           |
| SIZ          | 2D6+6        | 13              |
| INT          | 2D6          | 7               |
| POW          | 1            | 1               |
| DEX          | 2D6          | 7               |
| Move         | 6            | HP 12           |

**Av. Damage Bonus:** None

**Weapons:** Claw 25%, Damage 1D4+db.

**Armor:** None, they sustain half damage from all conventional weapons, 1 point of damage from impaling weapons.

**Spells:** None

**Sanity Loss:** 1/1D8 Sanity points to see a Desiccated Mummy.

### **Gatherer of the Blood**

Gatherers of the Blood are an extremely rare form of undead. They are similar in some respects to vampires of the Western tradition, but are different in some key respects.

Gathers of the Blood look like pale humans with unusually dry skin, elongated claws, and sharp fangs in place of their teeth. Their eyes are somewhat sunken and glow slightly in the dark.

Gatherers of the Blood are created individually in that there is no set ritual to create them. They typically are created from

humans who are full of hatred or evil via an unholy process. This process involves the intervention of horrid supernatural entities.

Gathers of the Blood have human intelligence and will use it accordingly.

They retain memories and skills from their previous existence as human beings.

Gatherers of the Blood fight with their claws and fangs. They can fight with weapons, but are generally unarmed. They do not have any natural armor, but their undead state makes them difficult to destroy.

Those who walk the dead sustain half damage from all conventional weapons and sustain only one point of damage from impaling weapons. Naturally, they are immune to weapons that affect only living creatures, such as poisons. Being dead, The Gathers of the Blood do not heal naturally. However, they can drain blood by biting into their victims and sucking their blood out. To bite and drain blood a Gatherer of the Blood must hit with both hands (to grab a victim) and then successfully bite. A biting attack inflicts 1D4 points of damage and drains blood from the victim. The loss of blood inflicts 1-3 points of damage to the victim and heals a comparable number of points of damage (1-3), if the creature has sustained any. The creature can also “store” a number of points of “blood” equal to its POW and use them to heal itself in combat. Naturally, these points must be taken from victims. A Gatherer can also use this blood to “awaken” Desiccated Mummies and Those Who Walk the Dead so they can feed on the blood they need to rise out of their suspended animation. It takes one point of stored blood to revive one of the creatures enough to feed on the liter of blood it needs to fully revive.

A Gatherer of the Blood can also assume the likeness of a being by killing it and draining all its blood. The Gatherer can then shift its body to resemble the victim and can alter its apparent size by up to 4 points in



either direction. The Gatherer also gains some of the victim's memories, enough to imitate the victim with a reasonable degree of accuracy and use his language (at 50% of the victim's skill). The Gatherer does not gain any of the victim's other skills. The Keeper should roll 5D10 to get the percent chance the Gatherer has of pulling off the deception. This % can be modified by the Keeper based on the situation. For example, a Gatherer would have little difficulty in simply passing as human, but would have an extremely difficult time fooling a close friend of the victim. A Gatherer can keep a victim's form available for one week and may have a number of forms available equal to its POW. A Gatherer may choose to release one form in order to acquire another from a new victim.

Gatherers of the Blood need to drink at least a liter of human blood each week to remain active. If they do not consume the required amount of blood, they will go into a state of suspended animation until they are fed a liter of fresh blood. Alternatively, they can expend a Magic Point for each minute they wish to remain conscious. In this manner they can make a desperate attempt to gain a victim after a period of suspension. They can remain in a torpid state for hundreds of years. While in this torpid state, they are vaguely aware of their surroundings and will come to a higher state of awareness when living beings approach within 10 meters of them.

### Gatherer of the Blood, Drinker of Life

| <i>Char.</i> | <i>rolls</i> | <i>averages</i> |
|--------------|--------------|-----------------|
| STR          | 3D6X2        | 20-22           |
| CON          | 3D6X2        | 20-22           |
| SIZ          | 2D6+6        | 13              |
| INT          | 2D6+6        | 13              |
| POW          | 2D6+6        | 13              |
| DEX          | 3D6          | 10-11           |
| Move         | 7            | HP              |

**Av. Damage Bonus:** +1D4

**Weapons:** Claw 60%, Damage 1D6+db  
Bite 50% Damage 1d4

**Armor:** None, they sustain half damage from all conventional weapons, 1 point of damage from impaling weapons.

**Skills:** As possessed when alive.

**Spells:** Create Desiccated Mummy Ritual, Create Those Who Walk the Dead Ritual.

**Sanity Loss:** 1/1D6 Sanity points to see The Gatherer of Blood in its natural form.

### Those Who Walk the Dead

These creatures are a very rare form of undead. They are similar in some respects to mummies and vampires, but are physically weaker. Those Who Walk the Dead look like dry human corpses. Their skin is dry and stretched across their muscles, giving them the appearance of great age. Their eyes are sunken deep in their sockets and there is a faint evil green spark lurking in the dark pits. They look like more robust versions of the Dissociated Mummies, but with elongated, claw like fingers and sharp, fang like teeth.

Because of they are somewhat dried out and completely dead, Those Who Walk the Dead move slower than humans and are not quite as agile. They do retain their original human intelligence via supernatural means. Those Who Walk the Dead are created in the following manner: a human being volunteers to have the Those Who Walk the Dead ritual cast on him. The ritual is cast and the volunteer slowly bleeds to death. The corpse is then placed in a specially made stone oven and allowed to dry out for a week. At the end of the week the creature rises. The ritual imbues the creature with knowledge of the Create Desiccated Mummy Ritual. Those Who Walk the Dead have human intelligence and will use it accordingly. They retain memories and skills from their

previous existence as human beings.

Those Who Walk the Dead fight with their claw like hands. They can fight with weapons, but are generally unarmed. They do not have any natural armor, but their undead state makes them difficult to destroy. Those who walk the dead sustain half damage from all conventional weapons and sustain only one point of damage from impaling weapons. Naturally, they are immune to weapons that affect only living creatures, such as poisons.

Being dead, Those Who Walk the Dead do not heal naturally. However, they can drain blood by biting into their victims and sucking their blood out. To bite and drain blood one of Those Who Walk the Dead must hit with both hands (to grab a victim) and then successfully bite. A biting attack inflicts 1D3 points of damage and drains blood from the victim. The loss of blood inflicts one point of damage to the victim and heals one point of damage, if the creature has sustained any. The creature can also "store" a number of points of "blood" equal to half of its POW and use them to heal itself in combat. Naturally, these points must be taken from victims.

Those Who Walk the Dead need to drink at least a liter of human blood each week to remain active. If they do not consume the required amount of blood, they will go into a state of suspended animation until they are fed a liter of fresh blood. They can remain in a torpid state for hundreds of years.

