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YE BOOKE OF MONSTRES II

The Aniolowski Collection, VOLUME II



More Nightmares for Call of Cthulhu

Scott David Aniolowski
with Earl Geier



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More Nightmares for *Call of Cthulhu*





H. P. LOVECRAFT 1890-1937

THE ANIOLOWSKI COLLECTION, VOLUME II

Ye Booke of MONSTRES II

MORE NIGHTMARES FOR *CALL OF CTHULHU*

by

Scott David Aniolowski

with Marion Anderson, Phil Anderson, Bill Barton, Fred Behrendt, Larry DiTillio, Phil Frances, Clif Ganyard, Geoff Gillan, Ed Gore, Steve Hatherly, Keith Herber, Kevin W. Jacklin, J. Todd Kingrea, Doug Lyons, Randy McCall, Kurt Miller, Sandy Petersen, Kevin A. Ross, Mike Szymanski, G. W. Thomas, and Lynn Willis

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Chaosium Inc.

1995

CLEAR CREDIT

SCOTT DAVID ANIOLOWSKI created stats for the children of Abhoth, the Aihais, Baoh't Z'uqqa-Mogg, Fihagghua, the ghost-beings of Ib, the guardians of the crystallizers of dreams, the spawn of Hastur, Lilith, Lrogg, the miri nigri, Nug and Yeb, Or-ryx, Ossadagowah, the denizens of S'gihuo, the blessed of Shub-Niggurath, Ubb, the voors, the children of Y'golonac, and Zoth-Syra. Clif Ganyard wrote up B'Moth and Sebek. J. Todd Kingree created stats for the children of Tsathoggua and the Xo Tl'mi-go. Kevin A. Ross supplied statistics for the larvae of the Other Gods, the space eaters, and the tomb-herd.

Other creatures and entities were culled from Chaosium scenarios, and credit must be given to their creators. Marion Anderson and Phil Anderson created the Dho-spawn (*Fearful Pas-*

sages). Scott David Aniolowski designed the Wailing Writher (*Escape from Innsmouth*). Bill Barton wrote up the Martians and the Martian war machines (*Cthulhu by Gaslight*). Fred Behrendt created the desh (*Adventures in Arkham Country*). Larry DiTillio and Lynn Willis created stats for the Black Sphinx (*Masks of Nyarlathotep*). Phil Frances created the phosphorescent monsters and the Wenellans (both from *H. P. Lovecraft's Dreamlands*). Geoff Gillan designed the Skinless One (*Horror on the Orient Express*). Ed Gore created the bouchers (*Shadows of Yog-Sothoth*). Steve Hatherly created the fractal creatures and the fractal Yog-Sothoth (*The Stars Are Right!*). Keith Herber did the Beast (*Curse of Cthulhu*), Ghadamon (*H. P. Lovecraft's Dreamlands*), Robigus (*H. P. Lovecraft's Dreamlands*), and the

unspeakable possessors (*Cthulhu Now*). Kevin W. Jacklin created Vibur (*Dark Designs*). Doug Lyons created the hell-plants (*Terror from the Stars*) and the thralls of Cthulhu (*Great Old Ones*). Randy McCall designed Arwassa and the proto-shoggoths (both from *The Asylum and Other Tales*). Kurt Miller created the spawn of Nyogtha (*Fatal Experiments*). Sandy Petersen did the butterfly dragons, cloudbests, fireworms, the gnorri, beings of Ib, the minions of Karakal, shades, and zoogs (all from *H. P. Lovecraft's Dreamlands*). Kevin A. Ross designed the deep one hybrids (*Tales from the Miskatonic Valley*), the degenerate serpent folk (*Sacraments of Evil*), and the Star Mother (*Kingsport*). Mike Szymanski created the Chorazin (*Cthulhu Now*). G. W. Thomas designed Gloom (*Cthulhu Now*).

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Chaosium Publication 2358. Published in April 1996

ISBN 1-56882-052-6

INTRODUCTION

Here we are again, with another volume chock full of monsters for *Call of Cthulhu*. You may be familiar with the first volume and its format. If not, don't worry—each volume stands alone as ready-to-use source material for the Keeper. Certain explanatory material is repeated here from the previous volume for convenience, and for those who may not have that first book.

While compiling this volume it became apparent that we had already used most of the major Mythos entities from literature in the rulesbook and first volume of *Ye Booke of Monstres*. So this volume relies more strongly on favorite monsters created specifically for *Call of Cthulhu*, as well as a few I created specifically for this book. In game terms, many of these entities are just as unique and horrifying as those taken from the literary works of Lovecraft's disciples.

Opinions and tastes in "Mythos" monsters vary greatly. Some people would openly embrace anything, while others snobbishly reject everything written by anyone but Lovecraft himself. To this end I say again that the Keeper's personal taste is what determines what is or what is not a part of this "Cthulhu Mythos." This series is meant to offer a number of new or alternative monster choices for the Keeper.

As always, I don't expect everyone to like everything herein. If you find a particular monster not to your liking, don't use it. Pick and choose—add or subtract as you like. Change entries to suit your campaign. To get the most out of this series the Keeper must select those monsters which best fit in with his worldview and individual campaigns and ignore those that do not. I urge you to be selective, but to get the most out of these monstrous selections.

— Unpleasant Dreams,
Scott David Aniolowski

DEDICATION

This is dedicated to my long-time friend

Michael Szymanski

who introduced me to *Call of Cthulhu* so many years ago.

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ABOUT MONSTRES

Entries are alphabetical, usually by key word or phrase: Thus you'll find the Denizens of S'glhuo entered under S as S'glhuo, Denizens of. The exact forms for entities occur in the Deities and Monsters box, nearby. There the entries are also classified according to one possible Mythos hierarchy.

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

MONSTRE CLASSIFICATIONS

The monsters and entities in this volume are classified in one of nine categories: Outer Gods, Elder Gods, Great Old Ones, Great Ones, Avatars, Servitor Races, Independent Races, Fabulous Creatures, and Unique Entities.

OUTER GODS

The Outer Gods rule the universe. Except for Nyarlathotep, they have little to do with humanity. Humans who meddle with these entities suffer for it—usually madness or death. The Outer Gods appear almost to be true gods, and some seem to personify some cosmic principle. Only a few of these deities seem to take interest in human affairs. When they do, they often seek

to break through cosmic walls or dimensions in order to wreak new destruction. All races and lesser deities of the Mythos acknowledge the Outer Gods, and many worship them.

ELDER GODS

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

GREAT OLD ONES

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

GREAT ONES

The Great Ones are the gods of earth's Dreamlands. Do not confuse them with the Great Old Ones. The Great

Ones are the weakest of all the deity types, and a wise mortal can surpass them in might. However, they are protected by the dread Outer Gods, so mortals properly revere and worship them. The Great Ones are fairly benevolent toward mankind and are so similar to humans that they can actually breed with them. All Great Ones resemble human beings and all share the same general racial aspect—a stern and terrible visage, with long narrow eyes, long-lobed ears, thin noses, and pointed chins. Great Ones walk through the air as easily as on the ground and can travel between the dimensions at need, arriving swiftly at their chosen destinations.

AVATARS

Avatars are variant manifestations of an Outer God, Great Old One, Elder God, or Great One that possess the capacity for independent action. Avatars are less powerful than the gods they represent, although many are more horrible to witness. Avatars are usually limited to a specific size and form. Nyarlathotep is most

well known for its avatars, of which 999 are claimed; at least one (the Black Man) is human-like in appearance.

SERVITOR RACES

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

INDEPENDENT RACES

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

Deities and Monsters in This Book, by Type

OUTER GODS

Larvae of the Other Gods
Star Mother, Goddess of the Ghost-Ship

GREAT OLD ONES

Arwassa, The Silent Shouter of the Hill
Baoh't Z'uqqa-Mogg, The Bringer of Pestilence
Dho-spawn, Immature Great Old One
Ghadamon, Larval Great Old One
Gloom, The Corruptor of Flesh
Nug and Yeb, The Twin Blasphemies
Ossadagowah, The Feaster from the Stars
Sebek, The Crocodile God
Vibur, The Thing from Beyond

AVATARS

(primary deity in parentheses)
The Beast (Nyarlathotep)
B'Moth (Cthulhu)
Chorazin (Cthulhu)
Fractal Yog-Sothoth (Yog-Sothoth)
Lrogg (Nyarlathotep)
Skinless One (Nyarlathotep)
Walling Writher (Nyarlathotep)

ELDER GODS

Orryx, the Scintillating Flame

GREAT ONES

Lilith
Robigus

SERVITOR RACES

Abhoth, Children of Aihais
Crystallizers of Dreams, Guardians of the Deep One Hybrids
Fractal Creatures
Hastur, Spawn of Hell-Plants
Ib, Beings of Ib, Ghost-Beings of Karakal, Minions of Miri Nigri
Nyogtha, Spawn of Phosphorescent Monsters
Proto-Shoggoths
Shub-Niggurath, Blessed of Thralls of Cthulhu
Tomb-Herd
Tsathoggua, Children of Unspeakable Possessors
Y'gononac, Children of

INDEPENDENT RACES

Bouchers
Desh, Greater
Desh, Lesser
Gnorri
Martians
Serpent People, Degenerate
S'glhuo, Denizens of Space Eaters
Voors
Wenelians
Xo T'mi-go
Zoogs

FABULOUS CREATURES

Butterfly Dragons
Cloudbeasts
Fireworms
Shades

UNIQUE ENTITIES

Black Sphinx
Fthagghua
Ubb
Zoth Syra

FABULOUS CREATURES

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

UNIQUE ENTITIES

Certain individuals defy classification: They are members of no race, nor are they gods or Great Old Ones. These beings, for lack of any better classification, are designated as Unique Entities. Unique Entities are often powerful, unusual beings that have the god-like ability of simply being dispelled upon being reduced to zero hit points or less. Mere damage will often not destroy a Unique Entity.

ENTRY FORMAT

Where possible, each entry starts with a quote describing the deity or monster. Certain creatures have no quotes or source story: In most of these cases the creature was created by a designer for the *Call of Cthulhu* game system, and was not taken from a literary source. If much is known about the entity, there may be additional description. If discussing an Outer God, Elder God, Great One, or Great Old One, notice of any human cult comes next. The rest of the notes consider peculiarities of habit, habitat, or attack. A deity may be discussed as it is only after it has been summoned or otherwise encountered. Subheadings may break up lengthy and complex material.

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

THE STATISTICS

Mythos statistics include STR, CON, SIZ, INT, POW, and DEX, but not usually APP, EDU, or SAN, since those qualities in such alien creatures are not meaningful. Unintelligent beings also lack INT. That a monster has no INT stat does not make it stupid in human terms (INT = 0), but instead means that it acts with unfathomable purpose driven by otherworldly intelligence.

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

HIT POINTS

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

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

MOVE

If two numbers are separated by a slash, the second number is the monster's Move in another medium (water, air, etc.), as listed next to the stat.

DAMAGE BONUS

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

WEAPONS

The weapons listed are usually natural weapons, as opposed to artifacts. Here the entity's characteristic attacks and chances to hit are shown, plus damage done. Gods, Great Ones, and Great Old Ones often get to attack at 100%—how, for instance, could a deity miss a Bite attack? Again, those entries given for species represent averages, while those for individuals are the actual chances to hit. The entry +db stands for plus damage bonus.

LOSS OF CHARACTERISTICS

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

ARMOR

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

SPELLS

This entry notes the chance or the normal capacity for an individual monster or an average species member to cast spells or particular spells. Any spells listed are intended to be more or less appropriate to the entity: a thrall of Cthulhu is more likely to Contact Cthulhu than Summon and Bind fire vampires, for instance. Additional spells are always possible, and always left to the Keeper's discretion.

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

SKILLS

Most monsters do not have skills shown, though most or all might have a few physical skills such as Listen, Sneak, Spot Hidden, or Track. Keepers should add skills as needed and desired, and similarly adjust the chances for success.

SANITY LOSS

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

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

**Chaosium
Pronunciations of
Mythos Names**

Pronunciation guidelines: The capitalized syllable is stressed. Consonants are always hard. All S's are sibilant. An apostrophe indicates a compacted short-l sound. A short-O is written O; a broad-O is written AU; a long-OE is written OE. A broad-A is written AH. A short-E is written EH; a long-E is written EE. A short-I is written I; a long-I is written IGH. A short-U is written UH; a long-U is written OO.

| <i>entity</i> | <i>pronunciation</i> |
|--------------------------|----------------------|
| Aihai | IGH-high |
| Arwassa | ahr-WAH-sah |
| Baoht Z'uqqa-Mogg | BAUT ZOO-kah-mog |
| B'Moth | b'MOETH |
| Chorazin | CHOE-rah-sin |
| Desh | DEHSH |
| Dho | DOE |
| Fthagghua | fuh-THAH-gwah |
| Ghadamon | GAH-duh-mon |
| Gloon | GLOON |
| Lrogg | L'RAHG |
| Miri Nigri | MEE-ree NEE-gree |
| Nug | NOOG |
| Orryx | OR-riks |
| Ossadagowah | oe-sah-DAH-gwah |
| Robigus | ROE-bi-goos |
| Sebek | SEE-behk |
| S'glhuo | SLOE |
| Ubb | UHB |
| Vibur | VEE-boor |
| Voor | VOOR |
| Wenelian | weh-NEE-lee-ehh |
| Xo TI'mi-go | ZO tuhI-MEE-goe |
| Yeb | YEHB |
| Zoog | ZOOG |
| Zoth Syra | ZOTH SEE-rah |
| Zvilpoggua | zveel-PAH-gwah |



CREATURES OF THE MYTHOS

ABHOTH, Children of

LESSER SERVITOR RACE

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

Clark Ashton Smith, "The Seven Geases"

THE CHILDREN OF ABHOTH are the various creatures which the Outer God sloughs off from its great fertile bulk. Unlike Shub-Niggurath's offspring, no two children of Abthoth are alike; unlike the brood of Ubbo-Sathla, the Abthoth-spawn are generally complex life forms. Some

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

Abthoth's children are mostly simple-minded creatures that act and react on impulse. A few of these creatures tend to the alien needs of their sire, but most simply wander away. Because every child of Abthoth is



Children of Abthoth

different, each has a different mode of attack. The Keeper should determine the specific form of attack for each child he creates. Characteristics for the Abthospawn vary greatly. For most statistics, the Keeper must first make a random dice roll to see how many dice the statistic has. For example, STR is listed as 1-4d10. So the keeper should first roll 1d4 and then roll that many d10.

CHILDREN OF ABHOTH, Spoor of an Outer God

| characteristics | rolls | average |
|-----------------|-----------|---------|
| STR | 1-4d10 | 5-22 |
| CON | 1-6d6 | 3-21 |
| SIZ | 1-3d10 | 5-17 |
| INT | 1d10 | 5-6 |
| POW | 1-6d6 | 3-21 |
| DEX | 1-3d6 | 3-11 |
| Move | (1-3d6)-2 | 0-9 |
| HP | | 18-19 |

Av. Damage Bonus: +1d6

Weapons: Various d100%, as per mode of attack.

Armor: None

Spells: None

Sanity Loss: Varies from 0/1d2 Sanity points to 1/1d10 Sanity points to see very horrible children of Abthoth.

AIHAIS

LESSER SERVITOR RACE

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

Clark Ashton Smith, "Vulthoom"

THE AIHAIS ARE ONE of two intelligent, dominant races indigenous to Mars. The Aihais are generally a peaceful race content with culture and trade, while their neighbors—the Martians—are a war-like species bent on the

invasion and conquest of other worlds. The two races coexist by an uneasy truce and have very little to do with each other.

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

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

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

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

Aihais are generally peaceful, although the Vulthoom sect are unquestionably loyal to their alien god. The Great Old One has provided its followers



Aihai

with an array of alien technology and weapons. Among the weapons is a disintegrator gun. This odd, funnel-shaped device emits a beam of concentrated atomic energy which is capable of melting metal and rock and instantly dissolving living matter. Wounds inflicted by this alien device do not heal—hit points, CON, and APP lost are gone forever.

AIHAI, Martian Servants of Vulthoom

| characteristics | rolls | average |
|-----------------|--------|---------|
| STR | 5d6 | 17-18 |
| CON | 3d6+10 | 20-21 |
| SIZ | 3d6+12 | 22-23 |
| INT | 2d6+8 | 15 |
| POW | 3d6 | 10-11 |
| DEX | 3d6 | 10-11 |
| Move | | 9 |
| HP | | 21-22 |

Av. Damage Bonus: +1d6

Weapons: Fist 50%, damage 1d3 + db

Disintegrator Gun 20%, damage 5d6 hit points, 1d3 CON, and 1d6 APP

Armor: None

Spells: Typically only a priest of Vulthoom will know spells. Those spells might include Contact Vulthoom, Create Gate, and 1d3 others, of the Keeper's choice.

Sanity Loss: 0/1d8 Sanity points to see an Aihai.

wassa in terror. This howling is heard by all animals within several miles' radius of the entity.

Arwassa is worshiped occasionally by small bands of humans, but is mostly unknown. The Great Old One communicates with its followers telepathically. Arwassa demands frequent live sacrifices to sate its gluttonous appetite, and requires a human sacrifice at least once every month.

Arwassa may attack with each of its four tentacles every round.



Arwassa

ARWASSA

GREAT OLD ONE

... *BUT OF Their semblance can no man know ... and of those are there many sorts, differing in likeness from man's truest idolon to that shape without sight or substance which is Them. They walk unseen and foul in lonely places where the Words have been spoken and the Rites howled through their Seasons. The wind gibbers with Their voices, and the earth mutters with Their consciousness.*

H. P. Lovecraft, "The Dunwich Horror"

ARWASSA APPEARS as a giant, inhuman shape sprouting four giant tentacles in place of limbs. The Great Old One is headless. The neck opens into a giant toothless maw some eight feet across which continually yawns as though screaming. Arwassa hovers above the ground. The Silent Shouter continually produces a howl which is inaudible to humans. Animals are sensitive to this alien screaming and immediately rush away from Ar-

ARWASSA, The Silent Shouter of the Hill

| | | | | |
|--------|----------------|---------|--------|--------|
| STR 50 | CON 50 | SIZ 100 | INT 26 | POW 35 |
| DEX 19 | Move 12 flying | | HP 75 | |

Damage Bonus: +8d6

Weapons: Tentacles 100%, damage 4d6 or hold for swallow
Swallow, auto when held, damage complete dissolution

Armor: None

Spells: Any the Keeper desires.

Sanity Loss: 1d10/d100 Sanity points to see Arwassa, plus the automatic loss of one point of Sanity every five minutes to every-one within a mile or so of the Great Old One's inaudible howling.

BAOHT Z'UQQA-MOGG

GREAT OLD ONE

BAOHT Z'UQQA-MOGG is a scorpion-like monstrosity covered by a segmented, weirdly iridescent green-black chitinous shell. The Great Old One's head is nothing more than a warty, bulbous extension of the body covered by a mass of stiff, segmented feelers. Numerous pulpy yellow eyes of varying sizes and shapes peer out from between the feelers, and several pairs of pus-dripping

between the feelers, and several pairs of pus-dripping mandibles snap and hiss loudly. Baoh't Z'uqqa-Mogg has a pair of massive scorpion-like claws, a viciously barbed stinger tail, countless spider-legs, and three pairs of stiff, sharply thorned wings. Oozing sores and blistering ulcers continually burst open all over the surface of the Great Old One and a swarm of scampering, squirming, and buzzing contagion-laden vermin, worms, and insects ceaselessly burrow, crawl, and dart into, around, and over the bulk of Baoh't Z'uqqa-Mogg.

The Bringer of Pestilence has no known human worshippers.

Baoh't Z'uqqa-Mogg is generally encountered or summoned in places of filth and decay. Sewers, swamps, graveyards, dumps, and areas of plague are ideal to the Great Old One. When summoned, the Great Old One bursts from the ground, showering all present with filth, dirt, and virulent ichor.

The Great Old One may nip with its claws and mandibles, or sting with its poison-dripping tail. If Baoh't Z'uqqa-Mogg's poison overcomes a victim's CON he suffers a violent and agonizing death in d100 minutes. Two successive successful Medicine rolls may neutralize the alien poison, in which case the victim lives but suffers the permanent loss of 1d6 hit points and 1d4 CON.

Baoh't Z'uqqa-Mogg's ichor, and the swarm that accompanies the being, are infested with virulent toxins. Anyone showered with the Great Old One's infectious ichor or bitten by the swarm must be quickly treated with a successful Medicine roll. Untreated victims begin to suffer the loss of 1d10 CON per day as they are ravaged by pestilence. Victims quickly die a horrible and leprous death. Any CON lost to the Great Old One's ichor or swarm is lost forever.

The alien swarm attacks by swarming victims, stinging and biting them each round until dead or until the swarm is driven off. The swarm may be driven off by totally submerging a swarmed victim in water or



Baoh't Z'uqqa-Mogg

other liquid, or by spraying a victim with a fire extinguisher, pesticide, or other chemicals. Such chemical sprays may have adverse effects upon an investigator's health. Each round a victim is swarmed he suffers the loss of 1d2 hit points and is automatically infected. The effects of the alien infection are not cumulative.

BAOHT Z'UQQA-MOGG, The Bringer of Pestilence

STR 35 CON 77 SIZ 43 INT 18 POW 28
DEX 17 Move 8/16 flying/5 burrowing HP 60

Damage Bonus: +4d6

Weapons: Claws 90%, damage 1d6 + db

Mandibles 55%, damage 1d4 + 2d6

Sting 85%, damage 1d6 + poison POT 24

Swarm 75%, damage 1d2+infection

Armor: 15 points of hard chitinous shell. The Great Old One cannot be harmed by any non-impaling weapons. If reduced to zero hit points, Baoh't Z'uqqa-Mogg burrows away into the ground, leaving behind a foul, steaming pool of bubbling vomit and wriggling carrion worms.

Spells: Baoh't Z'uqqa-Mogg knows most Summon, Bind, Contact, and Call spells, and any as desired by the Keeper.

Sanity Loss: 1d8/2d20 Sanity points to see Baoh't Z'uqqa-Mogg.

BEAST, The

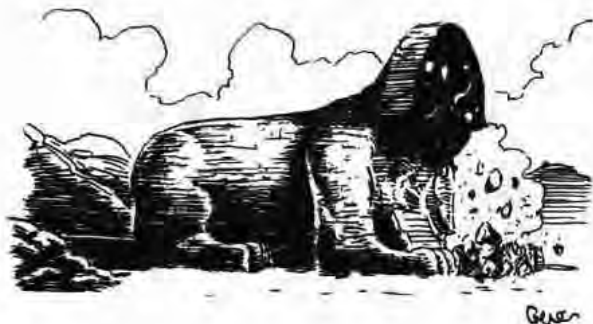
AVATAR OF NYARLATHOTEP

... *NYARLATHOTEP, the mad faceless god, howls blindly in the darkness to the piping of two amorphous idiot flute-players.*

H.P. Lovecraft, "The Rats in the Walls"

THE BEAST IS a powerful, savage, and near-mindless avatar of the Outer God Nyarlathotep. This creature can only assume earthly form when a special spell is cast in the vicinity of the Great Sphinx on the plateau of Giza in Egypt. Although archaeologists claim that the Sphinx was carved from an outcropping of limestone that was left over by the builders of the Great Pyramid, legend holds that it has lain in the sand since before the coming of man. The Arab name for it is Abu Hol, "Father of Terror."

If the particular spell is successfully cast, the ground about the Sphinx quakes slightly, signifying that the Beast's essence has entered the stone. The body flexes and the limbs begin to move with the sound of grinding stone. The face, placed there in later years by the Pharaoh Khafre, cracks and falls away, revealing a black, oval void in which can be seen whirling suns and galaxies.



The Beast

This entity is nearly mindless and immediately begins to destroy all nearby, trampling men and buildings beneath its great paws.

THE BEAST, Beastly Behemoth

STR 200 CON 100 SIZ 500 INT 1 POW 50
DEX 20 Move 12 HP 300

Damage Bonus: +43d6

Weapons: Paws 50%, damage 12d6

Armor: The Beast has 20 points of stone-like hide.

Spells: None

Sanity Loss: 1d6/1d20 Sanity points to see the Beast.

BLACK SPHINX

UNIQUE ENTITY

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

H. P. Lovecraft and Harry Houdini, "Imprisoned with the Pharaohs"

THE BLACK SPHINX is a creature out of nightmare. A huge and lumbering beast, its eyeless faces are dotted with a number of snapping maws which constantly drool the blood and bones of its previous victims. This creature is one of the Million Favoured Ones—powerful creatures and entities connected with Nyarlathotep. The Black Sphinx dwells in a world of blackness, in a void between the planes. The creature can generally enter into this world only when it is summoned by Nyarlathotep's mad and faithful followers, or when the Outer God sends it forth to spread madness and destruction.

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

In combat the Black Sphinx may scoop victims into its drooling maws: Everyone within fifteen yards of the creature's paws is scooped into its mouths. Alternatively, it may attack twice each round: once with each of its massive forepaws.

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



Black Sphinx

BLACK SPHINX, A Million Favoured One

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

Damage Bonus: +16d6

Weapons: Scoop 75%, damage swallowed

Forepaw smash 80%, damage 16d6

Armor: 16-point hide

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

Sanity Loss: 1d10/d100 Sanity points to see the Black Sphinx.

B'MOTH

AVATAR OF CTHULHU

... *FEW HAVE SEEN* the full stature of this great power. It is a vision fraught with eldritch horror. ... The secret is in the vaporous effluvium. For the Devourer hath power to manifest himself where there is moisture. ... The phosphorous light of dead things did swell into a great brightness and fill the chamber, and withal came the spirit of the Devourer. He liveth in the deepest ocean, where he awaiteth only a time auspicious for his return to earth. All-seeing is his eye, all-hearing his ear.

Bertram Russell, "The Scourge of B'Moth"

THE ONLY RECORDED ACCOUNTS of manifestations of B'Moth describe the entity as a luminescent fog of blue, green, or yellow. B'Moth is worshiped extensively by the primitive and superstitious peoples of Africa and South America, as well as in other parts of the world. The priests of B'Moth preach a return to the primitive nature of the world and the destruction of civilization. Worshipers partake of wild sexual orgies which often culminate in acts of violence. Sacrificial victims are offered up to the dark god by feeding them to crocodiles or sharks. B'Moth's followers believe that their god will one day rise again to destroy civilization and return the world to a primitive state. While in this world the faithful assist B'Moth in any way possible, such as in acts of terrorism and sabotage.

This avatar of great Cthulhu has no physical powers and cannot affect the physical world directly. It does, however, have very powerful mental abilities which it manifests through dreams and telepathy. B'Moth may broadcast any number of loathsome nightmares anywhere in the world, though those areas near large bodies of water are more susceptible.

The entity may also read and control the minds of animals and humans. Animals easily fall under the mental hold of B'Moth, functioning as a physical extension of the entity to carry out its whims. Humans must resist B'Moth's POW with their own to avoid its mental manipulations. Those failing the resistance roll are completely under B'Moth's influence until they successfully resist the being's POW with their own, or until they are successfully Psychoanalyzed. Investigators may attempt a POW:POW roll against B'Moth only once per day. Those under the influence of B'Moth may not even realize it, experiencing blackouts during

times when the entity is in control or remembering such times as vague dreams.

B'Moth may engulf victims in its glowing fog. Anyone within the luminescent, swirling fog is overcome with an icy, eerie feeling. Such individuals are automatically susceptible to B'Moth's mental powers and may make no resistance roll against the entity.



B'Moth

B'MOTH, Behemoth, Phemaut, The Devourer

STR N/A CON 60 SIZ varies INT 42 POW 42
DEX N/A Move 25 HP 42

Damage Bonus: N/A

Weapons: None

Armor: None. However, B'Moth cannot be harmed by physical weapons. It is vulnerable to magical attacks, and fire forces B'Moth to dissipate.

Spells: Any as desired by the Keeper.

Sanity Loss: 1/1d10 Sanity points for seeing B'Moth's eerily glowing fog.

BOUCHERS

LESSER INDEPENDENT RACE

... *FOR ON EVERY SIDE* of the chamber the walls were alive with nauseous sound—the verminous slithering of ravenous, gigantic rats.

H. P. Lovecraft, "The Rats in the Walls"

THE BOUCHERS ARE small, hairy humanoids. They have matted gray fur, rotted teeth, and high-pitched twittering voices. They appear as gigantic man-rat hybrids.

The original bouchers were once human, but because of their foul practices and worship of Y'gononac

and their inbreeding, they have degenerated to a near-animal state. They dwell in dank burrows and warrens beneath old buildings and in sewers.

Bouchers can attack with two claws and a single bite each round. If a bite attack is successful, the creature hangs on to its victim and continues biting, striking automatically with its bite each round thereafter until it or its victim dies. While it is hanging on, the boucher and its victim each have a +20% to hit each other, but others attempting to strike the rat person must make a DEX x 5 roll each time they strike or they hit their friend instead. Damage inflicted by a boucher's bite cannot be healed naturally: The hit point loss is permanent.



Boucher

BOUCHERS, Scampering Creatures from Warrens

| characteristics | rolls | average |
|-----------------|-------|---------|
| STR | 2d6 | 7 |
| CON | 2d6 | 7 |
| SIZ | 2d6 | 7 |
| INT | 2d6 | 7 |
| POW | 3d6 | 10-11 |
| DEX | 3d6 | 10-11 |
| Move | | 10 |
| HP | | 7 |

Av. Damage Bonus: N/A

Weapons: Bite 40%, damage 1d3

Claw 25%, damage 1d3

Armor: None

Spells: None

Skills: Hide 40%

Sanity Loss: 1/1d6 Sanity points to see a boucher.

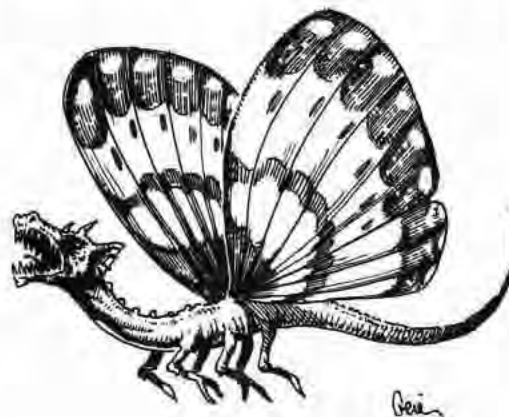
BUTTERFLY-DRAGONS

FABULOUS CREATURES

THE LOVELY BUTTERFLY-DRAGONS of Sona-Nyl are insectoid creatures with beautifully patterned wings, insect-like legs, and long, curved necks and tails.

These creatures inhabit the blessed lands of Sona-Nyl in the Dreamlands, feeding solely on nectar, fragrant odors, and silence. They are occasionally exported outside Sona-Nyl, where tame specimens are of great value. Butterfly-dragons do well in captivity, but breed only in the wild. A few wander outside Sona-Nyl into less blessed lands.

If threatened, a butterfly-dragon responds by emitting a rose-colored mist from glands along the sides of its body. Anyone inhaling or even touching this mist goes deaf. This deafness persists after a dreamer awakens, though no organic cause can be found, and is curable only by a successful Psychoanalysis roll after 1d6 weeks of therapy.



Butterfly-Dragon

BUTTERFLY-DRAGONS, Enchanting Creatures

| characteristics | rolls | average |
|-----------------|-------|-------------|
| STR | 2d6 | 7 |
| CON | 3d6 | 10-11 |
| SIZ | 4d6 | 14 |
| INT | 3d6 | 10-11 |
| POW | 5d6 | 17-18 |
| DEX | 6d6 | 21 |
| Move | | 8/20 flying |
| HP | | 12-13 |

Av. Damage Bonus: None

Weapons: Mist 100%, damage deafness

Armor: 3 points of chitin

Spells: None

Skills: Dance 95%, Sing 95%

Sanity Loss: None

CHORAZIN

AVATAR OF CTHULHU

... *THEIR MODE OF SPEECH* was transmitted thought. Even now They talked in Their tombs. When, after infinities of chaos, the first men came, the Great Old Ones spoke to the sensitive among them by moulding their dreams; for only thus could Their language reach the fleshy minds of mammals.

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

THE CHORAZIN IS the id-like will of dreaming Cthulhu, and is the portion of the Great Old One's being most psychically accessible. When seen in its true form, the Chorazin appears as a distorted, dreamy image of great Cthulhu shot through with flickering lines, static snow, and sparks of bright green light.

The Chorazin is not an entity actually worshiped, but is that portion of great Cthulhu which affects the dreams of the artistic and psychically sensitive. Anyone who dreams of Cthulhu has made contact with the Chorazin.

The Chorazin appears as Cthulhu in dreams, and very rarely manifests in the physical, waking world. The Chorazin may manifest through computers or televisions, or in areas of especially high concentrations of psychic or electrical energy.

Once manifested in the waking world, the Chorazin begins to prey on the minds of everyone within a ten-mile radius. Those failing a Sanity roll suffer from some emotional, psychological, or psychic attack. Hapless victims may suffer from severe migraine-like headaches which last for 1d20 hours; they may fly into senseless fits of rage, striking out at anyone or anything nearby; they may suffer from horrible nightmares for which they lose 1d6 Sanity points; or victims may suffer temporary insanities and even develop phobias. Everyone in the ten-mile radius also suffers the loss of a single point of POW every night to the Chorazin as it eats away at their willpower.

If the Chorazin's POW reaches 1130 it may create a physical avatar of Cthulhu. To do so it releases the stolen POW in the form of a hissing cloud of white-hot plasma. Everything in the path of the churning blob of energy is engulfed by pseudopod-like outlashes and scorched to a charred mass. Over the span of twelve hours the churning plasma forms into the body of Cthulhu. When the body is complete the Chorazin merges with the octopoidal monstrosity to form a physical avatar of great Cthulhu. This avatar has the

same statistics as Cthulhu himself. However, this version is free from the watery restraints of R'lyeh.

The Chorazin has no physical attacks. Similarly, the Chorazin cannot be harmed by any physical means except high-voltage electricity which ionizes the entity, dispersing it and sending it back to sunken R'lyeh.



Chorazin

CHORAZIN, Psychic Manifestation of Great Cthulhu

STR N/A CON N/A SIZ varies INT 42 POW 100*
DEX N/A Move N/A HP 100

*This is the Chorazin's original POW, which increases each time it feeds on the POW of victims.

Damage Bonus: N/A

Weapons: N/A

Armor: None. However, the only physical attack which the Chorazin is not totally immune to is electricity. Any source of high-voltage electricity inflicts 1d10 points of damage each round. Spells which attack INT or POW are also effective against the Chorazin.

Spells: None.

Sanity Loss: 1d4/1d10 Sanity points to see Cthulhu's Chorazin.

CLOUDBEASTS

FABULOUS CREATURES

CLOUDBEASTS RESEMBLE animated clouds. They can form bulbous eyes, twisted mouths, and long ropy limbs out of their mass at will, as well as retract and absorb limbs and organs into their cloud-like mass when desired. Cloudbeasts are completely silent at all times.

Cloudbeasts float freely over Dreamlands' land and sea, seeking food. When a likely meal is spotted, the cloudbeast drops slowly toward the hapless creature.

A cloudbeast can form a limb by reducing its total hit points by 1d6. If it reabsorbs the limb, it regains 1

hit point. When a cloudbeast devours living prey, its SIZ increases by an amount equal to its victim's SIZ. When it reaches a SIZ of more than 100, it ceases combat and floats up into the sky, higher and higher. Finally, it bursts into 2d3 smaller beasts, the total SIZ of which adds up to the original beast's SIZ. If a cloudbeast is reduced to zero hit points, it becomes a formless mass of vapors and drifts away, lifeless.

The cloudbeast's bite does no actual damage. Instead, match the damage rolled against the sum of the victim's SIZ + POW on the Resistance Table. If the damage prevails, the victim transforms into white mist and is sucked up into the cloud's mass, increasing the cloudbeast's SIZ by the amount of the victim's SIZ.

The cloudbeast's paws likewise do no damage, but when a paw strikes a target, it remains curled around him. For each paw attached to the target, the "damage" done by each subsequent bite increases by 1d6.

A cloudbeast attacks several times per round. It can bite with one mouth per enemy, and also attack with its paws, but no paws can attack more than once per round.



Cloudbeast

CLOUDBEASTS, Vaporous Predators

| characteristics | rolls | average |
|-----------------|---------|------------|
| STR | N/A | N/A |
| CON | 1/2 SIZ | 25-26 |
| SIZ | d100 | 50-51 |
| INT | 1d6 | 3-4 |
| POW | 3d6 | 10-11 |
| DEX | 3d6 | 10-11 |
| Move | | 4 floating |
| HP | | 38 |

Av. Damage Bonus: N/A

Weapons: Bite 40%, damage 1d3 + 1/10th cloudbeast's SIZ
Vaporous Tentacle-Paw 25%, increases subsequent bite damage by 1d6

Armor: None, but impaling weapons do no damage. A cloudbeast regenerates at a rate of its total SIZ in hit points per round.

Spells: None

Sanity Loss: 1/1d6 Sanity points to see a cloudbeast.

CRYSTALLIZERS of DREAMS, Guardians of the

LESSER SERVITOR RACE

DON'T ASK ME where I got the Crystallizer, by the way—until I can be sure its guardian will not follow, I must never speak of it.

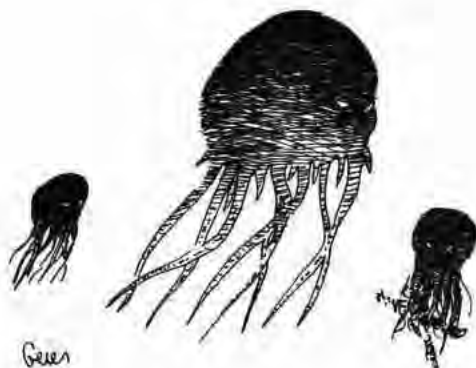
Ramsey Campbell, "The Render of the Veils"

THESE CREATURES APPEAR in this world as shadowy silhouettes—vague half-images. Looking much like ghostly, floating jellyfish, the guardians of the crystallizers of dreams bob silently and cloud-like above the ground, long, graceful tentacles dangling from beneath a dark and stormy sack-like body. Featureless except for a pair of yellow cat-like eyes that glow menacingly, the guardians are a weird and ominous sight to behold.

Those creatures whose responsibility it is to guard the fabled and bizarre crystallizers of dreams are not wholly of this planet, but exist, instead, in a dimension somewhere between the realms of dreams and the world of the waking. When one of the strange whistling, egg-shaped crystals is used improperly, or taken wrongly from its owner, Hypnos sends forth the guardians to retrieve the enigmatic jewel and slay the offending party.