### Those Who Walk the Dead, Raisers of Undead

| Char. | rolls   | averages |
|-------|---------|----------|
| STR   | 3D6X1.5 | 15-17    |
| CON   | 3D6X1.5 | 15-17    |
| SIZ   | 2D6+6   | 13       |
| INT   | 2D6+6   | 13       |
| POW   | 3D6     | 10-11    |
| DEX   | 2D6     | 7        |

Move 7

HP 13-14

**Av. Damage Bonus:** +1D4

**Weapons:** Claw 50% Damage 1D6+db

Bite 30% Damage 1d3

**Armor:** None, they sustain half damage from all conventional weapons, 1 point of damage from impaling weapons.

**Spells:** Create Desiccated Mummy Ritual.

**Skills:** As possessed when alive.

**Sanity Loss:** 1/1D8 Sanity points to see Those Who Walk the Dead.

## V

### Vrykolokas

*"While the vrykolokas feeds upon the blood of its victims, it also has a singular method of finishing its dining. When the victim is at last slain, the vrykolokas devours the entire corpse. The noted German metaphysician Hasselberg speculates that the creature does this to prevent to creation of a competitor. He speculates that a victim slain by a vrykolokas will rise again as a vampire. Other sources state that vrykolokas are created from the bodies of people who were vicious beyond the pale of humanity in life."*

A vrykolokas is a Greek vampire, an undead being who subsists on the blood of the living. Unlike other vampires, a vrykolokas is able to remain active during the day and is not harmed by sunlight. However, the day brings a great torpor on a vrykolokas: -1D4 Dex and -10 percentiles on all attacks and skills.

Like other vampires, a vrykolokas feeds on the blood of its victims. It will visit a victim once each night until the victim is

dead or it is thwarted. When the victim dies, it will consume the body.

Because of their undead nature, vrykolokas are not permanently harmed by physical weapons. When injured, they regenerate one point each round until fully restored. When reduced below zero hit points by any means other than fire, the vrykolokas will turn to a foul, black mist and seep away to regenerate. The mist moves at a rate of 12. They cannot be killed by wooden stakes, decapitation, or silver bullets. They are not harmed by holy water. They can be repelled by the cross if the wielder has faith and successfully matches the vrykolokas' POW on the resistance table.

A vrykolokas must present his intended victim with a special item that creates a foul spiritual link between victim and victimizer. This item, which may be any small item, is imbued with 1 point of the creatures POW. The victim must freely take this item, but once it is in the victim's possession it is effectively indestructible and unavoidable. Though the object can be thrown away, it will, through the workings of the creature's POW, always find its way back to the victim. Attempts to destroy the item will also prove futile. The item enables the creature to find the victim wherever he may be. Once the victim is dead, the vrykolokas reabsorbs the POW. If the vrykolokas is defeated, the item can be kept and gives the possessor 1 extra point of POW for purposes of resisting POW based attacks (such as spells).

The link to the victim is partially two-way. If the victim can make an Idea roll, she will be able to find her way to the vrykolokas.

In terms of appearance, the skin of a vrykolokas is like ancient papyrus, the face features unusual growths of hair, and the body seems to be starved. The eyes, like those of other vampires, are hypnotic.

### Vrykolokas, Greek vampire

| Char. | rolls | averages |
|-------|-------|----------|
| STR   | 3D6   | 10-11    |
| CON   | 2D6+6 | 13       |
| SIZ   | 2D6+6 | 13       |
| INT   | 2D6+6 | 13       |
| POW   | 2D6+6 | 13       |
| DEX   | 3D6   | 10-11    |
| Move  | 8     | HP 13    |

**Av. Damage Bonus:** None

**Weapons:** Bite 50% 1D4+blood loss\*  
Gaze\*\*

Claw 50% damage 1D4+db

**Armor:** None, but regenerates damage from physical attacks at the rate of one point per round.

**Spells:** 0/1D4 to be attacked.

\* If the vrykolokas bites its victim, he sustains 1D4 points of damage on the first round. Once bitten, the victim must match POW with the vrykolokas to resist. The vrykolokas then drains 1D6 points of STR.

\*\* The vrykolokas uses its gaze by matching the victim's POW on the resistance table. If the vrykolokas succeeds, the victim is confused and unable to take any action. If the vrykolokas averts his gaze, the victim is freed. If the vrykolokas attacks the victim, the vrykolokas must match POW again or the victim is freed.

## W

### Wood Shadows, Lesser

#### Independent Race

*The shadow flitted from tree to tree, its outline a crude parody of the human form. Its face, if it could be called by that name, lacked all features aside from twin eyes of burning fire. The shadow writhed and twisted as if driven by the darkest malice.*



Wood Shadows are foul creatures which dwell in shadowed woods where human blood has been spilled in anger. They appear as tall, horribly thin beings that seem to be composed of twisting and writhing shadows. Their faces lack all features except for eyes that glow like dying embers. Wood Shadows attack their victims with claws that look like jagged and filthy wood. Having no mouth, they cannot consume their victims. Instead, they leave the torn bodies lying where they fell. Wood Spirits sometimes attack humans and forest creatures in the deep woods, but most of the time they rest in the shadows, barely aware of what is occurring around them. They can, however, be summoned by those who know the proper enchantment.

Wood Shadows are only partially material. Because of this, they are not harmed by mundane weapons. They do, however, sustain full damage from enchanted weapons. They are also vulnerable to sunlight. Full exposure to the sun destroys a Wood Shadow, so they seek the dark places of the forest during the day. Lesser Wood Shadows find light, including fire light, distressing and painful. They do not take damage from light that is less intense than full daylight, but will avoid such light sources if possible. To enter an area that is well illuminated, a Wood Shadow will need to roll under its POW X5 on a D100. Failure means that it is unable to overcome its fear of light and hence cannot enter the area.

The claws of a Wood Spirit are composed of fairly conventional matter and can be parried. Normal armor is effective against their attacks.

| Char. | rolls | averages |
|-------|-------|----------|
| STR   | 2D6   | 7        |
| CON   | 3D6   | 10-11    |
| SIZ   | 3D6   | 10-11    |
| INT   | 2D6   | 7        |
| POW   | 2D6   | 7        |
| DEX   | 2D6   | 7        |

Move 10 HP 10-11

**Av. Damage Bonus:** None

**Weapons:** Two Claws 50% Damage  
1D4+DB

**Armor:** None, but mundane weapons have no effect on Wood Shadows. They sustain full damage from enchanted weapons and spells.

**Spells:** None

**Skills:** Hide 99%

**Sanity Loss:** 0/1D6 Sanity Points to see a Wood Shadow.

## Wooden Vampire, Lesser Independent Race

*Perhaps guided by some evil spirit, he located the vile places where the “wooden vampires” dwelt and, in accord with an ancient ritual, invited one of them to return to feast upon the blood of his enemies. One of the “wooden vampires” eagerly volunteered and, in return for promises of a safe and dark place to hide during the day, agreed to bring death to his enemies.*

A “wooden vampire” is a horrid creature that is similar in some respects to the “traditional” vampire. However, the “wooden vampire” differs significantly from the “traditional” vampire.