The guardians are attracted to the crystallizer's whistling and each use of the artifact has a cumulative +1d10% chance of attracting the creatures. At first a rolling, oozing, puddle-like spot of shadow forms in the air. A few moments later one or more of the guardians waft through this spacial disturbance and into this dimension to seek out the crystallizer of dreams and its imprudent user. Crystallizer guardians have no scent and make no sound, so they almost always attack with surprise.

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



Guardians of the Crystallizers of Dreams

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

GUARDIANS OF THE CRYSTALLIZERS OF DREAMS, Hypnos' Hunters

| characteristics | rolls | average |
|-----------------|------------------------|---------|
| STR | N/A | N/A |
| CON | N/A | N/A |
| SIZ | 3d6+3 | 13-14 |
| INT | 2d6+8 | 15 |
| POW | 2d6+6 | 13 |
| DEX | 2d6+8 | 15 |
| Move | 10 floating in the air | |
| HP | 13 | |

Av. Damage Bonus: N/A

Weapon: Entangle 35%, damage special

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

Skills: Move Silently 100%

Spells: If a guardian's INT or less is rolled on d100, then it knows that many spells. These creatures have the unique ability of being able to cast Dreamlands spells in the waking world. If a guardian knows spells they are likely to be those of the Dreamlands.

Sanity Loss: 1/1d6 Sanity points to see a guardian.

DEEP ONE HYBRIDS

LESSER SERVITOR RACE

HE WAS A THIN, stoop-shouldered man not much under six feet tall. ... His age was perhaps thirty-five, but the odd, deep creases in the sides of his neck made him seem older when one did not study his dull, expressionless face. He had a nar-

row head, bulging, watery blue eyes that seemed never to wink, a flat nose, a receding forehead and chin, and singularly undeveloped ears. His long, thick lip and coarse-pored, grayish cheeks seemed almost beardless except for some sparse yellow hairs that straggled and curled in irregular patches; and in places the surface seemed queerly irregular, as if peeling from some cutaneous disease. His hands were large and heavily veined, and had a very unusual grayish-blue tinge. The fingers were strikingly short in proportion to the rest of the structure, and seemed to have a tendency to curl closely into the huge palm. ... [He had a] peculiarly shambling gait and his feet were inordinately immense.

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

DEEP ONE HYBRIDS are produced through the mating of a deep one with a human. Although most offspring of such unions are born as normal humans, changes begin taking place usually in the victim's early teens. By middle age, most hybrids show some form of gross deformity, many retiring to the privacy of their closely shuttered homes. Most make the final transformation to deep one, and return to the sea.

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

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



Deep One Hybrid

DEEP ONE HYBRIDS, Carriers of the Innsmouth Taint

| characteristics | rolls | average |
|-----------------|-------|---------|
| STR | 3d6 | 10-11 |
| CON | 3d6 | 10-11 |
| SIZ | 2d6+6 | 13 |
| INT | 2d6+6 | 13 |
| POW | 3d6 | 10-11 |
| DEX | 3d6 | 10-11 |
| APP | 2d6-1 | 6 |
| EDU | 2d6 | 7 |
| Move | | 8 |
| HP | | 11-12 |

Av. Damage Bonus: None

Weapons: Fist 55%, damage 1d3

Grapple 35%, damage special

Other weapons as per base %, damage as per weapon

Armor: None

Spells: Deep one hybrids with a pow of 14 or more may know 1d4 spells. Spells are usually those dealing with the deep ones, Cthulhu, Dagon, Hydra, and other entities associated with Cthulhu.

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

Sanity Loss: The Sanity loss for seeing a deep one hybrid varies, depending on how horrible the creature is. Typical Sanity losses are 0/1d4 for more human-like hybrids, to 1/1d6 or even 1/1d6+2 for particularly monstrous hybrids. The truly monstrous beloved of Cthulhu may cost as much as 1/1d8 to 1/1d10 Sanity points to see.

simplicity's sake, greater and lesser desh. Lesser desh appear as large silvery tadpoles with limp, toothless mouths, and with a row of dark, bead-like eyes across their narrow heads. Their long limbs are tough and springy. Greater desh have slim, fish-like bodies with four long limbs knotted with cords of stringy muscle. Wide mouths bristle with curved, six-inch teeth. The top of the sleek head is crowned with a bundle of 2d4 lidless, plate-shaped eyes arranged in a crescent.

Although of solid matter, desh are semi-transparent, continually fading in and out of view. Lingering images—chemical memories from the nerve fiber of the brain used as a gateway—flash intermittently through the creatures' pale skins. A greater desh summoned through an acquaintance or loved one sometimes provides glimpses of this person's life, possibly causing Sanity losses of as much as 1d4 points.

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

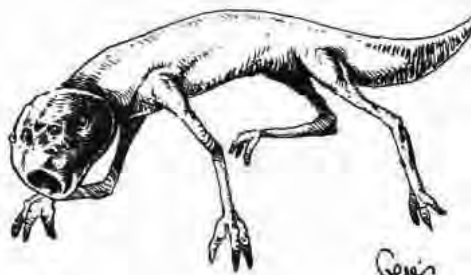
Desh are most easily brought into this dimension using a sentient brain as a neural gateway. The summoning of lesser desh though such a gateway is painful to the subject, resulting in a gradual loss of INT if summonings are repeated: One point of INT is lost for every three lesser desh summoned. Lesser desh are not very dangerous and rarely survive in this world for more than 1d3 days before unraveling and disappearing, occasionally leaving traces of themselves behind. Greater desh are far more powerful. Summoning one through a human brain always results in the death of the subject—the skull bursts open, leaving a star-shaped hole in the crown.

Although lesser desh suffer damage normally, greater desh do not. Whenever an investigator makes a successful hit against a greater desh damage is rolled

DESH

LESSER INDEPENDENT RACE

DESH IS THE NAME given by Hyperboreans to those creatures living in a near but alternate dimension. Existing in many different forms, these creatures float through the invisible spaces around us, as unaware of our presence as we are of theirs. Although the varieties of desh may be unlimited, only two forms are described here for



Lesser Desh

normally then multiplied by five. The result is the percentage chance that the creature is destroyed outright. Roll d100 and if the result is less than the calculated number the desh disappears in a bright star-shaped wink of light. If the roll is higher than the number calculated the attack has no effect.

LESSER DESH, Things from Another Dimension

| characteristics | rolls | average |
|-----------------|-------|---------|
| STR | 2d6+1 | 8 |
| CON | 1d6 | 3-4 |
| SIZ | 1d6 | 3-4 |
| INT | 1d4 | 2-3 |
| POW | 1d3 2 | |
| DEX | 3d6+1 | 11-12 |
| Move | | 6 |
| HP | | 3-4 |

Av. Damage Bonus: N/A

Weapons: Grab and Trip 35%, victim falls unless he can roll his DEX x 3 or less on d100.

Armor: None

Spells: None

Sanity Loss: 1/1d3 Sanity points to see lesser desh.



Greater Desh

GREATER DESH, Horrors from Another Dimension

| characteristics | rolls | average |
|-----------------|-------|---------|
| STR | 4d6+3 | 17 |
| CON | 3d6 | 10-11 |
| SIZ | 2d6 | 7 |
| INT | 2d6 | 7 |
| POW | 3d6+2 | 12-13 |
| DEX | 6d6+1 | 22 |
| Move | | 30 |
| HP | | 8-9 |

Av. Damage Bonus: None

Weapons: Grab and Hold 45%, restrained for bite Bite 55%, damage 1d10

Armor: None

Spells: Greater desh may or may not have magical abilities, at the Keeper's discretion. Desh magic likely has very bizarre effects in this dimension, or may not work at all here.

Sanity Loss: 1/1d4+1 Sanity points to see greater desh.

DHO-SPAWN

GREAT OLD ONE

THE DHO-SPAWN is invisible to the naked eye, save for a sense of "oiliness" in the air. Passing through the space occupied by the entity imparts the impression that the air has thickened. If special goggles are worn, or the Powder of Ibn Ghazi or a similar spell is cast, the ghastly appearance of the creature is fully appreciated. The loathsome Dho-spawn is enormous, and without fixed shape as its livid pulsing body shifts and rotates through far more than three dimensions. From its median line sprout writhing forests of whip-like tendrils. The tendrils only interact with solid objects where the Dho-spawn desires, such as the base of victims' skulls. Ten of the tendrils have knobbed ends, which emit faint, dissonant moans.

The Dho-spawn was brought to this dimension through a gate at the beginning of the 1920's. The being initially appeared as nothing more than a small crystalline object. Eventually the crystal grew and changed into the Dho-spawn. The Dho-spawn may reach maturity and complete the final transformation into a full-fledged Great Old One very soon, or not for hundreds of centuries yet.

The Dho-spawn sends stray tentacles to impale and thereby control—or else coerce—sentient beings around it. The Dho-spawn controls its slaves by inserting one of its invisible tendrils into the brain of a victim. These victims then remain in relative close proximity to the Dho-spawn.

The Dho-spawn increases its powers of thought through absorbing the perceptions and memories of slaves. It takes control by implanting a tentacle within the brain stem of its victim. If the victim is unwilling, it also needs to win a POW struggle with its victim on the Resistance Table. Victims controlled by the Dho-spawn are like extra limbs or senses, and the Dho-spawn may speak and act through them. When an implanted tentacle is removed the victim dies instantly and messily.

The Dho-spawn may also invade the thoughts of an unattached victim. If it wins a POW struggle, its victim remains under its control for 1d10 rounds. Only one victim at a time may be controlled in this manner.

When the Dho-spawn breaks contact with a slave it snaps its tendril back to its body, pulling the victim's spine out in the process and thus killing him. If any of the Dho-spawn's slaves are killed or faint from blood loss or shock, the entity continues to manipulate their nervous systems. Such dead or unconscious slaves become blood-spattered marionettes that jerkily continue

their attacks. Witnessing this gruesome sight costs 1/1d6 Sanity points.

If the Dho-spawn is reduced to half its hit points it flees, breaking contact with and incidentally killing all of its slaves as it pulls their spines out through the back of their skulls.



Dho-spawn

DHO-SPAWN, Immature Great Old One

STR 50 CON 26 SIZ 50 INT 17 POW 25
DEX 15 Move 8/12 flying HP 38

Damage Bonus: +5d6

Weapons: Tentacle Implant 15%, damage special (see above)
Mental Coercion, see above

Armor: Due to its multidimensional normal, non-enchanted nature, weapons do only minimum possible damage to the Dho-spawn.

Spells: Although it generally uses none, the Dho-spawn may know any spells desired by the Keeper.

Sanity Loss: 1d3/1d20 Sanity points to see the Dho-spawn.

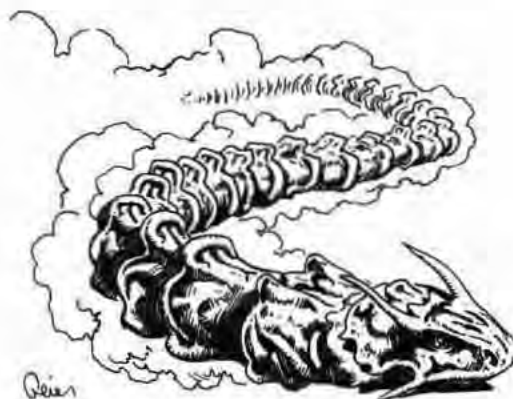
FIREWORMS

FABULOUS CREATURES

THE SERPENTINE FIREWORMS of the Dreamlands forest of Parg creep through the jungle night, glowing faintly from cracks in their segmented armor and emitting little puffs of phosphorescent smoke. They grow from six to forty feet long, and from one to three feet thick. Fireworms are completely limbless, and have highly sculptured segmented armor, colored bright blue and orange.

Fireworms are fairly peaceable creatures which only come out at night. Once every fifty years they swarm in great numbers and devastate the land. After that they die off, and none are seen for a full decade.

At will, a fireworm can burst into flames. When alight, the creature ignites any flammable objects it touches, and adds +2d6 to the damage done by its tail lash and bite. It costs the fireworm one magic point for every round it spends in flames.



Fireworm

FIREWORMS, Fiery Dreamlands Denizens

| characteristics | rolls | average |
|-----------------|------------|---------|
| STR | 2d6-12d6 | 7-42 |
| CON | 2d4-12d4 | 5-30 |
| SIZ | 2d10-12d10 | 11-66 |
| INT | 1d6 | 3-4 |
| POW | 4d6 | 14 |
| DEX | 1d6 | 3-4 |
| Move | | 4 |
| HP | | 8-48 |

Av. Damage Bonus: +3d6

Weapons: Tail Thrash 40%, damage 1/2 db
Bite 25%, damage 2d6

Armor: 7 points of hard shell

Spells: None

Sanity Loss: 0/1d3 Sanity points to see fireworms.

FRACTAL CREATURES

LESSER SERVITOR RACE

THESE CREATURES DWELL in a bizarre fractal realm accessible only through a gate created by a special computer program. Certain Outer Gods, Elder Gods, Great Old Ones, or even Great Ones may also travel to and from the fractal dimension and transport or teleport humans there.

The fractals manifest themselves as pure energy. A faint, sparkling light show, they drift translucently through the air in search of precious energy. For some

this is easy; they are able to sip gently—like herbivores—from the electrical currents coursing through civilization. Some, like carnivores, feed upon the energy of others.

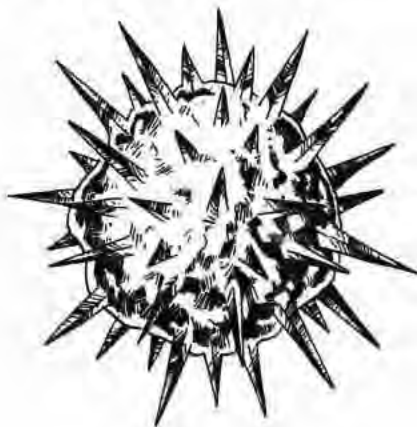
The fractals' only meaningful statistics are POW and magic points. Once a fractal's magic points equal its POW, it needs to feed no more. However, on this plane the fractals' energies naturally dissipate over a period of twenty-four hours. Fairly soon they are hungry again. Magic points drained from living things are immediately added to the fractal's own. When its total equals its POW, it ceases to attack. Upon emerging from a computer, a given fractal's magic points are equal to its POW less 1d6+3 (but never less than one).

Although physical weapons cannot harm fractals, they can be successfully attacked with various forms of energy. Low-powered lasers, microwaves, or ultrasound might work. The best weapon is electricity, and that produced by an electrical stun gun delivers 2d6 points of damage, subtracted from the fractal's current magic point total. Reduced to zero hit points, a fractal dies, winking silently out of existence.

As a fractal leaves the gate it suffers 1d3 points of damage as it breaks contact with the monitor screen. Fractals jerk swiftly away from screens and do not approach a monitor while it remains on. Monitors and television screens repel the creatures.

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

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



Builder Fractal

BUILDER FRACTALS

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

BUILDER FRACTALS, Creatures from the Fractal Dimension

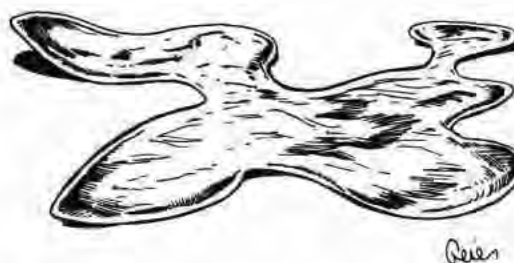
| characteristics | rolls | average |
|-----------------|-------|---------|
| INT | 1d6+2 | 5-6 |
| POW | 1d6 | 3-4 |
| DEX | 2d6 | 7 |
| Move | | 4 |

Weapons: None

Sanity Loss: 0/1d4 Sanity points to see a builder fractal.

COMBER FRACTALS

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



Comber Fractal

COMBER FRACTALS, Creatures from the Fractal Dimension

| characteristics | rolls | average |
|-----------------|-------|---------|
| INT | 1d6 | 3-4 |
| POW | 1d6 | 3-4 |
| DEX | 2d4 | 5 |
| Move | | 7 |

Weapons: None

Sanity Loss: 0/1d4 Sanity points to see a comber fractal.

FEEDER FRACTALS

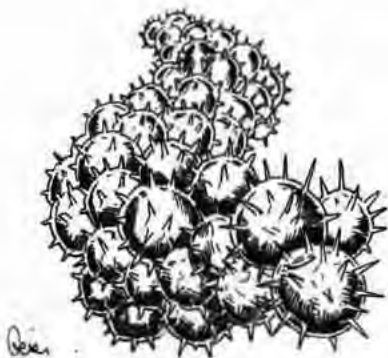
A feeder fractal appears as a conglomeration of spiky spheres and balls. It may be that a single feeder is made up of lots of individual feeders. Feeders drift, ingesting tiny motes of energy floating in space.

FEEDER FRACTALS, Creatures from the Fractal Dimension

| characteristics | rolls | average |
|-----------------|-------|---------|
| INT | 1d3 | 2 |
| POW | 1d4 | 2-3 |
| DEX | 1d4 | 2-3 |
| Move | | 5 |

Weapons: None

Sanity Loss: 0/1d4 Sanity points to see a feeder fractal.



Feeder Fractal

FLOATER FRACTALS

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



Floater Fractal

FLOATER FRACTALS, Creatures from the Fractal Dimension

| characteristics | rolls | average |
|-----------------|-------|---------|
| INT | 1d2 | 1-2 |
| POW | 1d4 | 2-3 |
| DEX | 1 | 1 |
| Move | | 1 |

Weapons: none

Sanity Loss: 0/1d4 Sanity points to see a floater fractal.

HIDER FRACTALS

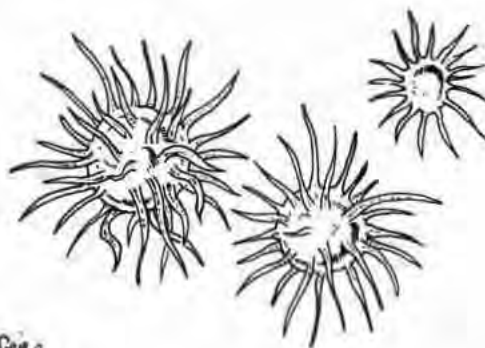
Hider fractals are tiny blobs bursting with tentacles. They are almost never seen in the open, preferring to hide within other fractals.

HIDER FRACTALS, Creatures from the Fractal Dimension

| characteristics | rolls | average |
|-----------------|-------|---------|
| INT | 1d4 | 2-3 |
| POW | 1d4 | 2-3 |
| DEX | 2d6 | 7 |
| Move | | 3 |

Weapons: None

Sanity Loss: 0/1d4 Sanity points to see a hider fractal.



Hider Fractals

INSPECTOR FRACTALS

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



Inspector Fractal

INSPECTOR FRACTALS, Creatures from the Fractal Dimension

| characteristics | rolls | average |
|-----------------|-------|---------|
| INT | 2d6+6 | 13 |
| POW | 3d6 | 10-11 |
| DEX | 2d6 | 7 |
| Move | | 7 |

Weapons: Tentacle 50%, damage 1d3 magic point drain

Sanity Loss: 0/1d4 Sanity points to see an inspector fractal.

MARAUDER FRACTALS

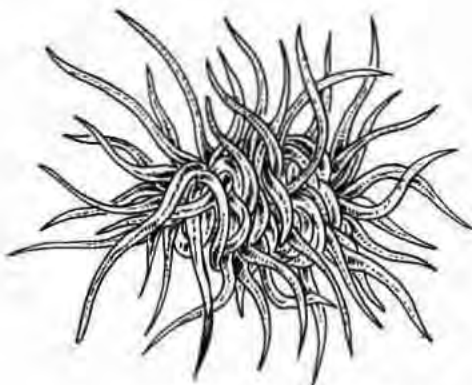
Marauder fractals, stringy masses of fine tendrils, are among the most dangerous of the fractal entities. The marauder always attacks the nearest living creature. Investigators may resist the attack by winning a POW:POW struggle. If successful, the marauder is forced away. The attacked investigator suffers a 1d3/1d10 Sanity point loss, and the marauder moves to a new target. If the investigator fails, he falls unconscious and loses 1d6/1d20

Sanity points as the marauder tries to take full control of him, but it must succeed an INT x 1 roll to do so.

If the marauder cannot immediately take control, its host awakens and is tormented by alien visions of fractal madness. It takes the marauder 1d8 days to achieve control. Meanwhile it steals its host's magic points. This is not enough to satisfy it, so it leaves at intervals to feed on others.

When the marauder takes control it enters its victim's body, where it has access to its host's skills and memories. Marauders free in the material world often attempt to open a gate to their weird dimension to summon their fractal god (see FRACTAL YOG-SOTHOTH) or return to their home plane. To do this they must first write the proper computer program.

Marauders can attack with 1d3 writhing fractal tentacles each round or may fire tiny bolts of energy. The bolts of energy inflict 1d3 points of damage and cost the fractal 1 magic point to fire.



Rein

Marauder Fractal

MARAUDER FRACTALS, Creatures from the Fractal Dimension

| characteristics | rolls | average |
|-----------------|-------|---------|
| INT | 4D6 | 14 |
| POW | 4D6 | 14 |
| DEX | 3D6 | 10-11 |
| Move | | 9 |

Weapons: Writhing Tentacles 80%, damage 1d3 MP drain

Energy Bolts 60%, damage 1d3

Sanity Loss: 1/1d6 Sanity points to see a marauder fractal.

PREDATOR FRACTALS

Predator fractals are bundles of spiky shafts. Predators are able to steal magic points from living creatures, instinctively picking on the weakest. They attack by stabbing their victim and overcoming its magic points on the Resistance Table. If successful, the predator steals 1d6 magic points.

Predators can also fire tiny bolts of energy which do 1d3 points of damage and cost the fractal 1 magic point each.



Rein

Predator Fractal

PREDATOR FRACTALS, Creatures from the Fractal Dimension

| characteristics | rolls | average |
|-----------------|-------|---------|
| INT | 3d6+3 | 13-14 |
| POW | 2d6+6 | 13 |
| DEX | 4d6 | 14 |
| Move | | 10 |

Weapons: Stab 60%, damage 1d6 magic point drain

Energy Bolts 50%, damage 1d3

Sanity Loss: 1/1d6 Sanity points to see a predator fractal.

FRACTAL YOG-SOTHOTH

AVATAR OF YOG-SOTHOTH

IT WAS AN All-in-One and One-in-All of limitless being and self—not merely a thing of one space-time continuum, but allied to the ultimate animating essence of existence's whole unbounded sweep—the last, utter sweep which has no confines and which outreaches fancy and mathematics alike.

H. P. Lovecraft and E. Hoffmann Price, "Through the Gates of the Silver Key"

THE FRACTAL AVATAR of Yog-Sothoth is a faint, sparkling apparition of pure technicolor energy. In appearance this entity is an intricate geometric frame of lines, angles, circles, and semicircles connected in a complex design. At the center of the entity is a mass of expanding and contracting tentacles. This strange entity is not worshiped in any way, although software designers and computer

programmers sometimes accidentally discover its strange fractal world and unwittingly release it.

The fractal Yog-Sothoth may manifest only through computer screens via a gate created by a special computer program. When the program is run there is a flash of weird light, the computer screen shatters into a million pieces, and a gate opens. Yog-Sothoth flows out of the gate, rising from the wreckage of the ruined monitor. The being quickly expands to cathedral size, bursting out of its confines. The thing moves slowly, gouging a deep furrow into the ground ten feet deep.

The avatar of Yog-Sothoth attacks with 1d20 fractal tentacles each round. Anything grasped by the Outer God instantly transforms into a fractal image of its former self, then flows into and becomes a part of the fractal god.

As a being manifest of pure energy, fractal Yog-Sothoth cannot be harmed by any physical means. Various forms of energy such as lasers, microwaves, ultrasound, or electricity are effective against this being. Such attacks inflict 2d6 hit points of damage to the entity each round. Closing its gate by switching off or rebooting the computer may also dispel fractal Yog-Sothoth.

Fractal avatars of other Outer Gods or even Great Old Ones or Elder Gods may also exist in the fractal dimension.



Fractal Yog-Sothoth

FRACTAL YOG-SOTHOTH, Lord of the Fractal Realm

STR N/A CON 400 SIZ 150 INT 40 POW 100
DEX 1 Move 6 HP 100

Damage Bonus: N/A

Weapons: Fractal Tentacles 80%, damage is grasp and consume

Armor: None, but physical weapons cannot harm the fractal Yog-Sothoth. If reduced to zero hit points the Outer God is expelled back to its fractal world, vanishing with a terrible thunderclap.

Spells: All

Sanity Loss: 1d10/d100 Sanity points to see the fractal form of Yog-Sothoth.

FTHAGGHUA

UNIQUE ENTITY (Fire Vampire Greater Servitor)

AND THE MINIONS of Cthugha were the so-called "Flame-Creatures", whose leader, Fthagghua, dwelt on a world called Ktynga.

Lin Carter, "Zoth-Ommog"

FTHAGGHUA IS THE LORD and leader of the fire vampires, and dwells with them and their god Cthugha near the star Fomalhaut. There is some speculation that this intelligent, fiery gas is an offspring of the Great Old One Cthugha.

Fthagghua sets flammable objects alight with its touch. It attacks by touching its victims, inflicting 4d6 hit points of severe burn damage. If the burn damage done by Fthagghua's attack overcomes the victim's CON on the Resistance Table, the victim goes into shock and must be successfully treated with a First Aid or Medicine roll. Unsuccessfully treated or untreated victims go into deep shock and can do nothing. Untreated, severely burned victims die within a few hours.

Fthagghua is always encountered in the company of 10d4 fire vampires.



Fthagghua

FTHAGGHUA, Lord of the Fire Vampires

STR N/A CON 35 SIZ 47 INT 18 POW 21
DEX 24 Move 13 flying HP 41

Damage Bonus: N/A

Weapons: Touch 90%, damage 4d6 burn

Armor: None, but no material weapons can harm Fthagghua. Water thrown on Fthagghua inflicts two points of damage per gallon to the entity. Hand-held fire extinguishers do 1d6 hit points of damage, and a bucket of sand 1d3 hit points of damage.

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

Sanity Loss: 1/1d8 Sanity points to see Fthagghua.

GHADAMON

GREAT OLD ONE

GHADAMON IS A larval Great Old One composed mostly of a bluish-brown mucoidal substance. It moves about on land with difficulty, dragging itself along by means of sticky, stringy pseudopods which it shoots out from its mass and attaches to surrounding objects. Ghadamon is covered with pustules that develop, quickly swell, and then burst to emit noxious gas or to ooze foul slime which is often quickly sucked up by a nearby orifice. Several malformed head-like objects float about in Ghadamon's body, occasionally surfacing to peer about. Presently, Ghadamon weighs over a thousand pounds, but will weigh much more after being escorted to the sea and installed in the House of Ghadamon by the deep ones.

Ghadamon, like Bokrug, is one of the few Great Old Ones to live in the Dreamlands. There it haunts a lake, waiting until the time is ripe to travel to the waking world. The larval Great Old One has no followers and was originally created by the alien science of the fungi from Yuggoth for some unknown reason.

Unless attacked, Ghadamon offers no direct threat. Though it is aware of what is going on around it, Ghadamon cares merely to wait for the deep ones to come to take it to the sea. Only if it is attacked does the Great Old One begin killing.

If Ghadamon does attack, it can send out 1d10 pseudopod strings each round. These adhere to anyone struck. The following round, Ghadamon pulls the victim to its multiple floating heads. The victim can tear loose from the pseudopod strings if he can overcome the adhesive's STR of 10 with his own STR. If more than a single string afflicts him, their total STR is added



Ghadamon

together, and all must be defeated in a single resistance roll. Two strings have a STR of 20, for example.

Once a victim has been pulled to Ghadamon, 1d6 heads attack each round, biting for 1d3 points of damage each. The heads can only reach victims that are actually touching Ghadamon.

GHADAMON, Larval Great Old One

STR 45 CON 41 SIZ 35 INT 20 POW 40
DEX 18 Move 2/6 swimming HP 38

Damage Bonus: N/A

Weapons: Pseudopod Strings 55%, adheres to victim
Bite 100%, damage 1d3 per head

Armor: None, but all weapons do minimum possible damage to Ghadamon. Ghadamon can regenerate 5 points of damage per round. Its slimy surface protects it from most heat or fire damage, and only the most intense or prolonged heat harms it.

Spells: Contact Minion of Ghadamon (castable only in the Dreamlands when near the sterile lake in which Ghadamon once lived), and others as the Keeper desires.

Sanity Loss: 1d3/1d20 Sanity points to see Ghadamon.

GLOON

GREAT OLD ONE

... [A] SEAMAN'S BODY was found on the deck, hands gripping the railing in curious fashion. The poor fellow was young, rather dark, and very handsome. ... Our men searched him for souvenirs, and found in his coat pocket a very odd bit of ivory carved to represent a youth's head crowned with laurel. My fellow officer believed that the thing was of great age and artistic value.

H. P. Lovecraft, "The Temple"

GLOON USUALLY APPEARS as a handsome nude young man, though standing well over ten feet tall. A laurel wreath is carefully set around his brow. Gloon's true form is that of a wattled, slug-like horror.

Gloon is imprisoned within a temple in submerged Atlantis, where it guards a portal to some unknown interdimensional place. Although worshiped by the Atlanteans and possibly other ancient civilizations, Gloon has no human following today.

The Great Old One's touch penetrates through armor or clothing to cause exceeding pain and agony in the recipient as his flesh explodes into a festering mass of boils and scabs. This attack does 1d3 damage to the victim per round for 1d6 rounds after the touch has

ended. The agony also causes the target to lose ten percentiles off all skills until the wounds have been cured.

Once reduced to zero hit points, Gloon transforms to its true watted and slug-like form, then dissolves and vanishes back to its own plane.

Anyone possessing one of the statues of Gloon in its handsome youth form experiences vivid dreams of strange titan cities beneath the waves. Watery granite towers and barnacle-encrusted temples haunt the sleeper's consciousness. After a week of these bizarre images, one scene begins to reoccur—a dark basalt temple of enormous size from whose door and multitudinous windows emanates a faint glow. Above the temple's entrance is a ten-foot tall bas relief version of the statue of the handsome, naked youth. A Sanity roll and the loss of 0/1 point of Sanity is required each night for the dreams. Once an investigator has lost 10% of his Sanity to the dreams he becomes obsessed with finding the submerged city and returning the statue to the dark temple. Simply destroying a statue of Gloon may not be enough to stop the dreams.



Glen

Gloon

GLOON, The Corruptor of Flesh

STR 40 CON 60 SIZ 30 INT 14 POW 50
DEX 17 Move 6 HP 45

Damage Bonus: +3d6

Weapons: Touch 60%, damage 1d3 per round for 1d6 rounds plus -10% off all skills

Armor: None

Spells: Any as the keeper desires.

Sanity Loss: None normally; however, seeing Gloon's true form costs 1/1d10 Sanity points.



GNORRI

LESSER INDEPENDENT RACE

... *OVERLOOKING* the twilight sea wherein the bearded and finny Gnorri build their singular labyrinths.

H. P. Lovecraft and E. Hoffmann Price, "Through the Gates of the Silver Key"

THESE DREAMLANDS BEINGS are finned and bearded undersea dwellers, somewhat resembling mermen. They may have two, three, or four arms (a three-armed gnor is asymmetrical, with two arms on one side and one on the other). Approximately 10% of the gnorri are four-armed, 40% three-armed, and 50% two-armed. The gnorri lack legs, and instead their torsos end in grotesquely long (15-20 feet) tentacle-like tails. The spiral undulations of this tentacle are used to propel the gnorri when swimming. When a gnor creeps along the sea bottom, the tentacle slithers ahead like some obscene boa constrictor, bracing against convenient objects to pull the gnor along.

A gnor may attack or parry once per arm in addition to its tentacle attack. Thus, a two-armed gnor can attack once and parry once. If a gnor succeeds in grappling a foe with its tentacle, it usually tries to strangle the victim or pull him beneath the ocean to drown.

Three-armed gnorri have 4d6 STR and DEX and an average damage bonus of +1d6. Four-armed gnorri have 3d6 STR and 5d6 DEX and an average damage bonus of +1d4. Otherwise, three and four-armed gnorri have the same statistics as the two-armed gnorri, described below.



Three-armed Gnor

GNORRI, Dreamlands Mermen (two-armed variety)

| characteristics | rolls | average |
|-----------------|--------|------------|
| STR | 5d6 | 17-18 |
| CON | 3d6 | 10-11 |
| SIZ | 2d6+12 | 19 |
| INT | 2d6+6 | 13 |
| POW | 3d6 | 10-11 |
| DEX | 3d6 | 10-11 |
| Move | | 5 swimming |
| HP | | 15 |

Av. Damage Bonus: +1d6

Weapons: Harpoon 30%, damage 1d10 + db

Parry 30%, blocks attack

Tentacle 50%, damage grapple (begin drowning/suffocating procedure)

Armor: 2 points of scaly skin

Spells: A gnor with INT 17 or more may know 1d4 spells.

Sanity Loss: 0/1d6 Sanity points to see a gnor.

HASTUR, Spawn of

GREATER SERVITOR RACE

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

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

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



A Spawn of Hastur

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

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

| characteristics | rolls | average |
|-----------------|--------|------------------------|
| STR | 6d6+20 | 41 |
| CON | 3d6+10 | 20-21 |
| SIZ | 6d6+10 | 31 |
| INT | 2d6+6 | 10 |
| POW | 5d6 | 17-18 |
| DEX | 3d6 | 10-11 |
| Move | | 6/8 swimming/20 flying |
| HP | | 51-52 |

Av. Damage Bonus: +3d6

Weapons: Tentacle 75%, damage 1d6 + db or hold to engulf
Engulf 100% when held, damage death

Armor: 10 points of thick and rubbery hide

Spells: All spawn of Hastur know at least 2d6 spells. Typical spells include all dealing with Hastur and its various forms and servants.

Sanity Loss: 1d6/1d20 Sanity points to see a spawn of Hastur.

HELL-PLANTS

LESSER SERVITOR RACE

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

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

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

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

X-rays can detect the hell-plant seeds. Surgery may successfully remove them or may cause them to sprout, as the Keeper chooses.



Hell-Plant

HELL-PLANTS, Nightmare-born Creepers

| characteristics | rolls | average |
|-----------------|-------|-------------------------|
| STR | 4d6+6 | 20 |
| CON | 3d6x5 | 45-60 |
| SIZ | N/A | grows |
| INT | 3d4 | 7-8 |
| POW | 5d6 | 17-18 |
| DEX | 2d6+6 | 13 |
| Move | | 0 |
| HP | | 30+2d6 growth per round |

Av. Damage Bonus: N/A

Weapons: Tendril 80%, damage 1d6 + drains 1 STR each subsequent round.

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

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

Sanity Loss: 1/1d10 Sanity points to see a hell-plant.

IB, Beings of

LESSER SERVITOR RACE

[THEY WERE] AS GREEN as the lake and mists that rise above it. ... [T]hey had bulging eyes, pouting, flabby lips, and curious ears, and were without voice. ... [The men of Sarnath] found the beings weak, and soft as jelly to the touch of stones and arrows.

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

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

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

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

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



Being of Ib

BEINGS OF IB, Servants of Bokrug

| characteristics | rolls | average |
|-----------------|-------|--------------|
| STR | 1d6+6 | 9-10 |
| CON | 3d6 | 0-11 |
| SIZ | 4d6 | 14 |
| INT | 2d6+6 | 13 |
| POW | 3d6 | 10-11 |
| DEX | 3d6 | 10-11 |
| Move | | 7/8 swimming |
| HP | | 13 |

Av. Damage Bonus: None

Weapons: Paw 40%, damage 1d4

Weapon 40%, damage as per weapon

Armor: None

Spells: Any being of Ib with a pow of 14 or more may know up to 1d6 spells, always including Contact Bokrug.

Sanity Loss: 0/1d6 Sanity points to see a being of Ib.



Ghostly Being of Ib

BEINGS OF IB (Ghost form), Pitiful Apparitions

| characteristics | rolls | average |
|-----------------|--------|---------|
| STR | N/A | N/A |
| CON | N/A | N/A |
| SIZ | N/A | N/A |
| INT | 2D6+6 | 13 |
| POW | 2D6+12 | 19 |
| DEX | N/A | N/A |
| Move | | 10 |
| HP | | N/A |

Av. Damage Bonus: N/A.

Weapons: Pow Drain (POW:POW), damage 1d3 POW drained.

Armor: None, but ghost-beings of Ib cannot be harmed in any physical way. Spells which attack or drain POW or INT work against them.

Spells: Any known while living.

Sanity Loss: 0/1d6 Sanity points to see a ghost-being of Ib.

KARAKAL, Minions of

LESSER SERVITOR RACE

MINIONS OF KARAKAL are made of crackling lightning. Their spider-like legs are black and red lightning bolts which continually vanish and are replaced. Their small black bodies are shot through with flashes of red. They have no visible heads or sense organs. They float in the air, seemingly propelling themselves by making crawling motions with their electrical limbs. They cannot be grounded.

Minions of Karakal normally only appear in the Dreamlands when summoned by wizards. They are one of the most common lesser magic guardians in use.

The minions of Karakal attack with one of their lightning bolt legs. The strike crackles through the air

and sears a blackened hole in the target, delivering 2d6 points of damage. In addition, the damage done is matched against the target's CON on the Resistance Table. If the damage overcomes the target's CON, then the target's heart stops and he dies. Otherwise, he survives.



Minion of Karakal

MINIONS OF KARAKAL, Living Lightning

| characteristics | rolls | average |
|-----------------|-------|------------|
| STR | 2d6 | 7 |
| CON | 3d6 | 10-11 |
| SIZ | 2d6 | 7 |
| INT | 1d6 | 3-4 |
| POW | 3d6 | 10-11 |
| DEX | 3d6 | 10-11 |
| Move | | 6 floating |
| HP | | 8-9 |

Av. Damage Bonus: N/A

Weapons: Touch 40%, damage 2d6 + resist with CON or die

Armor: None. Material weapons do only 1 point of damage per successful hit. An individual striking a minion with a metal weapon or a natural weapon (kick or punch) does 1 point of damage to the minion and then takes damage automatically as if the creature had struck him. Water harms minions as it does fire vampires; however, minions are unaffected by other mundane anti-fire techniques, such as buckets of sand or fire blankets.

Spells: None

Sanity Loss: 0/1d3 Sanity points to see a minion of Karakal.

LARVAE of the OTHER GODS

OUTER GODS

NEVER BEFORE had he known what shapeless black things lurk and caper and flounder all through the aether, leering and grinning at such voyagers as may pass, and sometimes feeling

about with slimy paws when some moving object excites their curiosity. These are the nameless larvae of the Other Gods, and like them are blind and without mind, and possessed of singular hungers and thirsts.