The “wooden vampire” is native to Africa. The few experts that are aware of such things have speculated that the “wooden vampire” is an offshoot of the human race or perhaps a completely non-human primate species. Others speculate that the “wooden vampire” has a supernatural origin. Whatever the truth of the matter, the “wooden vampire” appears to be exclusive to Africa, although there seems to be no reason why they could not journey elsewhere. These rare beings live in small groups in the “dark and shadowed” areas of the country. Naturally, they do their best to

avoid detection. They have an extremely low reproductive rate and do not transform their victims. Hence, their numbers have remained small.

The “wooden vampire” is as intelligent as a human being and is roughly human in appearance. However, its skin is rough and appears wood-like (hence the name). The creature has no hair, adding to its unusual appearance. Where humans have fingernails and relatively flat teeth, a “wooden vampire” has long, wicked claws and a mouthful of needle like fangs. The fangs inflict terrible wounds which bleed freely and heal slowly. A “wooden vampire” has a special organ in its chest and throat that acts as a suction pump for rapidly draining its victim of blood. A “wooden vampire” needs human blood to survive, but it also enjoys the experience of feeding, especially draining a human to death. Most “wooden vampires” revel in inflicting pain and horror on humans and they are quite good at it.

Due to some ancient traditions, whose origins are lost in the mists of time, particularly desperate, foolish or wicked human beings can seek out a “wooden vampire” and make a deal with it. Because of the traditions, which are one thing that they share with humans, “wooden vampires” will bargain in what almost approaches good faith, although they will always seek loopholes and ways to turn any agreement to their advantage.

A “wooden vampire” has hearing that is as good as a human, a marginally better sense of smell, and excellent night vision.

Like the traditional vampire, the “wooden vampire” is vulnerable to daylight. When exposed to the light of day, a “wooden vampire” sustains 1 point of damage for each minute of direct exposure. A “wooden vampire” can resist the affects of the sun by consuming its internal blood supply. A “wooden vampire” can reduce the damage to 1 point per half hour by expending 1 “point”

of stored blood (see below). A “wooden vampire” is not affected by typical artificial lighting, but would be affected by UV sources (such as UV lamps or some tanning beds). If a “wooden vampire” is reduced to 2 or fewer hit points by exposure to the sun, it will undergo a sudden paralysis and its skin and muscles will automatically condense into a wood-like substance, protecting its vital organs from the sun. This substance also acts as 8 point armor against physical attacks. However, when this occurs the “wooden vampire” will be helpless and unable to move. It will remain in that state until it is able to regenerate back up to at least three hit points. Once this occurs, its outer skin will return to a normal appearance and it will be able to move again. A “wooden vampire” can also enter this state voluntarily and “wooden vampires” tend to do this for protection during the daylight hours. When in this state, a “wooden vampire” ages extremely slowly (about one year of aging for every twenty five years spent in hibernation) and “wooden vampires” can naturally live to be 150 years old.

Like the traditional vampire, the “wooden vampire” feeds on human blood. A “wooden vampire” must consume at least a liter of blood each day to remain active. If it does not consume at least that amount, it will go into a form of hibernation. The “wooden vampire” can avoid going into this hibernation by consuming its internal stores of blood. Each hour it remains alert and mobile costs it 1 “point” of blood.

A “wooden vampire” can consume blood and store it, in a concentrated form, in special organs (where the human liver, large intestines and small intestines would be). Each point of STR a “wooden vampire” drains from a victim by a biting attack gives it 1 point of stored blood. A “wooden vampire” may store a number of points of blood equal to half its SIZ. This stored blood



can be used by the “wooden vampire” in various ways. As noted above, this blood can be consumed to help resist the effects of the sun or to sustain the creature. It can also be used to enable the creature to heal rapidly. While a “wooden vampire” will heal as fast a human, it can consume 1 point of blood from its internal storage organs to heal one point of damage. This process requires intense concentration, so it can take no other action that round. Further, a “wooden vampire” can use the energy in the blood to appear more human. Each point of blood a “wooden vampire” expends gives it a 20% to pass as a human. This alteration lasts eight hours or until the “disguise” is dropped. Once the “disguise” is dropped, the “wooden vampire” must expend points again to regain human appearance. When its “disguise” is in effect, the “wooden vampire” actually alters its physical appearance (“hair” grows, the eyes look normal, the skin appears to sweat, the fangs retract, the claws retract so they look like fingernails etc.). The “wooden vampire” assumes the same appearance each time it becomes human in appearance, so it cannot use this ability to mimic specific human beings.

In combat, the “wooden vampire” fights with its claws and by ripping at its victims with its terrible fangs. To use the claws and fangs, it must be in its natural form. A “wooden vampire” can use human weapons (provided it has the skills), but generally prefers to use its natural weapons. In its “natural” form, its outer skin has a rough, wood-like appearance. This material acts as two points of armor.

### Wooden Vampire, Knotty Undead

| <i>Char.</i> | <i>rolls</i> | <i>averages</i> |
|--------------|--------------|-----------------|
| STR          | 3D6+6        | 16-17           |
| CON          | 3D6+6        | 16-17           |
| SIZ          | 2D6+6        | 13              |
| INT          | 2D6+6        | 13              |

|      |       |       |
|------|-------|-------|
| POW  | 3D6+3 | 13-14 |
| DEX  | 3D6+3 | 13-14 |
| Move | 8     | HP 15 |

**Av. Damage Bonus:** +1D4

**Weapons:** Claw 65% Damage 1D4+db  
Bite 35% Damage 1d6 + blood drain (1D3 points of STR, victim can regain up to 1D3/day) while in its “natural” form.

**Armor:** 2 points of wood-like skin when in “natural” form.

**Spells:** None

**Sanity Loss:** 1/1D6 Sanity points to see a “wooden vampire” in its “natural” form.

### Wrong, Lesser Independent Race

The Wrong is an extremely rare sort of being, in fact, only one is known to have existed. The Wrong arose when certain chemicals from a secret military dump were washed into a swampy area and interacted with the slime and algae, thus coating the bones of a dead man. As the summer came, the swampy area dried a bit, allowing the bones and coating to bake in the sun. From this terrible mixture arose a truly alien intelligence embodied in a horrid mixture of slime, mold, algae, muck and human bone.

The Wrong looks roughly like a man made out of muck, slime and algae. It lacks real features, like eyes, nose, mouth or such. It moves with a sort of rough shambling and pieces of it slough off as it moves. Pieces of it occasionally dry up and flake off, making it an unpleasant sight.

The Wrong lacks conventional sense organs, but it can somehow sense its environment enough to get around as well as a human being. It has senses that are roughly equivalent to human vision and hearing, although it lacks a sense of smell.

The Wrong feeds on just about any organic material, absorbing it slowly into its Body mass. The Wrong is extremely intelligent and curious. It is not truly evil, since it does not act from malice or cruelty,

however it has no sense of morality and is so alien that it is probably incapable of developing anything like human morality. When it acts, it acts out of curiosity and in accord with its alien intellect and motivations. It will do terrible things for what appear to be no discernible reason, such as tear living things apart, simply because it is curious.

The Wrong engages in combat by smashing at its victims with its “hands.” It does not really understand fighting, for example it will spend minutes tearing apart one victim, examining its parts carefully, while other people are shooting at it. The Wrong is exceptionally difficult to destroy. Its “body” has no vital organs and the muck that makes it up will simply be splattered or pushed away by physical attacks. Attacks against it by impaling weapons only inflict 1 point of damage, attacks by other conventional weapons inflict half damage and it is not affected by poisons and such. It is, however vulnerable to fire and acids. Regardless of the damage done by conventional attacks, it will reform itself at the rate of 3 points each round. The only way to permanently destroy the Wrong is to destroy its entire physical mass or disperse it completely. This can be accomplished by an intense fire, by forcing it into a fast moving body of water, using a high pressure hose, or a large explosion. In general, to destroy its entire physical mass, an attack will have to inflict twice its full hit points in one round, or continuously damage it in such a way that it eventually reaches a negative number equal to twice its hit points.

While the original Wrong was created by accident it would be possible for such a being to be created intentionally.

## Wrong, A Mockery of Life

| <i>Char.</i> | <i>rolls</i> | <i>averages</i> |
|--------------|--------------|-----------------|
| STR          | 1D6+18       | 21              |
| CON          | 1D6+18       | 21              |
| SIZ          | 2D6+6        | 13              |
| INT          | 2D6+6        | 13              |
| POW          | 3D6          | 10-11           |
| DEX          | 2D6          | 7               |
| Move         | 6            | HP 17           |

**Av. Damage Bonus:** +1D6

**Weapons:** Hands 50% doing 1D3+db. If the Wrong strikes with both hands, it will rend the victim for an additional 1D4+db.

**Armor:** None, but impaling weapons do 1 point of damage and all others do half damage. The Wrong can also reform itself at the rate of 3 points per round.

**Spells:** None

**Skills:** Listen 45%, Hide: 65%

**Sanity Loss:** 1/1D8 Sanity points to see The Wrong.

## Technology

### Greater Soul Battery

The Greater Soul Battery is similar to the Soul Battery. However, while the Soul Battery can only store magic points, the Greater Soul Battery can steal and store complete souls. When a being is drawn into a Greater Soul Battery by a Lesser Machine it retains only its INT and POW (creating, in effect, a ghost like being). The spirit remains aware and is able to interact with other spirits within the Battery. Being disembodied costs the victim 1D6/2D6 Sanity points. Remaining in the Battery is similar to being in a Mi-Go Brain Cylinder: each month the victim must match INT vs. POW. If INT wins, the victim loses 1D3 Sanity Points. Additional losses might be sustained by interacting with other captured spirits (interacting with the spirit of a



creature that causes a Sanity loss costs half the SAN that interacting with an embodied creature costs).

A Greater Soul Battery can store up to 30 total points of POW. A captured spirit's POW cannot be broken up-the Battery must absorb the entire POW. If the Battery is overloaded, there is a 5% chance per point above 30 that it will explode. If the Battery does not explode, the spirit that caused it to overload escapes, leaving the battery intact. A Battery can also explode if it is tampered with or damaged. If a charged Battery sustains more than six points of damage or is taken apart, it will explode. The explosion of a Greater Soul Battery does no damage-the captured spirits are freed. As with the Soul Battery, the spirits within a Greater Soul Battery can normally only be accessed via a specially constructed machine.

### Lesser Machine

The lesser Machines were designed based on the writings of Jacques Lucern and are used to drain the vital energy (Power) of living beings into Soul Batteries. A Lesser Machine is an extremely complex mechanism that looks like a crazy amalgamation of modern and early industrial age technology. The base of the machine contains numerous brass gears and shafts which link together in maddening, Escher-like ways. Integrated into the base are modern electronic components and some of these connect to dials and gauges set on the upper portion of the base. There are also various gears, switches and levers in the base which somehow serve to control the mechanism. The base has an extension cord attached to it and the Machine draws power from conventional outlets.

Extending from the base are three curved struts-one of iron, one of bronze and one of copper. The struts meet over the base and at their intersection is a metal socket, somewhat like a rather large receptacle for a

light bulb. This is where the Soul Battery connects to the Machine. Numerous wires, some covered and some bare, twine around a central shaft of silver alloy running from the base to the receptacle. When the machine is active, the central shaft turns causing the Soul Battery to rotate as well.

The purpose of a Lesser Machine is to capture the life energy (POW) of creatures. The machine has two settings. The first one is a passive setting that enables the machine to absorb the energy of beings when they die. If a being with a POW attribute is disembodied (dies) within fifty feet of the Lesser Machine, the being must match its POW against the POW of the machine's creator on the Resistance Table. If the being succeeds, its energy goes on to whatever fate it is intended to meet. If the being fails, the energy is drawn into the Soul Battery atop the machine and stored as Magic Points. In this mode the Lesser Machine does no harm to embodied creatures although those within fifty feet will feel a cold chill, as if something were tugging at their souls.

The second mode is an active setting and draws the energy out of creatures whether they are disembodied or not. If a being with a POW attribute is within twenty-five feet of the Lesser Machine, the being must match its POW against the POW of the machine's creator on the Resistance Table. This check must be made every five minutes spent within the danger zone of the machine. If the being succeeds, it is unharmed and is well aware that it has avoided something very terrible. If the being fails, he feels a terrible tearing at his very existence and loses 1D6 Magic Points into the Soul Battery atop the machine. If the victim's magic points are reduced to zero, the victim perishes and the last wisps of his life energy are drawn into the Soul Battery. A victim killed by being drained by the machine will seem somehow paler than a "normal" dead body but there will be no discernible cause of death. If the



victim is able to avoid being completely drained, he will recover the lost Magic Points naturally.

## Soul Battery

Once created and used in conjunction with a Lesser Machine, a Soul Battery can store up to 30 points of POW. If the Lesser Machine is not being properly attended and a Battery is overloaded, there is a 5% chance per point above 30 that the Battery explodes. If the Battery does not explode, the extra energy dissipates out of it as a visible discharge. A Battery can also explode if it is tampered with or damaged. If a charged Battery sustains more than six points of damage or is taken apart, it will explode. The explosion consists of Magic Points and does not do physical damage. Instead it damages the Magic Points of all those within fifty feet of the Battery. The damage inflicted is equal to half the POW stored in the Battery. If a victim's Magic Points are reduced below 0, the victim dies and there is no discernible cause of death.