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

THE OTHER GODS ARE AMONG those beings who dance blindly and idiotically at the court of Azathoth, at the center of space and time. Occasionally portions of these beings are torn off or ejected into the depths of space, and sometimes these ejecta are or become living beings unto themselves. These are the monstrous larvae of the Other Gods. Whether they actually grow into Other Gods in time is conjectural; they are powerful entities nevertheless.

There are probably an infinite number of larvae, and each is unique. Even though two larvae may share the same "parent" entity, they need bear no resemblance to each other or to their sire.

Cast off from the Other Gods at the center of the universe, these larvae may drift forever in interstellar space, never coming into contact with any planet, civilized or no. Others may land—willingly or not—on distant planets and stars. There they may lie dormant for millennia, or they may grow to plague, conquer, or even mindlessly destroy their new homeworlds. These creatures seem to be particularly common in the space of Earth's Dreamlands.

Specific examples of Other God larvae include the seeds of Azathoth and the Star Mother. The statistics below offer a generalized range of abilities; the Keeper should modify them as desired. In particular, some may be larger than the figures below allow, and/or possess INT. The larvae attack according to their individual forms, with tentacle, poison gas, bite, smash, claw, engulf, etc.*



Larvae of the Other Gods

See also DHO-SPAWN, GHADAMON, and STAR MOTHER.

LARVAE OF THE OTHER GODS, Spawn of Impossible Alien Forces

| characteristics | rolls | average |
|-----------------|--------|---------|
| STR | d100/2 | 25 |
| CON | d100 | 50 |
| SIZ | d100 | 50 |
| INT | NA | NA |
| POW | 2d20 | 21 |
| DEX | 1d8 | 4-5 |
| HP | | 50 |

Move 1d10-1 (may be flying, swimming, burrowing, walking, slithering, floating, etc.)

Av. Damage Bonus: +4d6

***Weapons:** Individual mode DEX x 10%, damage = db

Armor: None, but all are immune to cold, gravity, and other effects of deep space. Individuals may have further invulnerabilities: unharmed by flame, physical attacks, impaling attacks, etc.

Spells: Usually none, although some may know as many as 1d10 spells.

Sanity Loss: Depending on the alienness of the specific form, anywhere from 0/1d10 to 1d8/5d10 Sanity points to see a larva of the Other Gods.

LILITH

GREAT ONE

IT IS KNOWN that in disguise the younger among the Great Ones often espouse the [children] of men, so that around the borders of the cold waste wherein stands Kadath the peasants must all bear their blood.

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

LILITH APPEARS AS A WOMAN of ageless and sinister beauty with smooth alabaster skin and billowing jet-black hair. Her eyes are like gleaming coal, her lips are a lustrous crimson, and her shape is the most sensuous of all. Lilith has never had any form of organized worship. She is instead sought out by sorcerers dabbling in the black arts or by those interested in procreation, fertility, or sex magic.

All who are aroused by the female figure fall into an awed stupor in the presence of this Great One. Such victims must resist against Lilith's POW with their own. Those who fail can do little more than stare in amazement at Lilith's beauty. Those who resist Lilith's POW do not fall under her spell. Lilith may command anyone under her power to do her bidding. Such mesmerized victims eagerly obey their mistress. This hypnotic

stupor lasts until Lilith has been dispelled or until a successful Psychoanalysis breaks her mental hold.

Lilith has the ability to walk through any form of obstruction such as doors, walls, etc. She often visits sleeping men, seducing them into somnambular intercourse. Victims of Lilith's somnambular seduction are drained of 1d10 magic points and awaken exhausted but remembering nothing of their visitor. The Great One may also watch, unseen, as couples make love during the night. When the lovers have fallen asleep, Lilith steals some of the man's semen. From the semen gathered through seduction or theft Lilith creates monsters and deformed creatures to haunt the night.

Lilith's children are the creatures of the night, and as such she has the ability to command any non-Mythos monsters. In combat she may rake with her claw-like fingernails. She also has the ability to drain 1d10 magic points by kissing a victim and overcoming his POW with her own. Lilith uses stolen magic points to replenish her own when she has used them. If the Great One does not need magic points those drained are simply lost.



Lilith

LILITH, The Queen of the Night

STR 30 CON 53 SIZ 9 INT 20 POW 25
DEX 20 APP 25 Move 10 HP 31

Damage Bonus: +1d6

Weapons: Fingernail Claw 85%, damage 1d6 + db
Kiss automatic, damage 1d10 magic point drain

Armor: None, but Lilith cannot be harmed by any physical attack at night. During daylight hours the Great One may be harmed normally. Lilith may regenerate a single hit point for each magic point she expends.

Spells: Any as desired by the Keeper.

Sanity Loss: There is no Sanity loss for seeing Lilith.

LROGG

AVATAR OF NYARLATHOTEP

... *WHICH CONFERRED BENEFITS* on its worshippers and demanded only annual sacrifice, in the shape of the removal of the legs of a conscious native ... smashing all the statues of the two-headed bat-deity Lrogg and killing three of the priests.

Ramsey Campbell, "The Insects from Shaggai".

LROGG IS WORSHIPED by the cuboid inhabitants of L'gy'hx with weird rites of self-mutilation.

This avatar of Nyarlathotep is closely connected to the Outer God's Father of All Bats/Fly-The-Light/Haunter of the Dark form. Lrogg is a double-headed bat creature composed of living, icy blackness. The bat-god has countless star-like eyes that twinkle and move about on its two faces, and each head has several fanged mouths. Lrogg's wings flap noiselessly, but throw off a shower of queer black sparks and flame.

Lrogg may attack with two bites each round or by casting off a shower of black sparks and flame from its wings. Any struck by the unholy black fire automatically lose 1d10 hit points and 1d6 CON. Any CON lost in this way never regenerates.



Lrogg

LROGG, the Silent Bat-God from the Stars

STR 40 CON 55 SIZ 45 INT 25 POW 35
DEX 20 Move 10/60 flying HP 50

Damage Bonus: +4d6

Weapons: Bite 75%, damage 2d6
Sparks & Flame 45%, damage 1d10 + 1d6 con drain

Armor: None, but Lrogg suffers damage only from fire or light.

Spells: Any

Sanity Loss: 1d8/1d20 Sanity points to see Lrogg.

MARTIANS

LESSER INDEPENDENT RACE

A BIG, GREY, ROUNDED BULK, the size, perhaps, of a bear ... rising slowly and painfully out of the cylinder. As it bulged up and caught the light, it glistened like wet leather. [The creature had] two large dark-coloured eyes [and its head] was rounded and had, one might say, a face. There was a mouth under the eyes, the lipless brim of which quivered and panted and dropped saliva. The whole creature heaved and pulsated convulsively. [It further displayed several] lank tentacular appendages, [a] V-shaped mouth, [and a] fungoid, oil brown skin.

H. G. Wells. *The War of the Worlds*

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

The Martians are vampiric in nature, extracting blood from their victims via long glass pipettes and taking it directly into their own systems for their nourishment. They are not feeble beings, despite their discomfort in the Earth's heavier gravity—they are able to move unaided, despite their increased weight, and humans grasped by Martian tentacles are rarely able to struggle free. Though the Martians employ mechanical aids when once established on a new planet, probably they adapt devices used routinely on their home world, not machines specially built for invasion.

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

The tripod fighting machines are devastating war machine. They stand some 100 feet tall and can move at speeds up to 60mph. Though heavy artillery fire can disable these machines, thanks to the alien heat rays—aimed with a parabolic mirror—and deadly black smoke projectors, few field pieces can get off more than a single shot before being destroyed. Belching green vapor at the joints of the tripod legs and from

other parts of the alien machinery, the tripods are nearly invincible.

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

The Martian black smoke is discharged in canisters carried by the mechanical tentacles of the battle machines. One canister can be loosed each round. Smoke billows out from the canister, quickly encompassing an area many yards wide and moving with the wind. This smoke is thick, viscous, and clinging, rising no more than fifty feet into the air. Anyone on the ground and in the smoke's path is attacked by it—a potency 25 poison against CON. If the smoke overcomes the victim's CON, he dies at once. Otherwise he takes 1d6 points of damage and must resist against the smoke with his CON again the next round. Holding one's breath reduces the effective potency of the smoke to 15, though it is still quite deadly.

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

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

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



MARTIANS, Invaders from Mars

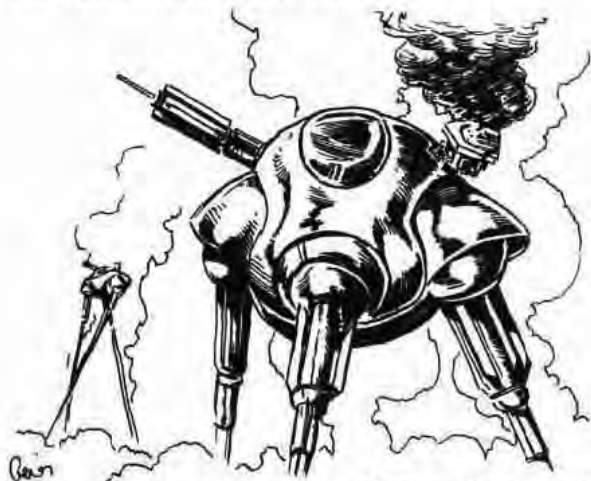
| characteristics | rolls | average |
|-----------------|--------|---------|
| STR | 3d6+6 | 16-17 |
| CON | 2d6 | 7 |
| SIZ | 4d6+12 | 26 |
| INT | 3d6+6 | 16-17 |
| POW | 3d6 | 10-11 |
| DEX | 3d6+6 | 16-17 |
| Move | 1 | |
| HP | | 16-17 |

Av. Damage Bonus: +2d6

Weapons: Grapple 50%, damage special

Armor: None, but all physical weapons do only half damage.

Sanity Loss: 1/1d8 Sanity points for seeing a Martian.



Martian War Machine

MARTIAN WAR MACHINES

STR 80 SIZ 100 DEX as per operator

Move 30 HP 120 body/40 each leg

Weapons: Tentacle 30%, damage 10d3 or grapple

Heat Ray 80%, damage 10d6 in a 4-yard radius

Black Smoke 100%, POT 25 poison, damage death or 1d6

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

Sanity Loss: 0/1d4 Sanity points to see a Martian tripod war machine.

MIRI NIGRI

Lesser Servitor Race

[CHAUGNAR FAUGN] made from the flesh of toads a race of small dark shapes to serve it. In bodily contour these shapes resembled men, but

they were incapable of speech and their thoughts were the thoughts of Chaugnar.

Frank Belknap Long, "The Horror from the Hills"

THE MIRI NIGRI ARE a race of dark, silent dwarves that serve the Great Old One Chaugnar Faugn and its "brothers." The miri nigri appear as dark, ugly little humans with amphibious features. They tirelessly tend to their alien sire, and crawl about the inert form of Chaugnar Faugn day and night. Twice a year the Great Old One sends its dwarfish sub-human servants down from their mountainous lair into the world of man to acquire youths and maidens. These young men and women are used to feed the vampiric Great Old One.

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



Miri Nigri

MIRI NIGRI, Dark Dwarves

| characteristics | rolls | average |
|-----------------|-------|--------------|
| STR | 2d6 | 7 |
| CON | 3d6 | 10-11 |
| SIZ | 1d4+4 | 6-7 |
| INT | 2d6 | 7 |
| POW | 3d6 | 10-11 |
| DEX | 3d6+6 | 16-17 |
| APP | 1d6 | 3-4 |
| Move | | B/B swimming |
| HP | | 8-9 |

Av. Damage Bonus: None

Weapons: Claw 35%, damage 1d3

Armor: None

Spells: None

Skills: Sneak 90%, Swim 75%

Sanity Loss: 0/1d2 Sanity points to see the miri nigri.

NUG and YEB

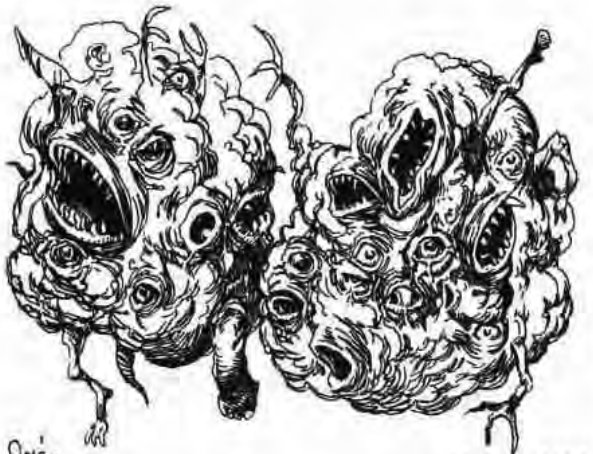
GREAT OLD ONES

I TALKED IN YEMEN with an old man who had come back alive from the Crimson Desert—he had seen Irem, the City of Pillars, and had worshipped at the underground shrines of Nug and Yeb. Ia! Shub-Niggurath!

H. P. Lovecraft and Adolph de Castro, "The Last Test"

NUG AND YEB ARE the "twin offspring" of Yog-Sothoth and Shub-Niggurath. They appear as writhing, festering masses composed of both vaporous gases and solid matter. Eyes and mouths open and close on the bubbling bodies of Nug and Yeb, forming and dissolving, dripping spittle and sap from the alien beings. Whirling vapors and the dripping ichor coalesce into various limbs terminating in claws and hooves. The limbs, eyes, mouths, and other organs continually form, shrink, and dissolve into the nightmarish entities.

The pair of monstrous beings are worshiped by the people of K'n-Yan in underground shrines with sickening and horrible orgiastic rites. Small bands of other human and nonhuman beings may also worship Nug and Yeb with similar ceremonies in underground sanctuaries. During certain orgiastic ceremonies the Great Old Ones "mate" with both female and male sacrifices. Nug and Yeb devour their male mates alive after receiving their sperm, and later give birth to some horrible creature. Female mates are impregnated by the noxious pair but later die giving birth to the alien offspring they carry.



Nug and Yeb

Nug and Yeb attack by crushing victims in their massive appendages or by biting them with their many mouths.

NUG and YEB, The Twin Blasphemies

STR 90 CON 173 SIZ 89 INT 31 POW 37
DEX 17 Move 25 HP 131

Damage Bonus: +10d6

Weapons: Appendage Crush 90%, damage 1d6 + db
Bite 80%, damage 5d6

Armor: None, but no normal physical weapons can harm Nug and Yeb. Enchanted weapons and magic inflict normal damage to the pair of Great Old Ones.

Spells: Nug and Yeb may automatically Call each other at will, and Call Shub-Niggurath and Yog-Sothoth. Any others as desired by the Keeper.

Sanity Loss: 1d10/d100 Sanity points each to see Nug and Yeb.

NYOGTHA, Spawn of

LESSER SERVITOR RACE

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

At the onset of puberty, Nyogtha's hybrid children succumb to the will of their alien sire. At first the Great Old One fills their dreams with fantastic visions of subterranean tunnels and caverns, of chanting, black-robed figures, and of glimpses of Great Cthulhu, Tsathoggua, and the other titan horrors who infest this planet. As the months pass, dream sendings increase in intensity until the dreams begin to cost the dreamer 1d3 points of Sanity each night. Once insane, these pawns become willing extensions of the Great Old One's consciousness, allowing Nyogtha to perceive the world with their senses.

Degeneration begins in 3d10+30 years. Once begun, the metamorphosis occurs in the short span of a few months. Hideous black splotches appear on the human form's flesh, then quickly spread. At the same time the spawn becomes ravenously hungry; as it feeds, the monster grows alarmingly in weight and size. During this new growth cycle the human form's

skeleton warps and distorts into a parody of itself. Bone and muscle tissue take on ghastly elasticity, while flesh continues to bloat and blacken like a rotting corpse. Its metamorphosis complete, the monstrous form becomes a shapeless horror whose loathsome flesh squirms and writhes, as if composed of countless black foul worms. Though torso and limbs have a bloated corpulence, the monstrous form maintains skeletal hands and face, with hideously distorted features, razor-sharp talons, lupine fangs, and bulging eyes with hellish crimson orbs. At a distance, a spawn of Nyogtha might pass for human by wearing a heavy coat or robe and a hat or hood, though nearby observers see that thick, disgusting slime oozes where the thing steps.

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

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

Nyogtha's spawn can employ two claw attacks and a bite in the same combat round, or can attempt to grapple an opponent and enfold him in its loathsome embrace. If the grapple attack succeeds, the victim must successfully roll STR against STR on the Resistance Table or be pulled into contact with the horror's cold, gelatinous flesh. If that happens, scores of worm-like tendrils sprout from the spawn's body, coiling around the victim's limbs and forcing their way in through body orifices, costing the victim 1/1d6 Sanity points. Once a grapple attack succeeds, the unfortunate victim—stuffed full of wriggling tendrils—must make a successful CON roll each round or begin suffocating, taking 1d8 hit points of damage each round until dead or freed from the spawn's deadly embrace.

While grappling with and suffocating a victim the spawn can also slash with its claws, but cannot utilize



A Spawn of Nyogtha

its bite attack. A spawn can grapple more than one target, but then must divide and allot STR between all victims. While grappling a target a spawn's movement rate drops to one.

SPAWN OF NYOGTHA, Blasphemous Children of the Dark

| characteristics | rolls (human form) | average (human form) |
|-----------------|--------------------|----------------------|
| STR | 4d6+12 (2d6+12) | 26 (19) |
| CON | 3d6+6 (3d6+6) | 16-17 (16-17) |
| SIZ | 4d6+6 (2d6+6) | 20 (13) |
| INT | 2d6+6 (2d6+6) | 13 (13) |
| POW | 3d6+6 (3d6+6) | 16-17 (16-17) |
| DEX | 3d6 (3d6) | 10-11 (10-11) |
| APP | (2d6+9) | (16) |
| Move | | 6 (8) |
| HP | | 18-19 (15) |

Av. Damage Bonus: +2d6 (+1d4)

Weapons: As per normal human in human form

Claw (monstrous form) 65%, damage 1d6 + db

Bite (monstrous form) 65%, damage 1d8 + db

Grapple (monstrous form) 50%, damage special

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

Spells: All spawn are given the Contact Nyogtha spell at puberty, and learn other spells easily. Once fully grown into their final monstrous forms the spawn know 2d6 spells related to Nyogtha and the other Great Old Ones.

Sanity Loss: None for a spawn still in human form. 0/1d3 Sanity points for seeing a human spawn ooze black ichor instead of blood. 1/1d10 Sanity points to see a spawn that has mutated into its final monstrous form.

ORRYX

ELDER GOD

THE ENTIRE SKY began to glow with a weird purple light, and in the ray that descended from above I saw ... great writhing pillars of light, moving like tremendous flames, colored purple and white, dazzling in their intensity.

August Derleth and Mark Schorer, "The Lair of the Star-

Spawn"

ORRYX IS ONE OF A NUMBER of Elder Gods that manifest as giant pillars of dazzling purple and white flame. When summoned or encountered, Orryx descends silently from the sky in a shaft of brilliant light. This Elder God is little known on Earth.

Although the Elder God's manifestation is blindingly brilliant, it gives off no heat. No one may look

upon Orryx for more than a few seconds. In the first round, the eyes of anyone gazing at the Elder God water and ache. By the second round vision begins to blur. In the third and consecutive rounds anyone looking at Orryx must match his POW against the Elder God's POW on the Resistance Table. If overcome by Orryx, the investigator goes blind. If treated with a successful Medicine roll within a few minutes, the blinded investigator regains his vision in 1d6 days. Untreated, or with a failed Medicine roll, the investigator is forever blind.