## Spells

### Bind Devourer

This spell, which was created by the Mi-Go as a means of containing Devourers, costs ten magic points to cast and requires the enchantment of a stone ring (which costs another ten magic points) and the creation of a key stone (this also costs 10 magic points, plus the stone must have an Elder Sign carved into it using the Elder Sign spell). The binding spell takes five minutes to cast, once the stones are prepared. The casting involves placing the stones around the Devourer while invoking the spell. When the spell is finished the casters must match the combined POWs



against the Devourer to imprison it. To be effective, the magic points expended by the casters must exceed the POW of the Devourer to be imprisoned. Any number of people who know the spell may participate, but each must contribute ten points of POW. Once the Devourer is imprisoned, it is limited to acting within the circle of stones (it can't sense anything outside of the ring, cannot make mental attacks, etc.). Of course, if someone enters the circle, they are exposed to the full POW of the Devourer. The key stone of the ring can be removed (a bit of a defect in the spell that the Mi-Go haven't been able to solve) by any being who can touch an Elder Sign. Doing so keeps the Devourer partially trapped as described above and the Devourer cannot leave the circle. Returning the key stone is dangerous, but does not require knowledge of the spell. If the stone is replaced, the placing individual will lose 10 magic points (if the person doesn't have 10 magic points, the deficit will be made up in points of physical damage). Once the stone is in place there will be a blinding flash of light and a noise like a thunderclap. The person replacing the stone will sustain 1D8 points of damage and all within ten feet will sustain 1D6 points of damage. Once the stone is in place, the Devourer will be contained. While contained, it can only exercise its powers within the stone circle (which averages about three feet from the shell). All undead outside the circle will collapse, all the mind control victims will be free, and the damage it has inflicted on the nearby plants by its feeding will be gradually healed.

### Ceremony of the Heart

This spell can only be cast on a freshly killed human being (dead for no longer than

twenty minutes) and must be cast by the killer. Casting the spell involved making precise markings over the corpse's heart with the caster's own blood. While the spell is being cast, the markings glow faintly and the victim's skin and rib cage will split open. This process produces a thick black smoke, significant blood flow, and a terrible stench. Once the process is done, the heart can be easily removed from the corpse. The heart will now have magical properties. First, it will remain fresh for 10 years for every point of POW the victim possessed. Second, it now serves as "food" for Kadariak Kepfs. These hearts are the only source of nourishment for these horrid beings. These hearts can be preserved for centuries in special urns which are created in accord with the rules for enchanting items. Casting this spell costs 1D4 Sanity points and 1 magic point. Seeing the process of the spell working costs 0/1D4 Sanity Points.

### Command Lunatic Soul

This spell enables the caster to command a Lunatic Soul. Casting the spell, which involves but a quick gesture and a focusing of the mind on the target, requires expending 3 Magic Points and costs 1D4 Sanity Points. The caster then matches his POW against the POW of the Lunatic Soul on the Resistance Table. If the caster wins, the Lunatic Soul is under his command for 24 hours. Given the insanity of Lunatic Souls, commands might be obeyed somewhat erratically. If the caster fails, the enraged Lunatic Soul attacks him immediately and persists until either it or the caster is destroyed.

### Contact Tulush

This spell can only be cast near a water-filled cave that branches deep into the earth where the Tulush dwell. The spell is cast by pouring at least a pint of blood from an intelligent creature into the water followed

by striking a wall of the cave with an iron rod. The pattern of striking is quite complex and conveys the request to the Tulush. The spell costs 3 magic points to cast and 1D3 Sanity points. Unless the cave does not eventually reach the Tulush, the spell succeeds automatically.

### Create Animator Slime

This spell allows the caster to create a hideous slime based being that can animate bones and corpses. To create slime, the caster must gather a suitable mass of organic material that is predominantly slime (algae, cyanobacteria, slime molds, etc.). Once the mass is gathered, the caster must bite a small chunk of flesh from his body (taking 1-2 points of damage) and spit the chunk into the slime. The caster must then chant the formula of the spell while allowing blood to drip into the mass. Once the caster has lost two hit points due to blood loss, he must invest three magic points into the mass. The mass is then ready to animate a skeleton or corpse. The animation is primarily physical—when animating a skeleton it moves it by acting as the muscles and tendons and when animating a corpse it connects to the existing muscles. The mass must be "recharged" every twenty four hours with another magic point, or the slime mass will lose coherence and the zombie or skeleton will collapse. When cast by a human or human like caster the slime will greedily draw forth the caster's blood from his organs doing 1D6 points of damage and costing the caster 1 point of CON. The horror of this experience will cost 1D6 Sanity points. The slime will obey the commands of its creator, within the limits of its intelligence.

### Create Desiccated Mummy Ritual

This ritual provides the means for creating a Desiccated Mummy. The ritual is conducted in the following manner: a human

being is killed and the blood is drained from the corpse. The corpse is then placed in a stone “oven” and dried over the course of a week. During this process the corpse is “basted” in its own blood once each day and the creator chants the ritual for an hour and imbues the corpse with 10 magic points. Each time the ritual is conducted, the caster loses 1 Sanity point.

Once the process is finished, the mummy pulls itself out of the oven to do its creator’s bidding. If the caster has any Sanity points left, he must make a Sanity check on seeing the product of his labors.

### Create Those Who Walk The Dead Ritual

This ritual provides the means for creating one of Those Who Walk the Dead. The ritual is conducted in the following manner: a human being must volunteer to be a victim of the ritual. The caster expends 5 magic Points and makes several deep incisions into the victim’s veins. The victim then bleeds to death. The corpse is then placed in a stone “oven” and dried over the course of a week. During this process the corpse is “basted” in its own blood once each day and the creator chants the ritual for an hour and imbues the corpse with 12 magic points. Each time the ritual is conducted, the caster loses 2 Sanity points. Once the process is finished, the creature pulls itself out of the oven. If the caster has any Sanity points left, he must make a Sanity check upon seeing the product of his labors.

### Create Ice Zombie

Casting this spell requires a human who was either killed by cold (or by a being of the cold such as Ithaqua, a Servant of Itahqua, or a Gnoph-Keh) or a corpse that has been allowed to freeze all the way through. This body must be coated in snow or ice and then

the spell must be cast. Casting the spell requires one magic point for every three SIZ points of the corpse, a permanent point of POW from the caster, and 1D6 Sanity Points. Casting the spell requires a number of minutes equal to its cost in magic points. At the end of the spell, the newly formed zombie (which looks like a frozen corpse) stands up to do its master’s bidding.

### Create Lesser Machine

Creating a Lesser Machine requires knowledge of electronics, mechanics and the ritual needed to make the machine into something more than a mechanical contrivance. More than one person can be involved in creating a Lesser Machine, but all involved must know the ritual or the machine will not function. Constructing the mechanical aspects of the Machine takes at least two months work and a minimal skill of 30% in Mechanical Repair. Setting up the electronic components takes another month and a minimal skill of 30% in Electronic Repair. The ritual takes a week and requires 6 points of POW and 1D6 Sanity Points. All those involved in constructing the Machine must be involved in the final ritual. All involved lose the Sanity Points and each person involved must contribute at least 1 point of POW. The person who contributes the most POW is considered the creator of the device and it uses his POW attribute (prior to the sacrifice of POW) when making its “attacks.” If all the participants contribute an equal amount of POW, the machine will use the average of their POWs when making its “attacks.”

### Create Face Stealer

This spell turns a human into a terrible monster. The spell requires 2 point of POW from the caster, a specially made pot, four poles and a human victim. Conducting the ritual part of the spell costs 3D6 sanity

points. The spell has a base chance to succeed equal to the caster's POWX5. Using an enchanted knife in the ritual will increase the chance of success by 10%. The chance of the spell succeeding is reduced 1% for every point of POW the victim possesses, unless the victim is a willing participant. In that case, the chance of the spell succeeding increases by 1% for every point of POW the participant possesses. The roll is made at the end of the process. If the roll succeeds, the caster has a face stealer at his command. If the spell fails, the victim dies without being transformed.

The spell begins when the caster has staked the victim out on a flat surface, such as the ground or a table. The caster then uses a sharp knife to carve symbols into the victim's naked flesh while chanting. This process costs the victim 0/1D10 sanity points and 1D6 hit points. After preparing the torso and limbs, the caster must carefully remove the victim's face. This process costs the victim 1/1D10 Sanity Points and 1D4 hit points. The spell helps with this removal, causing the face to peel away fairly easily once the required cuts are made. The caster puts 1 point of the POW he expends into the face and the other into the body of the face stealer. The victim must be bound and buried alive between four specially carved wooden poles. Each pole has to be soaked in the blood of a human being before it can be used in the ritual. The victim's face is then stretched out between the poles and dried with a fire that is made over the buried victim. During these five days the caster must tend the fire on a regular basis and sprinkle some of his blood on it every day. The magic of the spell keeps the victim horribly alive for the whole process and the victim will lose 1D10 Sanity Points for each day he is buried. If the spell succeeds, five days after the victim is buried, the victim becomes a face stealer and the caster can dig it up. At this point the

face must be sealed in a pot filled with thick oil that has been created from human fat. The face stealer will faithfully serve its creator to the best of its abilities and will survive as long as its original face is intact. The magic that is imbued in the pot will keep the face intact for one hundred years for every 5 points of POW the caster possessed when the spell was cast. If the pot is broken and the face is destroyed, the spell is broken and the face stealer will die. If the face is removed from the pot, but not destroyed, the face will begin to slowly decay causing the face stealer to lose 1 point of POW each day until it perishes.

### Create Finger Biter

In order to cast this spell, the caster must personally bite a finger off the hand of the intended victim. After the finger is bitten off, the victim must be dead in order for the spell to be completed. The victim can die in any manner that leaves the body mostly intact and need not be killed by the caster.

Casting the first part of the spell on the stolen finger costs the caster 1D4 sanity points and 10 magic points. The finger must then be placed within the mouth of the victim within twenty four hours of the enchantment of the finger. Once the finger has been reunited with its original owner, the caster must complete the spell. This costs another 1D4 sanity points and 10 magic points. The finger then wiggles its way into the victim's stomach and the magic of the spell begins to "pull" the victim's body in towards the finger and desiccate the remains. Each day for six days, the victim's body will shrink inward (losing 1 point of SIZ per day) and take on rat-like features. The skull will elongate and the jaw and teeth with change. At the start of the seventh day, the victim will rise as a Finger-Biter. Once they rise up, they are in terrible pain and torment-a pain that can only be eased by passing it to another through the theft of

fingers.

Finger-Biters are not controlled by their creators and will generally bear then great hostility. As such, this spell is typically used a terrible punishment rather than to create servants.

### Create Greater Soul Battery

Creating a Soul Battery requires knowledge of Electronic Repair (at least 50%) and knowledge of the ritual. The construction of the mechanism of the battery itself requires a month's work. Once the battery is complete, the ritual can be conducted. The ritual takes three hours, the sacrifice of an intelligent being (INT 3+) for the final "components", 6 points of POW and 1D8 Sanity Points. Once the Greater Soul Battery is complete it can be used in conjunction with a Lesser Machine to capture and store souls.

### Create Guardian Torso

This spell requires a living human body. While the spell is being cast, the caster must remove the victim's limbs without killing him. This process will cost the victim 1/1D10 sanity points. The caster expends 6 magic points and then must remove the abdomen of the victim. The magic keeps the victim alive through the process which costs him an additional 1/1D10 sanity points. The caster must then mount the torso on a sturdy pole and invest 1 point of POW into the torso. This casting costs the caster 1D10 Sanity Points. When the spell is completed, the victim is kept horribly alive. The victim loses 1/1D10 sanity points per day spent as a Guardian Torso until he goes completely mad. At that point the victim becomes the loyal guardian torso of its creator.

### Create Lucern Machine

Creating a Lucern Machine requires knowledge of electronics, mechanics and the

ritual needed to make it into something more than a mere machine. A number of people can cooperate in making the Machine, but all must know the ritual. Constructing the mechanical aspects of the Machine takes at least six months work and a minimal skill of 80% in Mechanical Repair. Setting up the electronic components takes another six months and a minimal skill of 80% in Electronic Repair. The ritual takes a week and requires 18 points of POW and 1D10 Sanity Points. All those involved in constructing the Machine must participate in the ritual. All involved lose the Sanity Points and each participant must contribute at least 1 point of POW.

### Create "Morticinus"

When successfully cast, this spell will transform a specially prepared corpse into a "Rotting Corpse Zombie." Before the spell is cast, the caster must acquire a relatively fresh body (dead within the past 12 hours). The caster then drains at least four pints of blood from the corpse and prepares it by mixing in a variety of molds, slimes, and fungi. To the mix must also be added at least one ounce of badly putrefied human flesh. The mix must be imbued with two magic points and then poured over the corpse while the caster chants and expends 10 magic points. The caster must save enough of the liquid to fill his mouth. He must then imbue the liquid with a point of his POW (permanent loss) and transfer the liquid (and the POW) into the mouth of the corpse. The eyes of the corpse will then open and it will begin to writhe terribly. Shortly afterwards, it will begin to rot horribly, its fingers will elongate and become clawed, and its teeth will grow into small fangs. One hour after the process begins, the Rotting Corpse Zombie will rise to do its master's bidding.