Orryx attacks by lashing out with a beam of intense light. This scintillating touch is pure energy and cannot be Dodged. This attack also ignores all armor, natural or man-made. Unlike most of its fellow Elder Gods, Orryx will confront and attack other deities and powerful beings.



Orryx

ORRYX, The Scintillating Flame

STR N/A CON 33 SIZ 37 INT 48 POW 55
DEX 36 Move 10/30 flying HP 35

Damage Bonus: N/A

Weapons: Scintillating Touch 95%, damage 5d10

Armor: None, but normal material weapons cannot harm Orryx.

Spells: Although Orryx does not usually employ spells, it may have any the Keeper desires.

Sanity Loss: 0/1d3 Sanity points to see Orryx.

OSSADAGOWAH

GREAT OLD ONE

IT WAS A GROTESQUE monstrosity, a gross, corpulent, toadlike thing with an obscene, swollen paunch and huge splayed, clawed feet, but

without the forelimbs its toadlike shape might be expected to have. From a point along the back ... sprouted crook-ribbed wings, like those of some monstrous bat. ... Face it had none, but from the forepart of its sloped, bulging and misshapen head, slithering and snakelike tendrils sprouted ...

Lin Carter. "Strange Manuscript Found in the Vermont Woods"

THIS ENTITY, ALSO KNOWN AS Zvilpoggua, is referred to as the "son of Tsathoggua" or "the first son of Tsathoggua" in Mythos tomes. It may be one of the horrible children of Tsathoggua grown to monstrous age and proportions. Ossadagowah is known as a devil entity to certain tribes of American Indians, particularly in the New England area.

Ossadagowah attacks by grasping victims in its writhing, snake-like tendrils and flying off with them. The Great Old One feeds on its victims while soaring through the air, dropping their lifeless corpses to the earth once it has finished with them. The Feaster from the Stars inflicts 2d6 hit points of damage and drains 1d10 points of STR (blood) from its victims each round. Once a victim has been grasped and the entity takes to the sky there is little hope of salvation. Those victims who manage to break out of the Great Old One's grip plummet to the earth, suffering 1d6 points of damage per ten feet of their fall upon impact with the ground. Ossadagowah may carry off 41 SIZ (the average of its STR and SIZ) worth of victims at a time.

Ossadagowah may be called to earth only at certain times when the star Algol is above the horizon. If reduced to zero hit points, the Great Old One becomes a shapeless cloud and dissipates. It cannot regenerate and return until the next rising of Algol.



Ossadagowah

OSSADAGOWAH, The Feaster from the Stars

STR 35 CON 53 SIZ 47 INT 20 POW 33
 DEX 21 Move 10/17 flying HP 50

Damage Bonus: +4d6

Weapons: Tendrils 85%, damage grapple

Bite 100% when held, damage 2d6 + 1d10 STR drain

Armor: Ossadagowah suffers only minimum possible damage from all physical, non-enchanted weapons. Fire, chemicals, electricity, and spells and enchanted weapons harm the Great Old One normally.

Spells: Ossadagowah may utilize any spell, at the Keeper's discretion. Obvious spells include Contact Tsathoggua, Contact Formless Spawn, and Contact Children of Tsathoggua.

Sanity Loss: 1d2/1d10 Sanity points to see Ossadagowah.

PHOSPHORESCENT MONSTERS

LESSER SERVITOR RACE

THESE CREATURES ARE colossal glowing green things from the Dreamlands. These green beasts stand over thirty feet tall at the shoulders, and have wide scoop-like mouths and vast bat-wings which they use to fly through Dream space.

The phosphorescent monsters are used as beasts of burden by the wenelian pirates, who also ride the enormous creatures through Dream space. These things can attack with a mighty mouth-scoop or with the beating of their monstrous bat-wings. The phosphorescent monsters can attack with both their mouth-scoops and wings each round. The mouth-scoop sucks in everything in an area 100 yards in diameter. These creatures are not very intelligent, and their scoop attack can draw in buildings and other objects, as well as luckless wenelian pirates who get in the way.



Beier

Phosphorescent Monster

PHOSPHORESCENT MONSTERS, Glowing Giants

| characteristics | rolls | average |
|-----------------|----------|-------------|
| STR | 8d6+36 | 64 |
| CON | 3d6+18 | 28-29 |
| SIZ | d100+100 | 150-151 |
| INT | 1d4 | 2-3 |
| POW | 3d6 | 10-11 |
| DEX | 1d8 | 4-5 |
| Move | | 4/30 flying |
| HP | | 89-90 |

Av. Damage Bonus: +12d6

Weapons: Mouth-Scoop 45%, damage swallowed
 Wing-Beating 60%, damage 1/2 db

Armor: 10 points of thick hide

Spells: None

Sanity Loss: 1d3/1d20 Sanity points to see one of the phosphorescent monsters.

PROTO-SHOGGOTHS

LESSER SERVITOR RACE

HE HAS on rare occasions whispered disjointed and irresponsible things about "the black pit", "the carven rim", "the proto-Shoggoths", [etc.].

H. P. Lovecraft, "At the Mountains of Madness"

PROTO-SHOGGOTH TISSUE is the color and texture of human flesh, though it is mobile and can change at will. A mass of proto-shoggoth tissue looks like a large piece of human flesh, light brown or tan colored, with nipples, navels, what seem to be ridges where muscle or bone is sticking up, and even eyes or other human orifices. There may be what appear to be large open wounds that do not bleed, acting as openings to the interior, where intestines and other organs may be visible. The whole continually quivers, breathes rhythmically, and heaves. It can thrust out a limb at will, which may resemble a human limb, though it might bend in the wrong spot, or have thickly corded muscles where they should not be.

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

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

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



Proto-shoggoth

PROTO-SHOGGOTHS, Intelligent Shape-Shifters

| characteristics | rolls | average |
|-----------------|-------|---------|
| STR | 10d6 | 35 |
| CON | 7d6 | 24-25 |
| SIZ | 8d6 | 28 |
| INT | 2d6+6 | 13 |
| POW | 3d6+6 | 16-17 |
| DEX | 3d6 | 10-11 |
| Move | | 8 |
| HP | | 26-27 |

Av. Damage Bonus: +3d6

Weapons: Crush 100%, damage 2 x db

Limb 50%, damage db

Bite 25%, damage 1/2 db

Armor: None, but proto-shoggoth matter suffers only minimum damage from any attack against it. Proto-shoggoths also regenerate 2 hit points per round.

Spells: None, normally. Proto-shoggoths created from humans with spell knowledge retain the knowledge and use of those spells.

Sanity Loss: 1/1d10 Sanity points for seeing a proto-shoggoth.

ROBIGUS

GREAT ONE

HE HAD KNOWN that the Great Ones themselves are not beyond a mortal's power to cope with, and had trusted to luck that the Other Gods and their crawling chaos Nyarlathotep would not happen to come to their aid at the crucial moment, as they had so often done before when men sought out earth's gods in their home or on their mountains.

H. P. Lovecraft. *The Dream-Quest of Unknown Kadath*

ROBIGUS IS PORTRAYED as a handsome, well-proportioned man seated on a throne of white fungus. He is flanked by a horse on one side and a wolf on the other, while upon his shoulder sits a small woodpecker. Robigus was known to the Romans as the god of rust.

Robigus dwells in the Fungus Forest in the Dreamlands. There he is typically found surrounded by giant fungi, some of which produce eerie humming through the slow undulation of their caps, while others dance for their fungal monarch. Robigus eagerly receives visitors to his fungal court. The Great One expects guests to participate in his festival, and those who refuse or in some way offend Robigus are turned into giant dancing mushrooms with a wave of his hand. Victims of this transformation attack are allowed one chance to resist Robigus' POW with their own. Anyone trying to leave Robigus' court after being invited finds himself transfixed by the Great One's eye and incapable of movement. Robigus can transfix only one person per round.

Those dreamers turned into dancing mushrooms remain this way until freed. This can be accomplished by reducing Robigus' hit points to zero, or by Bargaining with the Great One, asking him a favor, and requesting him to retransform his victims. Upon returning to the waking world, anyone turned into a mushroom suffers a minor side effect. A few days later, the investigator's home is infested with mushrooms in the carpets, mildew in the sinks, etc. These are all normal species and offer no real harm, but the rampant growth of the fungus should prove uncomfortable. The mycological assault continues until the investigator has his home sprayed with fungicide by a professional.

Robigus is a congenial host to those who are respectful of him. The Great One freely answers dream-



Robigus

ers' questions about the Dreamlands or provides them with simple favors if he has taken a liking to them.

ROBIGUS, God of Fungus

STR 30 CON 21 SIZ 15 INT 15 POW 20
DEX 20 APP 18 Move 10 HP 18

Damage Bonus: +2d6

Weapons: Fist 100%, damage 1d3 + db
Head Butt 100%, damage 1d4 + db
Grapple 100%, damage special

Armor: Robigus' flesh acts as 6 points of armor against any weapon.

Spells: Robigus can transfix and immobilize any mortal by glaring at him, whether or not that mortal tries to avoid Robigus' glance. The Great One can transform any mortal into the man-sized fungus of Robigus' choice, though he must first overcome the mortal's magic points with his own. Robigus can also infest any amount of grain with rust, simply by looking at it and willing it to be so. The Great One may know other spells as the Keeper desires.

Sanity Loss: There is no Sanity loss for seeing Robigus.

SEBEK

GREAT OLD ONE

THE LONG WHITE ROBE concealed a body whose contours were elusively problematical. Taloned hands hung from swirling sleeves, and the jeweled fingers clasped a rod of gold, set with the seal of the Eye of Horus. The top of the robe terminated in a cape-collar of black; it stood, a stiffly hooded background for a head of horror. The head was—awful. A slanted, saurian skull, all green and scaly on top; hairless, slimy, slick and nauseous. Great bony ridges

socketed the embered eyes, staring from behind a sickening sweep of long, reptilian snout. A rugose muzzle, with great champing jaws half opened to reveal a lolling pinkish tongue and scummy teeth of stiletto-like sharpness.

Robert Bloch, "The Secret of Sebek"

ONCE A GOD OF Inner Egypt, Sebek is mostly unknown today. The sect of Sebek worshiped the crocodile god as the source of life and immortality. Priests of Sebek believed that their god would guard them in their graves until a certain time when it would resurrect them and give them the gift of immortality. Sebek put curses of suffering upon the tombs of its priests against anyone who desecrated them. Only four mummies of Sebek's priests have ever been found, and all of those responsible for the discoveries died violent deaths. One man fell into the crocodile exhibit at the London Zoo, and another was found with his throat torn out.

The priests of Sebek wear elaborate crocodile masks in emulation of their god. The jaws of these masks are mechanical and can exert a vicious bite inflicting 1d8 hit points of damage. These masks are also equipped with breathing apparati for swimming under water.

The Great Old One has the ability to command all crocodiles, anywhere in the world. Sebek also has the power of resurrection. The Great Old One may fully restore a human to life and vitality by expending 1d10 magic points. Bodies dead not more than 100 years are restored to life instantly. Corpses over 100 years old take one minute per 100 years to awaken. For example, remains 2000 years old would arise fully revitalized in twenty minutes. Those brought back from the dead suffer the immediate loss of 1d20 Sanity points. Sebek does not require corpses be complete to resurrect—those parts missing regenerate. The reverse of the Resurrection spell has no effect on individuals resurrected



Sebek

by Sebek. Resurrected individuals look and act completely normally, with none of the tell-tale signs of the Resurrection spell.

Sebek is discussed in detail in Ludvig Prinn's *De Vermis Mysteriis*.

SEBEK, The Crocodile God

STR 75 CON 65 SIZ 19 INT 27 POW 27
DEX 25 Move 12/17 swimming HP 42

Damage Bonus: +5d6

Weapons: Claw 85%, damage 1d4 + db

Bite 75%, damage 1d10 + db

Armor: 9 points of thick hide. Sebek may also heal itself or its priests by expending one magic point per point healed.

Spells: Any, as desired by the Keeper.

Sanity Loss: 1/1d8 Sanity points to see Sebek.

SERPENT FOLK, Degenerate

LESSER INDEPENDENT RACE

ERECT, IT COULD NOT have been five feet in height. Its body was scrawny and deformed, its head disproportionately large. Lank snaky hair fell over a square inhuman face with flabby writhing lips that bared yellow fangs, flat spreading nostrils and great yellow slant eyes. I knew the creature must be able to see in the dark as well as a cat. Centuries of skulking in dim caverns had lent the race terrible and inhuman attributes. But the most repellent feature was its skin: scaly, yellow and mottled, like the hide of a serpent. A loincloth made of a real snake's skin girt its loins, and its taloned hands gripped a short stone spear and a sinister-looking mallet of polished flint.

Robert E. Howard. "People of the Dark"

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

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

In combat, each round a degenerate serpent person can either bite once, claw twice, or use a weapon.



Degenerate Serpent Person

DEGENERATE SERPENT FOLK, Hybrid Descendants of a Once-proud Race

| characteristics | rolls | average |
|-----------------|-------|---------|
| STR | 2d6+3 | 11-12 |
| CON | 3d6 | 10-11 |
| SIZ | 2d6 | 7 |
| INT | 3d4 | 7-8 |
| POW | 3d6 | 10-11 |
| DEX | 2d6-6 | 13 |
| APP | 1d4 | 2-3 |
| Move | | 8 |
| HP | | 8-9 |

Av. Damage Bonus: None

Weapons: Bite 30%, damage 1d3 + poison (POT equals 1/2 CON)

Claws 55%, damage 1d4 + db

Stone Club or Axe 45%, damage 1d6 + 1 + db

Stone Knife 35%, damage 1d4 + db

Spear 40%, damage 1d6 + db

Thrown Spear 35%, damage 1d6 + 1/2 db

Thrown Rock 65%, damage 1d4 + 1/2 db

Armor: None

Spells: Degenerate serpent folk with POW of 14 or better have the minor magical ability known as The Curse of the Little People. This spell is unique to the aboriginal creatures living in the wilderness areas of the British Isles. Each use requires one round to cast and the expenditure of 1d3 magic points. The range varies according to the "trick" being performed: Those physically affecting the target such as tripping, pushing, pinching, or momentarily deluding can be cast on anyone within the caster's sight. Tricks such as spoiling food (even milk within the cow), causing wine to sour, plants to wither, grain to go bad, etc. require the caster to touch the targeted substance or the container in which it is stored. If used to physically affect a target the caster must overcome the target's magic points with its own. If it succeeds, the trick works, otherwise there is no effect.

Victims who are pushed or tripped must roll their DEX x 5 or less to avoid injury. Failure equals one point of damage from the minor fall; fumbles are slightly more serious, incurring 1d3 damage.

Skills: Akio Letters 35%, Climb 80%, Hide 85%, Sneak 80%;
Languages: English 15%, Serpent Tongue 50%, Welsh 35%

Sanity Loss: 1/1d6 Sanity points to see the degenerate serpent folk.

S'GLHUO, Denizens of

LESSER INDEPENDENT RACE

... *IT WAS NOT HUMAN.* It was too thin and tall, with huge pupilless eyes, and a skin covered with tiny rippling blue scales. The fingers were boneless ...

Ramsey Campbell, "The Plain of Sound"

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

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



Denizen of S'glhuo

tor device. Those receiving the S'glhouian dream messages are guided to the strange blueprints, and are instructed to build the device.

These entities attack with bursts of sound waves, ignoring most armor. Such attacks can not be Dodged. The denizens of S'glhuo's hit points equal their POW. The strange beings of S'glhuo worship the Outer God Tru'nembra—an entity, like themselves, composed of living sound. Tru'nembra may dwell or have originated in the Gulf of S'glhuo.

DENIZENS OF S'GLHUO, Creatures of Living Sound

| characteristics | rolls (reptilian form) | average (reptilian form) |
|-----------------|------------------------|--------------------------|
| STR | N/A | N/A |
| CON | N/A | N/A |
| SIZ | N/A (3d6+6) | N/A (16-17) |
| INT | 3d6+10 | 20-21 |
| POW | 3d10+10 | 26-27 |
| DEX | 2d10+10 | 21 |
| Move | | 40 |
| HP | | 26-27 |

Av. Damage Bonus: N/A

Weapons: Sound Blast 25%, damage 1d6

Armor: None, but as living sound these creatures are immune to all physical damage. Certain spells which effect INT or POW harm them normally, as well as particular discordant sounds, which are especially harmful to the denizens of S'glhuo.

Spells: Normally none

Sanity Loss: 0/1d2 Sanity points to hear the denizens of S'glhuo, and 1/1d4 Sanity points to see their blue scaled form.

SHADES

FABULOUS CREATURES

A SHADE IS ALWAYS enveloped in a cloud of darkness, so its form is never seen. Generally, the outward form of darkness is roughly spherical. When light bright enough to penetrate the darkness is applied, the shade itself is evaporated. Perhaps shades are simply beings of living darkness and have no true forms at all.

Like lamp-efts, minions of Karakal, and blupes, shades are another being normally present in the Dreamlands because they have been summoned by a sorcerer. Shades have no CON, only SIZ, and they have no hit points, either. All damage delivered to a shade is done directly to SIZ.

Shades cannot fly, but can move over any liquid or solid surface. In addition, they can move up sheer walls, or even along ceilings.

Shades take no damage from ordinary weapons, only light sources. Simple exposure to light does not normally harm a shade, and they can even travel in full sunlight. However, if they are actually struck by a candle or torch, they take 1 point or 1d6 points of



Shade

damage, respectively. They take 1d6 points of damage per round of exposure to focused sunlight.

SHADES, Creatures of Living Shadow

| characteristics | rolls | average |
|-----------------|-------|---------|
| STR | 4d6 | 14 |
| CON | N/A | N/A |
| SIZ | 5d6 | 17-18 |
| INT | 2d6 | 7 |
| POW | 4d6 | 14 |
| DEX | 2d6 | 7 |
| Move | | 7 |
| HP | | N/A |

Av. Damage Bonus: N/A

Weapons: Tendril of Darkness 50%, damage 1d4

Armor: None, but shades take no damage from ordinary weapons. Only light sources that actually touch the creature harm it.

Spells: None

Sanity Loss: 0/1 Sanity point to see a shade.

SHUB-NIGGURATH, Blessed of

LESSER SERVITOR RACE

THE MORE RECOGNIZABLE living bodies were dissociated alarmingly without any noticeable injury, while some others were composed of parts of varying familiarity, together with portions that did not seem to belong at all.

Ramsay Campbell, "The Moon-Lens"

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

The blessed of Shub-Niggurath are a mutant race, some of which have the semblance of satyrs, others mostly humanoid, and still others are horribly mutated into monstrous things. No two of these creatures are alike, although they are almost always humanoid. In combat, one of the blessed may attack with a bite or with a claw/hoof/fist.



Two Blessed of Shub-Niggurath

BLESSED OF SHUB-NIGGURATH, Mutant Worshipers

| characteristics | roll | average |
|-----------------|-------|---------|
| STR | 3d6 | 10-11 |
| CON | 3d6+6 | 16-17 |
| SIZ | 2d6+6 | 13 |
| INT | 3d6 | 10-11 |
| POW | 3d6+6 | 16-17 |
| DEX | 3d6 | 10-11 |
| Move | | 8 |
| HP | | 11-12 |

Av. Damage Bonus: None

Weapons: Claw 30%, damage 1d6 + db

Bite 30%, damage 1d4

Armor: None. The blessed of Shub-Niggurath regenerate 1d6 hit points each round until dead.