### Create Skull Wraith

In order to cast this spell, the caster must



have a living victim and a small pot of molten gold. This gold must be prepared before the spell is cast and imbued with 6 magic points. The spell also requires 1 point of POW and 1D10 sanity points. As the spell is cast, the caster must cut off the head of the victim and then carefully remove the skin and muscle from the skull. The skull is then carefully cleaned of blood and gore. After the skull is cleaned, the caster must apply the molten gold to the skull and form the required arcane symbols. At this point, the caster must match his POW against the victim. If he succeeds, the victim will be transformed into a skull wraith doomed to serve the caster. If the victim wins, the spell fails, the caster still loses the point of POW and the victim passes on to true death.

### Create Soul Battery

Creating a Soul Battery requires knowledge of Electronic Repair (at least 30%) and knowledge of the ritual. The construction of the mechanism of the battery itself requires two weeks of work. Once the battery is complete, the ritual can be conducted. The ritual takes three hours, the sacrifice of a being with at least 3 Magic Points for the final “components”, 2 points of POW and 1D6 Sanity Points. Once the Soul Battery is complete it can be used in conjunction with a Lesser Machine to capture and store Magic Points.

### Create Swamp Zombie

This spell requires a prepared area of cursed swamp, as per the Curse Swamp spell, as well as one or more bodies. The bodies must be freshly dead (still warm) and intact enough to allow them to move once they have been re-animated. The bodies must be splashed with warm human blood and then submerged in the cursed swamp. After the bodies are submerged, the spell must be cast. The spell costs 1D10 Sanity Points to cast and must be cast over a period

of 7 days. Each day the caster must spend at least an hour conducting the ritual by the side of the swamp. Each ritual takes 3 magic points per corpse being re-animated. After 21 magic points are invested into each corpse, they will return to a semblance of life and come out of the swamp to do their master’s bidding.

### Curse Swamp

This spell is cast upon a small area of swamp (about 20 yards by 20 yards) and transforms it into a cursed area. Before the spell can be cast, two human bodies must be hacked apart and thrown into the swamp. These remains must be left to rot for a week. After this week, the caster must pour at least 10 liters of human blood into the swamp while chanting. This part of the casting requires 12 Magic points and 1D6 Sanity points. Once this part of the casting is complete, the caster must take a human skull and engrave it with the required symbols and put 3 points of POW into it. This skull must be cast into the swamp while the final part of the ritual is finished. After the skull is cast into the swamp, the swamp area is effectively cursed and ready to begin producing Swamp Zombies. If the skull is removed from the area of the spell, the spell will be broken and the area will no longer be cursed. Since the skull will be in a swamp, it will be fairly difficult to find.

### Dispel Guardian

This spell is used to disrupt the seal that binds a Guardian (see Seal Guardian, below). The disruption wipes the seal clean of the magical marks and banishes the Guardian. To cast the spell, the caster must have been able to study the signs and marks of the seal (or an accurate copy). If the caster has not studied the seal or an accurate copy, the spell simply fails. The first part of the spell takes ten minutes to complete and

the final part takes four combat rounds to finish. Unfortunately, the final part of the spell must be cast within the area in which the Guardian can range (the extent of the range is revealed by studying the seal).

The spell costs 3 magic points and 1 Sanity point to cast. The caster must match his POW against the POW of the seal's creator (the creator of this seal had a POW of 20). The caster can keep trying until he runs out of Magic Points or the spell succeeds.

### Greater Soul Guard

This powerful ritual provides the caster with immunity to attacks that diminish or steal POW or Magic Points. Conducting the ritual, which involves intense meditation, the blood sacrifice of a being with at least 3 points of POW, and various other activities takes three hours and costs 6 Magic Points and 1D4 Sanity (plus any Sanity that might be lost for the sacrifice). When the ritual is complete, the caster is completely warded against attacks, such as spells, against his POW or Magic Points. The effect of the ward is to make the caster immune to such attacks for the duration of the spell's effect, which is twenty-four hours. This spell was developed to provide complete protection from the Lesser Machines and Lunatic Souls.

### Lesser Soul Guard

This ritual enables the caster to enhance his resistance to attacks that diminish or steal POW or Magic Points. Conducting the ritual, which involves intense meditation, takes one hour and costs from 1 to 6 Magic Points (caster's choice) and no Sanity. When the ritual is complete, the caster is warded against attacks, such as spells, against her POW or Magic Points. The effect of the ward is to increase the caster's POW by the number of Magic Points she expended, but

only for the purposes of resisting such attacks. The ritual remains in effect for twenty-four hours. This spell was developed to provide some degree of protection from the Lesser Machines.

### Prepare Face Stealing Ritual Site

This spell requires four specially carved poles and five human victims. Casting the spell costs the caster 1D4 Sanity Points and one point of POW. This spell may be cast by a being for its own use or for the use of another being.

The spell is cast over a period of five days. On each of the first four days of the casting, the caster must carve a wooden pole with the necessary runes and soak the pole in human blood. The pole must then be driven in the ground. Each pole must be within ten feet of another pole and they must be positioned to form a square area. On the fifth day the caster must remove the face of a human (the person can be dead, but for no more than a week) and soak the ground with his blood. The face must then be taken to within 10 yards of the face stealer's original face. At that point the caster loses 1 point of POW which is imbued into the face. The face then must be taken and buried in the center of the ritual area.

Once the spell is complete, the face stealer whose original face was used in the ritual can use the area to prepare the faces it steals. The removal or destruction of the face or any of the poles breaks the enchantment and the ritual site can no longer be used. In order for the face stealer to steal and use more faces, another ritual site must be created.

The evil magic used in creating the ritual site corrupts the very ground. The vegetation in the area of the site will wither and become diseased and animals will flee the area. This effect will increase in intensity and area the longer the site is in use. The extent of the effect is 10 feet for

every face stolen with a maximum area equal to 5 feet for every point of POW the face stealer currently possesses. 70% of the area will be slightly affected, 25% will be moderately affected, and 5% will be severely affected.

### Raise KA Dead

This spell is used to bring a semblance of life to the bones of the dead. This ritual requires an intact skeleton as well as a stone engraved with a symbol that looks very much like “KA.” Casting the spell requires an expenditure of at least one magic point (the caster may expend as many Magic Points as he has) and costs the caster 1D4 sanity points. When the spell is completed, the skeleton will rise up as a KA Dead with magic points equal to those the caster has invested in it.

### Raising Up in the Small of the Sea

This hideous spell requires the remains (or at least most of them) of a dead sorcerer, at least a liter of fresh human blood, and access to an ocean or sea. For purposes of this spell, a sorcerer is a person who has lost at least 25% of his original Sanity Points through the use of Mythos magic. It does not matter how long the sorcerer has been dead as long as the bones remain—even if they are but fragments. The caster begins by engraving various symbols into the bones with a metal implement while intoning the words to the spell. This part of the spell takes two hours and costs 4 magic points and 1D4 Sanity Points. Once the engraving is complete, the remains must be placed within a shallow area of sea water. The caster then pours the blood into the water over the remains while chanting the final part of the spell. This part of the spell takes about fifteen minutes and costs 3 magic points and 1D3 Sanity points. Once this part of the spell is finished, the blood will spread

out into the water, drawing various small sea creatures (crabs, shrimp, sea worms, small fish and such) to the bones. The magic of the spell will bind the bodies of the creatures to the bones and form the hapless little victims into some semblance of the sorcerer’s original form. Seeing this process costs the viewer 1/1D6 Sanity points. Viewing the newly formed creature will require a Sanity check, at least for those who still have any Sanity Points left. If the sorcerer had any Sanity points left when he died, he loses 1D30 when he becomes aware of his current condition. The resulting creature is known as a “small of the sea revenant” and is described above.