Spells: All of the blessed of Shub-Niggurath know Call Shub-Niggurath plus 1d6 other spells.

Sanity Loss: 1/1d4 Sanity points to see most blessed of Shub-Niggurath; 1/1d6 for really horrible mutations.

SKINLESS ONE

AVATAR OF NYARLATHOTEP

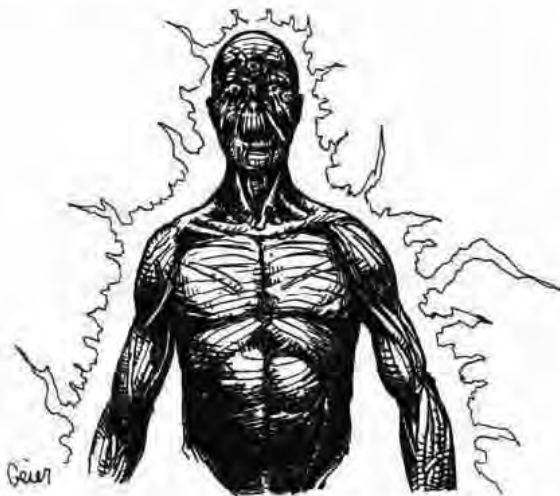
TO NYARLATHOTEP, Mighty Messenger, must all things be told. And He shall put on the semblance of men, the waxen mask and the robe that hides, and come down from the world of the Seven Suns to mock.

H. P. Lovecraft, "The Whisperer in Darkness"

THIS AVATAR OF Nyarlathotep appears as a muscular eight-foot-tall human without skin, sometimes with a third eye in the center of its forehead. Power crackles around the being, and the skin of any human within 100 yards begins to itch.

The Skinless One has a small organized cult known as the Brothers of the Skin. It usually manifests only in order to attend ceremonies and accept sacrifices.

This being possesses a unique and gruesome attack known as the Skinning Gaze, which it may utilize for a single magic point per victim. If the Skinless One overcomes its victim's magic points with its own on the Resistance Table, all of the victim's skin falls away like loose clothing. The hapless soul suffers the loss of 4d6 hit points in the process. If he survives, he also loses 2/2d10 SAN and his movement thereafter is intensely painful and effectively reduced to 1. Such victims also subsequently suffer the loss of one hit point per round until dead. Merely witnessing this attack costs 1/1d10 Sanity points.



Skinless One

SKINLESS ONE, *Fleshless Abomination*

STR 20 CON 20 SIZ 20 INT 86 POW 100
DEX 20 Move 10 HP 20

Damage Bonus: N/A

Weapons: Skinning Gaze 100%, damage 4d6 plus loss of skin

Armor: Anyone who shoots or strikes at the Skinless One develops an unbearable itch in the weapon hand, causing an involuntary miss. Attacks of any kind always do minimum possible damage. The Skinless One is dispelled if reduced to zero hit points; however, it may return fully regenerated in 1d6 rounds.

Spells: All

Sanity Loss: 1d8/1d20 Sanity points to see the Skinless One.

SPACE EATERS

LESSER INDEPENDENT RACE

FROM THE CEILING to the floor it towered, and it threw off blinding light. ... In the center of the room, between the ceiling and the floor, the pages whirled about, and the light burned through the sheets, and descending in spiraling shafts entered the brain of my poor friend. Into his head, the light was pouring in a continuous stream, and above, the Master of the light moved with a slow swaying of its entire bulk.

Frank Belknap Long, "The Space Eaters"

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

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

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

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

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

Only the space eaters' artificial limb has STR and DEX characteristics (shown in parentheses).



Space Eater

SPACE EATERS, Masters of the Light

| characteristics | rolls | average |
|-----------------|-------|-------------------|
| STR | (2d6) | (7) |
| CON | 4d6 | 14 |
| SIZ | 8d6+6 | 34 |
| INT | 4d6 | 14 |
| POW | 4d6+6 | 20 |
| DEX | (3d6) | (10-11) |
| Move | | 5 floating/flying |
| HP | | 24 |

Av. Damage Bonus: NA

Weapons: Artificial Hand DEX x 5%, damage 1d6 drained from INT, POW, and Sanity (roll separately for each)

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

Spells: If a space eater's INT x 3 or less is rolled on d100 it may know 1d6 spells.

Sanity Loss: 0/1d3 Sanity points to see the space eaters' artificially created limbs; 0/1d6 Sanity points to view the space eaters' actual form.



STAR MOTHER

OUTER GOD

... [THE] ULTIMATE GODS, the blind, voiceless, tenebrous, mindless Other Gods whose soul and messenger is the crawling chaos Nyarlathotep.

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

THE STAR MOTHER IS one of the larvae of the Other Gods and resembles a chunk of yellow-green stone about the size of an infant. Its shape suggests a plump, huge-breasted, faceless female figure, reminiscent of the Willendorf Goddess. From it extend dozens of pencil-thin root-like strands.

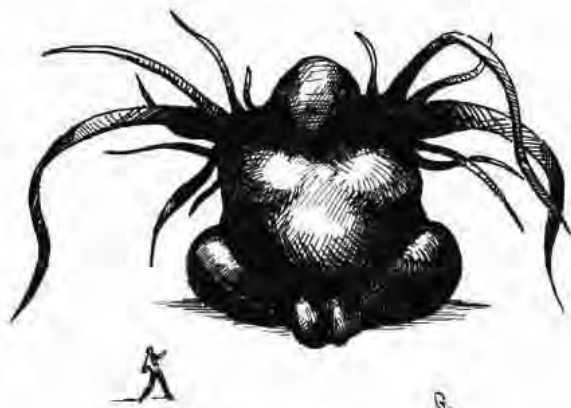
The Star Mother is an intelligent creature capable of defending itself with everything "she" can bring to bear. It can attack at great distances with the thin strands or with its larger tentacles. The Star Mother may animate corpses to do "her" bidding. It also has magical capabilities. The Outer God dwells in an old sunken sailing ship, its tentacles and strands spread throughout the rotting hull like some malignant, parasitic plant. "She" is capable of attacking with these roots, can animate the corpses of the long-dead ship's crew, create fog banks, and has the ability to raise or sink the ship at will. Certain tales of ghost ships may be attributed to this entity and its sunken lair.

The Star Mother's ship is the rotting hull of an eighteenth century two-masted sailing ship. Huge holes gape in the ship's hull, and rotting boards jut randomly from the sides. Bits of rope and ghostly shreds of rotted sail trail from the ship's broken foremast. The deck is warped and weakened in places by gaping holes. Ragged slimy membranes of luminous yellow-green plant-like material and heavier, vine-like growths sprout from the ship. Seeing the hell-ship costs 1/1d6 Sanity points. The hold of the ship is a nightmare realm of decay and sickly yellow-green alien growths. Piles of mud and yellow-green sludge are everywhere, and the stench of decomposing flesh chokes the hold. From the Star Mother spread countless small vines, as well as the thin strands and larger tentacles. These growths reach into the rotting wood of the hull like roots. Human corpses—victims of the Star Mother—lie crumpled on the floor of the hold, penetrated by the Outer God's feeding roots. Such victims appear shrunken, covered in luminous yellow-green silt, and cemented to the floor of the hold. The Sanity loss for viewing the hold is 1d3/2d6 points.

The Star Mother has seven thin tentacle strands and three larger, thick tentacles. The thin strands each have a STR of 4 and 7 hit points. The large tentacles each have a STR of 8 and 10 hit points. Impaling weapons do only half normal damage to either type of tentacle. The Star Mother can deliver a psychic shock to anyone touching or striking either "her" or one of the tentacles. This shock can occur whether the attacker uses bare hands or a striking weapon. In addition to any constriction damage done by a tentacle, the victim must first make a successful POW:POW struggle against the Outer God or be jolted by an alien vision from the Star Mother's memory. This causes 1d6 points of additional damage and a loss of 0/1d4 Sanity points. Once all the tentacles are destroyed, the Star Mother can only defend "herself" with animated corpses or magical spells. The Outer God's tentacles regenerate within 2d10 + 4 hours.

The Outer God can generate an artificial fog, requiring five magic points and five minutes to initiate. Once started, the fog spreads from the Star Mother's ship in every direction at a rate of 25 feet per round, to a maximum of 750 feet. The fog dissipates normally, at a rate of 25 feet per round. Fog can be created multiple times with cumulative effects. The fog is thickest and visibility the poorest at the center, around the ghost-ship.

To raise its sunken lair from the bottom of the ocean floor, the Star Mother need only expend ten magic points. The rotting ship surfaces in about ten minutes. Small boats directly above the ghost-ship when it surfaces are destroyed—larger ships may be scuttled. Anyone on board such luckless vessels suffers 1d10 points of damage and is thrown overboard. Anyone seeing the ghostly yellow-green ship rising from beneath the waves loses 1/1d4 Sanity points in addition to the normal 1/1d6 Sanity loss for getting a good look at the hell-ship. The Star Mother need expend just one magic point to submerge its ship, which slips beneath the waves in 3d4 rounds.



Star Mother

The Outer God grows stronger through human suffering. Half of all SAN and hit point losses suffered within 100 feet of the Star Mother's ship are converted to magic points and added to "her" current total. Magic points never exceed the Star Mother's current POW. For every ten magic points it gains during any one round, it instead converts them to a single point of permanent POW, which is then added to the Outer God's total.

STAR MOTHER, Goddess of the Ghost-Ship

STR 8 CON 30 SIZ 2 INT 15 POW 35+
DEX 5 Move 0 HP 16

Damage Bonus: N/A

Weapons: Thin Tentacle Strands 20%, damage 1d2 per round plus Psychic Shock

Large Tentacles 50%, damage 1d6 per round plus Psychic Shock

Armor: 8 points of chitinous shell. Because the Star Mother cannot move by itself, all physical attacks against "her" receive a bonus of +25 percentiles added to the chance to hit. The Star Mother can restore lost hit points at the rate of one hit point per magic point expended.

Spells: Create Zombie, Grasp of Cthulhu, Mental Suggestion, Power Drain, Wave of Oblivion, plus others as the Keeper desires.

Skills: Detect Human Lifeorce 55%

Sanity Loss: 1/1d6 Sanity points for seeing the Star Mother's ghost-ship; 1/1d4+1 Sanity points to see the Star Mother.

THRALLS of CTHULHU

LESSER SERVITOR RACE

HE WAS QUICK THEN to be on his feet and away from the thing that now lay twitching out its life upon the sawdust floor—the thing that had been his brother—which now, where the top of [his] head had been, wore a cap of writhing white worms of finger thickness, like some monstrous sea-anemone sucking vampirishly at the still-living brain!

Brian Lumley, "The Fairground Horror"

THE THRALLS OF CTHULHU are bloated gray corpulent humanoid masses. The flesh exudes tiny jelly-like droplets smelling of methane; the puffy flesh easily tears away when the creature is attacked, although this does not harm the thrall. They are hairless, with wide, round, unblinking yellow eyes. Small vestigial tentacles sur-

round the mouth of sharp teeth. Thralls lack earshells, and thus hear poorly in air, though very well in water. These creatures may speak, and their voices have a dribbling quality disgusting to human listeners. Each finger and toe concludes in a sharp claw, although the creatures' awkwardness precludes foot attacks. Thralls retain previous sexual characteristics, but the distorted organs are sterile.

Thralls typically crouch. They can move quickly for short distances, but the short, puffy legs do not allow them to run for more than a few yards. The amphibious creatures are at home in water and swim with great speed and power. Thralls shun direct sunlight.

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

When reduced to zero hit points by physical damage a thrall turns into a cloud of gray, foul-smelling gas. In 1d8+1 rounds the gas reforms into the thrall with its characteristics fully restored. If reduced to zero hit points by a spell or other magical attack, a thrall dies permanently. After several decades a thrall loses its ability to regenerate except when completely submerged in salt water. When a thrall reaches this advanced age it retreats to the sea where it continues its service to Cthulhu with the deep ones, Cthulhu's star-spawn, and other entities of the ocean. These sea-bound thralls can never again leave the sea.

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



Thrall of Cthulhu

THRALLS OF CTHULHU, Servants of Cthulhu

| characteristics | rolls | average |
|-----------------|-----------|---------------|
| STR | former +4 | 14-15 |
| CON | former +4 | 14-15 |
| SIZ | former +4 | 17 |
| INT | former | 13 |
| POW | former | 10-11 |
| DEX | former -4 | 6-7 |
| Move | | 6/10 swimming |
| HP | | 15-16 |

Av. Damage Bonus: +1d4

Weapons: Claw 30%, damage 1d6 + 2 + db

Armor: None, but thralls regenerate hit points lost to physical damage at a rate of 1d6 points per round. Thralls reduced to zero hit points through physical attack reform completely healed in 1d8+1 rounds. Thralls are most vulnerable to magical attack.

Spells: Any known as humans

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

Sanity Loss: 1/1d8 Sanity points to see a thrall of Cthulhu.

TOMB-HERD

LESSER SERVITOR RACE

... *HORRIBLE WHITE*, gelatinous shapes flopped across the landscape toward the forefront of the scene ... and as in a dream saw those frightful shapes move upon the statues nearby, and watched the outlines of those statues blur and then begin to move. Then swiftly, one of those dreadful beings rolled and flopped toward me. I felt something cold as ice touch my ankle.

Ramsey Campbell, "The Church in High Street"

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

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

If a statue is unavailable to a member of the herd it can attempt to possess a human in the tomb by touch-

ing him and winning a POW:POW struggle with him on the Resistance Table. If overcome by the alien, the victim must roll his POW or less on d100 or he passes out; whether or not the victim passes out, the herd-member immediately uses the unfortunate "host" to feed in the tomb. A conscious host of one of these foul feasting creatures must make a SAN roll and lose 1d3/2d4 from participating in such a ghoulish repast. The feeding complete, the herd-member leaves its temporary host, returning to its home plane and leaving its victim otherwise unharmed.

A unique ability of the tomb-herd is their ability to fold or disarrange space in small regions (this can be done only while the herd member is in its natural, insubstantial form). This warping of space acts as the Gate spell and drains one SAN and one magic point from anyone passing through the disarranged area. This unusual attack is directed at a specific individual, and can be avoided only if the target can successfully roll his POW or less on d100. It costs a herd-member one magic point for each folding of space it does; this need be done but once per victim, who continues to experience the warping until he can roll his POW or less on d100. This Gate-like disarranging usually has a range of less than five miles. The tomb-herd use this power to repeatedly return a victim to their tomb or similar location; sometimes they merely keep a victim within the town or area in which the aliens were encountered. Large groups of victims are usually separated so that they can be tormented individually; while some of the tomb-herd are bewildering their enemies in this manner, others alert their human allies to the presence of intruders.

When not occupied by the herd, the special statues have hit points equal to their SIZ, plus 3 points of armor; impaling weapons do only half damage to unoccupied statues. The tomb-herd automatically cross into this dimension if their statues are tampered with.



Tomb-Herd Member with Statue

TOMB-HERD, Lurkers at the Threshold

| characteristics | rolls (statue form) | average (statue form) |
|-----------------|---------------------|-----------------------|
| STR | N/A (2d6+6) | N/A (13) |
| CON | 3d6 (3d6) | 10-11 (10-11) |
| SIZ | 1d6 (2d6+6) | 3-4 (13) |
| INT | 3d6 (3d6) | 10-11 (10-11) |
| POW | 3d6+6 (3d6+6) | 16-17 (16-17) |
| DEX | 3d6 (2d6) | 10-11 (7) |
| Move | | 10 (6) |
| HP | | 7 (11-12) |

Av. Damage Bonus (statue form only): +1d4

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

Armor: The natural form of the tomb-herd are immune to all damage inflicted by non-enchanted physical weapons. Magic, fire, and acid do normal damage to the insubstantial herd-form. In statue form the tomb-herd are harmed normally, however, they have 3 points of armor.

Spells: Normally none

Sanity Loss: 1/1d6 Sanity points for the natural form of the tomb-herd, 0/1d3 Sanity point loss for the uninhabited statues used by the herd, and 1/1d6 Sanity point loss for a statue in use.

TSATHOGGUA, Children of

GREATER SERVITOR RACE

I HEARD FROM WITHIN a hideous high-pitched tittering and then the disgusting squashy sound as if a great, jelly-like bulk was being forced through the window. I could have sworn I heard a faint swish of gigantic wings. ... A foul, unspeakable slime smeared the window-sill, and in the center of the room lay [a victim], his head crushed and flattened and on the red ruin of skull and face, the plain print of an enormous hoof.

Robert E. Howard, "The Thing on the Roof"

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

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

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

In combat, children of Tsathoggua may use their mass of tentacles to crush opponents, may bite with their broad, fanged mouth, or may trample a victim beneath their massive hooves. A child of Tsathoggua may attack with 2d6 tentacles and a single bite or with a single trample each round.

CHILDREN OF TSATHOGGUA, Relentless Guardians

| characteristics | rolls | average |
|-----------------|--------|-------------|
| STR | 4d6+6 | 20 |
| CON | 3d6+6 | 16-17 |
| SIZ | 4d6+18 | 32 |
| INT | 2d6+6 | 13 |
| POW | 3d6+6 | 16-17 |
| DEX | 3d6 | 10-11 |
| Move | | 7/10 flying |
| HP | | 24-25 |

Av. Damage Bonus: +2d6

Weapons: 2d6 Tentacles 45%, damage db

Trample 35%, damage 2d10 + db

Bite 25%, damage 1d6

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

Spells: All children of Tsathoggua know Call Ossadagowah, Contact Formless Spawn, and Contact Tsathoggua. These entities may know 1d6 other spells as well if their INT or less is rolled on d100.

Sanity Loss: 1d2/1d10 Sanity points to see a child of Tsathoggua.



Child of Tsathoggua

UBB

UNIQUE ENTITY (Yugg Greater Servitor)

THE FATHER OF WORMS ... even undying and putrescent Ubb, leader and progenitor of the dreaded Yuggya—the Burrowers Beneath—the loathly and prehuman servitors of (Ythogtha), who squirm and slither in the slimes about His feet.

Lin Carter, "Out of the Ages"

UBB, LIKE ITS FELLOW YUGGS, is a large, aquatic, chthonian-like entity, pale gray and slug-like, with a large sucker-mouth full of horn-like teeth and ringed with tentacles.

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

The Father of Worms attacks by biting and holding on, sucking body fluids from its victim at the rate of 2d10 points of STR per round. Ubb continues to hold on and drain fluids until its victim is dead or it has been somehow driven off. Victims who survive Ubb's attack regenerate their STR at a rate of one point per week of bed rest. Ubb may also crush victims beneath its bulk by rearing its front end up and crashing down on them. Ubb's crush attack covers an area eight yards in diameter. This entity can destroy piers and swamp small boats in this way.



Ubb

UBB, The Father of Worms

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

Damage Bonus: +5d6

Weapons: Bite 75%, damage 2d6+2d10 STR drain
Crush 65%, damage 5d6

Armor: 8 points of thick, rubbery hide

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

Sanity Loss: 1/1d8 Sanity points to see Ubb.

UNSPEAKABLE POSSESSORS

LESSER SERVITOR RACE

AND CERTAINLY THEY SAW the thing that came crying out at us from the sinking ruins behind, the distorted caricature of a human being, with its eyes sunk to invisibility in thick masses of scaly flesh, the thing that flailed its arms bonelessly at us like the appendages of an octopus ...