### Steal Face

This spell requires a previously prepared ritual site (see above) and a freshly dead (within 7 days) victim. The spell begins with the removal of the victim’s face. The removal part of the spell costs the caster 1D6 Sanity Points and 1 Magic Point. Once the face is removed it must be taken to the ritual area and hung over the fire to dry. The fire must burn for no less than two hours. During this time the caster must tend the fire and sprinkle blood into it while chanting the spell. This part of the spell costs 1D3 Sanity Points and 1 Magic Point. The face must dry for four days before it is ready for use.

Once a face is prepared, it will last 1 day for every point of POW the victim possessed, although it will gradually deteriorate during this time period. When the face stealer puts on a prepared face, it will be able to magically assume the likeness of the victim. To most observers, the face stealer will look, sound and smell like the victim. To determine if the disguise is effective, the Keeper matches the face stealer’s POW against the observer(s) POW(s). The roll is modified by 5% for every day that has passed since the



preparation of the face was completed and by an additional 5% for each day the victim was dead prior to the preparation of the face. If the face stealer succeeds, the observers see what appears to be the victim whose face was stolen and no Sanity roll is required. If the face stealer fails, the observer(s) sees the face stealer for what it is and will have to make a Sanity roll. If the stolen face is damaged while it is being worn (the face stealer takes damage to its head from the front) the face will be ruined and the face stealer will be exposed. The face stealer does not acquire any of the victim's memories or knowledge. However, if the face stealer consumes the face before it is completely deteriorated, it will gain some POW. For every 50 points of POW the consumed victims possessed, the face stealer gains 1 point of POW, up to a maximum of 21.

The face stealer can only prepare one face at a time at the ritual site, but it can have many prepared faces on hand. It can only wear one face at a time, but can switch faces in about a minute (assuming the faces are on hand).

### Seal Guardian

This spell is used to create an enchanted seal which either creates or summons (no one is sure which) a magical Guardian. The Guardian remains bound into the seal until the seal is disturbed (this is defined by the caster and can be as simple as approaching a certain distance from the seal). When the seal is created, the caster must specify the range of the Guardian. The maximum range is a number of feet equal to the caster's POW. The Guardian will seek to slay all that enter the area except the creator of the seal. Once freed, the Guardian can only be returned to the seal by the caster, who must command it to return.

Creating the seal requires the material from which the seal is to be constructed (this

could be a book clasp, a lock or even an engraving on a wall) and one point of POW from the creator. The seal must be bathed in two handfuls of the caster's blood. When the ritual is finished, the Guardian will appear and enter the seal.

Destroying the seal (it is no tougher to destroy than the material it is made from) releases the Guardian. Freed Guardians typically set out attacking all living things around them until they are destroyed or one month passes. After one month, they lose the ability to interact with the mundane world.

### Summon/Bind Blood Vortex

This ritual requires an intelligent humanoid with blood flowing in its veins. As the ritual is cast, the caster slashes the victim's throat with a knife. As the blood gushes forth, the caster makes a rapid circular gesture with his hand which causes the blood to act very strangely. Instead of merely spilling down the victim's chest, the blood will be sucked up rapidly, float, and then spin rapidly. During this time the victim, if still living, will lose a hit point every five seconds.

If the ritual succeeds, within a matter of a few minutes, a small rift will appear in the fabric of space-time and a horrid entity will enter and inform the blood, creating a Blood Vortex (equal chance of creating either a lesser or a greater blood vortex). The magic cost varies. For each point used the chance of success increases by 10%. A result of 96-00 is a failure. Casting the spell also costs 1D3 Sanity points. Once bound, the Blood Vortex will obey the caster. If the binding fails, the Blood Vortex will attack the nearest living creature in search of blood.

### Summon/Bind Wood Spirit

This ritual must be cast in a dark wood in which human beings have been killed. It

causes two Wood Spirits to ooze their way out of the darkest shadows of the wood. The magic cost varies. For each point used the chance of success increases by 10%. A result of 96-00 is a failure. Casting the spell also costs 1D3 Sanity points. Once bound, the Wood Spirits will obey the caster.

### Summon/Bind Metal Stealer

This spell brings calls forth a Metal Stealer. The magic point cost varies; for each magic point sacrificed, increase the chance of success by 10 percentiles. A roll of 96-00 always results in failure. Casting this spell costs 1D3 Sanity points. The spell requires a suitable source of ionized metal, such as an animal or a chemical solution and must be cast near a suitable area, such as a cave or mineshaft. If the spell succeeds, a Metal Stealer will make its appearance.

### Summon/Bind Oblos

This spell calls forth one Oblos. The magic point cost varies; for each magic point sacrificed, increase the chance of success by 10 percentiles. A roll of 96-00 always results in failure. Casting this spell costs 1D3 Sanity points. The spell requires several small heat sources in a geometric pattern (a circle of lit candles works nicely) and must be cast near a body of salt water. If the spell succeeds, the Oblos will drift (or swim) from the darkness.

The only known spell for summoning/binding an Oblos is somewhat unusual in terms of its binding effect. When the Oblos arrives, the caster must match her POW with the POW of the Oblos on the resistance table. If she succeeds, the creature is bound and obeys the caster. If she fails, the creature will not attack her, but will attack anyone else present. The Oblos will then trail the summoner each night, attacking those who are present. The Oblos will keep this up until it is destroyed or the summoner dies.

### Summon/Bind Shadow Hound

This spell brings forth one Shadow Hound. The magic point cost varies; for each magic point sacrificed, increase the chance of success by 10 percentiles. A roll of 96-00 always results in failure. Casting this spell costs 1D3 Sanity points. The spell requires a living creature which is bleeding and must be cast near a place where Shadow Hounds can reach the caster. If the spell succeeds, a Shadow Hound will come running up to finish off the sacrificial meal.

### Tap Soul Battery

This spell enables the caster to utilize the Magic Points stored in Soul Batteries. Casting the spell requires 1 Magic Point and 1 Sanity Point. Once finished, the caster can draw Magic Points from a Soul Battery. This can be done once per casting. As many points as desired can be drained, up to the amount stored in the battery. The process is somewhat risky—for every Magic Point drawn from the battery there is a 2% chance of an accident. If an accident occurs, the caster sustains 1 point of damage for every Magic Point he attempted to drain from the Battery.



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