August Derleth, "The Return of Hastur"

UNSPEAKABLE POSSESSORS ARE creatures created by Hastur when it collects on a binding oath (known as the Unspeakable Promise) made to it by a human. Eventually Hastur possesses all who make the Unspeakable Promise. When it happens, the

mind of the Great Old One takes over and transforms the victim's body. The body must still be alive (if the victim is dead, the transformation begins anyway, but stops after a few hours). If the caster of the Unspeakable Promise is deceased, Hastur possesses his nearest blood relative instead, after a delay of 1d6 days. The victim's skin takes on a gray-green, scaly texture, the body becomes a bloated parody of a humanoid shape, and the limbs become boneless and fluid.

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

As with most Hastur-related spells, the hideous product is affected by the position of Aldebaran, and collapses comatose at Aldebaran's setting or at sunrise, whichever comes first, losing 1d20 from STR and SIZ. If either statistic is ever brought to zero or less, the unspeakable possessor dies and dissolves. If it survives, the creature awakes again the next time the sun is down and Aldebaran rises.

In combat, the Hastur-thing may attempt to grasp its victim with its tentacular arms. On a successful hit, the target dies instantly and painfully, foaming at the mouth and ears. The creature may opt instead to thrust its tentacle-like, jaw-tipped fingers inside the victim's body and suck out the body fluids, draining 1d10 hit points every round until the victim dies. All hit points drained are divided between the monster's STR and SIZ in whatever ratio the creature desires. The more victims the Hastur-thing takes, the larger it grows. If it does not take enough victims each night, eventually the 1d20 loss at sunrise causes the creature's dissolution.

UNSPEAKABLE POSSESSORS, Servants of Hastur

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

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

Av. Damage Bonus: +2d6*

Weapons: Touch 85%, damage death or 1d10 hit points/round

Armor: 6 points of scales and rubbery flesh

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

Sanity Loss: 1/1d6 Sanity points to see an unspeakable possessor.



Unspeakable Possessor

VIBUR

GREAT OLD ONE

VIBUR STANDS ABOUT twelve feet tall and weighs about three tons. It crouches on possibly many haunches, rarely moving. Writings allude to it every century or so and invariably describe it as a "giant rat", ascriptions stemming mostly from the red intensity of its three times three-lobed stares, and from its preference for places of darkness. Vibur has no limbs or feet for movement, but allows itself to shift from point to point according to convenience. A matted black covering, fur-like but more akin to the synthetic product holofil, covers most of the lumpy, pear-shaped body, across which a small tentacle occasionally passes or twitches. The Great Old One emits glowing blue stones feces-like. These stones are made up of odd triangular and hexagonal crystals of finger width and are characteristically clumped in batches up to three inches in diameter. These pure blue stones are highly radioactive and prolonged contact with bare skin produces third-degree burns.

Vibur is an entity from another plane of existence, although it has been on Earth for half-dozen millennia gathering strength for the next stage of its unimaginable journey. Vibur is worshiped by a handful of humans in remote parts of the world, although it is not at all clear that the Great Old One needs them, wants their service, or is even aware of them.

A blue alien fungus-like substance grows in Vibur's "fur." This fungus is dangerous to humans but not uniformly virulent. Each time an investigator is exposed to the fungus he must attempt a CON x 5 roll on d100. Those failing the roll begin to experience the effects of the fungus in 1d10 days. Only one CON roll is allowed per day, regardless of the number of times an investigator has been exposed to the alien fungus. If the concen-

tration of exposure is greater the Keeper may wish to reduce the CON roll to x4, x3, x2, or even x1 for intense, multiple, or prolonged exposure. The fungus may also be spread through the release of spores through the coughing and breathing of an infected victim. The fungus enters the body through the lungs, and from the lungs into the blood supply, concentrating in the brain and especially in the optic nerves and cerebral cortex.

Symptoms of fungal infestation begin with the dimming of the physical senses, shortly accompanied by occasional searing attacks of pain in random body locations. These attacks of pain only last about one minute; however they become much more frequent as the infestation advances. The physical senses fade, and the victim experiences terrible visions, confusing odors, and colors beyond human experience as Vibur's senses begin to intrude upon the victim. Profound depression, clinical insanity, and vivid nightmares are common reactions at this stage of the infection.

As the infestation gains control, the victim begins to lose access to the voluntary muscles and to physical sensation. A swelling and hardening of the eyeballs shortly precedes the actual loss of the eyeballs, eaten away and replaced by bluish fluid which drips periodically from the ghastly sockets. Finally the victim is totally controlled by Vibur, made a zombie in which the victim's consciousness and memory still exist, irrevocably trapped and helpless.

Approximately one third of all infested humans die within two weeks, blinded, forebrain nibbled at, and autonomic functions totally disrupted. The fate of the majority of the victims is worse. Embedded after days, weeks, or months, the blue fungus progressively strips the outer senses of the victim, finally locking the consciousness within ceaseless throbbing pain even while control of the body passes telepathically to the Great Old One, dozens or hundreds of miles distant. At this point Vibur has complete control of what has become an organ or extension of its body, and the victim is effectively dead. Victims so controlled continue to eat



Vibur

effectively dead. Victims so controlled continue to eat and digest normally, and can operate for 1d6+1 months more before final and merciful death.

There may or may not be a cure for the effects of Vibur's blue fungus, as the Keeper desires. If a cure exists it is suggested that its ingredients be difficult to find, and include among them the strange glowing blue stones which Vibur emits. The ingestion of the Great Old One's radioactive crystalline feces inflicts 2d10+2 hit points of damage with a permanent loss of 2 hit points per week thereafter. Although this alien substance may cure Vibur's fungus infection, it probably causes hair loss, cancer, internal bleeding, and other unpleasant side effects commonly associated with radioactive materials.

Vibur may attack with a teleportation crush. To do so it merely need think of its target and it materializes on top of it. Such victims are crushed beneath the Great Old One's massive bulk, suffering 5d6 points of damage per round until dead.

Though its mental acuity is dazzling, Vibur's metabolism and perception are unrelated to this universe. At times it seems synchronized with our universe, while at other times centuries pass in our time while it sends out a tentacle to brush down some annoying knot of fur.

Perhaps because it is not fully within this universe, no physical or magical attack which humans can make much affects Vibur. An extraordinarily potent physical attack—a nuclear blast, for example, or depositing Vibur on the surface of the sun—conceivably could cause the entity to shift itself to another location, rippling slightly as it moves an inch, a mile, or a light year to avoid the event. Otherwise, when reduced to zero hit points the Great Old One's eyes close and it becomes totally motionless and silent, as if dead or sleeping. After 2d10 rounds Vibur awakens, totally regenerated.

VIBUR, The Thing from Beyond

STR 42 CON 104 SIZ 58 INT 50 POW 28
DEX 14 Move instantaneous HP 81

Damage Bonus: +5d6

Weapons: Crush 100%, damage 5d6

Armor: 10-point furry filament. Also, when reduced to zero hit points Vibur falls into a recuperative sleep for 2d10 rounds, after which it awakens fully regenerated.

Spells: Any as the Keeper desires.

Sanity Loss: 1/1d6 Sanity points to see Vibur.



VOORS

LESSER INDEPENDENT RACE

... *A WRITHING MOUND OF bleached and glistening white bodies, beslimed and pulpy as putrescent worms. Yet they were not worms, no, not with those swollen and infantile heads, those bloated and hairless limbs ... the puffy embryonic faces atop those squirming naked shapes bore no slightest vestige of eyes, naught but smooth pulpy swellings, nostril-slits, and wet, working sphincter-like mouths.*

Lin Carter, "The Secret in the Parchment"

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

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



Voor

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

VOORS, Subterranean Dwarves

| characteristics | rolls | average |
|-----------------|-------|---------|
| STR | 3d3 | 6 |
| CON | 3d6 | 10-11 |
| SIZ | 2d3+3 | 7 |
| INT | 3d6 | 10-11 |
| POW | 3d6 | 10-11 |
| DEX | 2d6+6 | 13 |
| Move | | 8 |
| HP | | 8-9 |

Av. Damage Bonus: N/A

Weapons: Claws 30%, damage 1d3

Bite 25%, damage 1d2

Armor: None

Spells: None normally, but if a vooor can roll its INT or less on d100 it knows 2d3 spells.

Skills: Listen 95%, Track by Scent 75%

Sanity Loss: 0/1d4 Sanity points to see the voors.

WAILING WRITHER

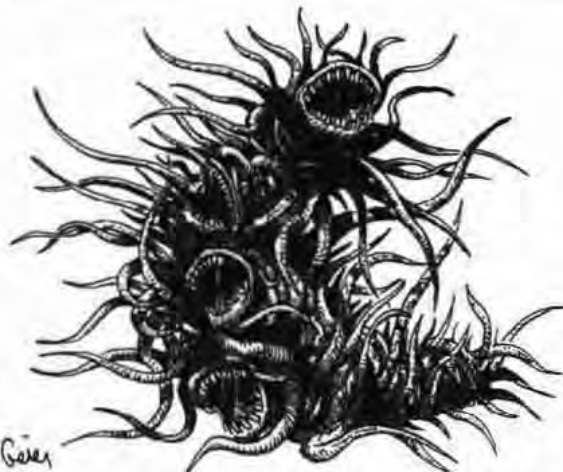
AVATAR OF NYARLATHOTEP

*AND WHERE NYARLATHOTEP WENT,
rest vanished: for the small hours were rent with
the screams of nightmare.*

H. P. Lovecraft, "Nyarlathotep"

THE WAILING WRITHER manifests itself as a towering, swirling black mass of dripping, squirming tendrils and drooling, shrieking mouths. Millions of rope-like tendrils constantly wriggle and squirm, giving the avatar the appearance of a great column of black worms. The Wailing Writher is mentioned in some very obscure Hindu myths, although it has no cult among humans. In Hindu mythology the Wailing Writher is known as Narhari, and is represented as a many-limbed, many-headed black man.

The creature attacks by engulfing a victim with its writhing body, where he is quickly and savagely torn apart by the wriggling tentacles before being swallowed by the screaming mouths. The avatar may also bite at a victim without engulfing him, in which case 2d3 mouths are within biting range at any time.



Wailing Writher

WAILING WRITHER, Bellowing Beast

| | | | | |
|--------|---------|--------|--------|--------|
| STR 50 | CON 65 | SIZ 45 | INT 18 | POW 55 |
| DEX 25 | Move 18 | HP 60 | | |

Damage Bonus: N/A

Weapons: Bite 75%, damage 3d6 per mouth

Engulf 100%, damage death on following round

Armor: None, but normal weapons cannot harm the Wailing Writher. Fire, magic, and similar forces harm this manifestation of the Outer God normally.

Spells: All

Sanity Loss: 1d8/4d10 Sanity points to see the Wailing Writher, plus 1/1d6 Sanity points for hearing the maddening wall of the Outer God.

WENELIANS

LESSER INDEPENDENT RACE

WENELIANS ARE BIZARRE BEINGS from the Dreamlands. They float on the air, writhing their way along. Their bodies are bloated and sausage-like, but beautifully patterned in subtle shades of golden yellow, mouse-gray, ocher, and emerald. At one end of their limacine bodies is a wrinkled tubular proboscis. Just above the proboscis sprout a pair of fin-like appendages somewhat reminiscent of ears, and just behind these a pair of long stalks wave, tipped with shiny black globes—evidently eyes.

A wenelian can extend or contract its boneless body to an appreciable amount. They are pirate-things from the planet of Yundu—they fly through Dream space riding horrible green gliding things and raid other worlds aplenty.

In combat, the wenelians can emit a grainy blue-black vapor which clogs the eyes and ears of their prey. This vapor fills an area 10 yards in diameter, and all skills which require the use of the senses are reduced by 50%



Wenelian

when inside. They can also fire tiny calcite darts from their probosces once per round at a range of up to 20 yards. Neither the darts nor the vapor are poisonous.

WENELIANS, Dream Pirate-Things

| characteristics | rolls | average |
|-----------------|------------------------|---------|
| STR | 2d6 | 7 |
| CON | 4d6 | 14 |
| SIZ | 3d6 | 10-11 |
| INT | 2d6+6 | 13 |
| POW | 3d6 | 10-11 |
| DEX | 3d6 | 10-11 |
| Move | 6 floating through air | |
| HP | 12-13 | |

Av. Damage Bonus: None

Weapons: Darts 35%, damage 1d8

Vapor automatic, damage special

Armor: None

Spells: Wenelians know 1d4 spells if their INT or less is rolled on d100.

Sanity Loss: 1/1d6 Sanity points for seeing a wenelian.

XO TL'MI-GO

LESSER INDEPENDENT RACE

I SAW, DIMLY in the streetlight, the empty craters where its eyes had been—empty but for two red dots, like tiny beads—and the gaping red ring of its mouth, like the sucker of some undersea creature. The face was alien and cold, without human expression, yet I swear that those eyes regarded me with utter malevolence—and that they recognized me. ... I struggled to rise, and felt

... the touch of naked limbs, smooth, rubbery flesh, hands that scuttled over me like starfish.

T. E. D. Klein, "Children of the Kingdom"

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

The Chibcha Indians of South America believe the Xo TL'mi-go to be "children of God", but children God made wrong. Their legends explain Xo TL'mi-go eyelessness and barrenness as curses from God for their vicious pillaging and assaults. Others claim the race are devils, still others that they are a lost tribe of man. Connections between the Xo TL'mi-go and the subterranean peoples of K'n Yan, Yoth, and N'kai have been inferred.

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

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

| characteristics | rolls | average |
|-----------------|-------|---------|
| STR | 2d6+8 | 15 |
| CON | 3d6+6 | 16-17 |
| SIZ | 2d6+6 | 13 |
| INT | 3d6 | 10-11 |
| POW | 2d6+3 | 10 |
| DEX | 3d6 | 10-11 |
| Move | 9 | |
| HP | 14-15 | |

Av. Damage Bonus: +1d4

Weapons: Claws 30%, damage 1d6 + db

Bite 25% when holding with claws, damage 1d6

Armor: 1 point of rubbery skin

Spells: Normally none

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

Sanity Loss: 1/1d6 Sanity points for seeing the Xo TL'mi-go.



Xo TI'mi-go

Y'GOLONAC, Children of

LESSER SERVITOR RACE

AND BEYOND THE WALL rises Y'gonolonac to be served by the tattered eyeless figures of the dark. Long has he slept beyond the wall, and those which crawl over the bricks scuttle across his body never knowing it to be Y'gonolonac ...

Ramsey Campbell, "Cold Print"

THE CHILDREN OF Y'GOLONAC are small, deformed, eyeless humanoids. Cloaked in tattered rags, the children of Y'gonolonac grope blindly about in the dark, mindlessly awaiting the day their sire will be free to walk the Earth once more.



Child of Y'gonolonac

Like the Great Old One, the disfigured children of Y'gonolonac have mouths in the palms of their hands. These crippled figures may attack with three bites per round: one for the mouths on each of their hands, plus the one on their face. When encountered in groups, these near-mindless creatures swarm over victims, attacking them in packs.

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

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

| characteristics | rolls | average |
|-----------------|-------|---------|
| STR | 2d6 | 7 |
| CON | 3d6 | 10-11 |
| SIZ | 2d4 | 5 |
| INT | 1d4 | 2-3 |
| POW | 2d6 | 7 |
| DEX | 3d6 | 10-11 |
| Move | | 10 |
| HP | | 7-8 |

Av. Damage Bonus: None

Weapons: Bite 30%, damage 1d2

Armor: None

Spells: None

Skills: Listen 80%, Scent 80%

Sanity Loss: 1/1d4 Sanity points to see a child of Y'gonolonac.

ZOOGS

LESSER INDEPENDENT RACE

OVER THE NEARER PARTS of the dream world they pass freely, flitting small brown and unseen ... one can see their weird eyes long before one can discern their small, slippery brown outlines.

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

ZOOGS ARE SMALL AND BROWN, with a rodent-like body outline. Small pink tentacles dangle from their snouts, concealing their small sharp teeth.

Zoogs live in burrows and tree trunks in the Enchanted Wood of the Dreamlands. Though they live mostly on fungi, they have a taste for either spiritual or physical meat as well, for many dreamers have entered their wood and failed to return.

The intelligent, rodent-like zoogs may entice dreamers with their moon-tree wine, or trick them into their tiny clutches, or they may attack dreamers who stop to nap in the Enchanted Wood. The zoogs attack with their teeth, but some may also wield tiny weapons.

The zoogs are highly versed in the ways and lore of the Dreamlands, and dreamers so interested find them



Zoog

a good source for such knowledge. Extreme care must be taken, however, when dealing with zoogs. Cats and zoogs are mortal enemies.

ZOOGS, Rodent-Like Dream Beings

| characteristics | rolls | average |
|-----------------|-------|---------|
| STR | 1d6 | 3-4 |
| CON | 2d6 | 7 |
| SIZ | 1d3 | 2 |
| INT | 2d6+6 | 13 |
| POW | 3d6 | 10-11 |
| DEX | 4d6+6 | 20 |
| Move | | 8 |
| HP | | 4-5 |

Av. Damage Bonus: N/A

Weapons: Bite 30%, damage 1d4 - 1d4

Knife 25%, damage 1d6 - 1d4

Dart 20%, damage 1d6 - 1d2

Armor: None

Spells: A zoog with a POW of 14 or better may know 1d4 spells.

Typical zoog spells include those dreamier, mystical Dreamlands spells and spells which entice or trick.

Skills: Climb 60%, Dodge 50%, Dream Lore 75%, Hide 70%, Sneak 70%, Track 50%

Sanity Loss: 0/1d3 Sanity points to see a zoog.

ZOTH SYRA

UNIQUE ENTITY

AND REIGNING BESIDE the indescribably evil beauty, Zoth Syra, he became conscious of a ceaseless murmuring of restless voices that echoes sibilantly in the song of his Queen.

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

ZOTH SYRA IS THE RULER of the aquatic societies of the spawn of the Green Abyss. Like its subjects, Zoth Syra is a mass of bluish slime with various and shifting features, limbs, and sensory organs.

Zoth Syra's song captivates and hypnotizes any who hear it. Those who lose a POW struggle against Zoth Syra become the entity's willing slave, obeying "her" every command. Only by making a successful POW x 1 roll on d100, or with a successful Psychoanalysis roll by an unaffected companion, can anyone under the hypnotic powers of Zoth Syra become free.

The Queen of the Green Abyss may attack physically by lashing out with 2d4 pseudopods per round, or by crushing a victim beneath "her" enormous gelatinous bulk. Zoth Syra's pseudopods can reach up to 80 yards, and can attack as many different targets as there are pseudopods. Zoth Syra is always encountered with at least one of its spawn of the Green Abyss subjects.



Zoth Syra

ZOTH SYRA, Queen of the Green Abyss

| | | | | |
|--------|----------------|--------|--------|--------|
| STR 75 | CON 52 | SIZ 90 | INT 21 | POW 35 |
| DEX 1 | Move 8 rolling | | HP 71 | |

Damage Bonus: +9d6

Weapons: Pseudopods 65%, damage 4d6 or grapple
Crush 79%, damage 9d6

Armor: None, but Zoth Syra is immune to normal weapons. Spells, enchanted weapons, fire, electricity, and chemicals harm Zoth Syra normally. Zoth Syra can also regenerate 1d6 hit points per round. If killed, one of the other spawn of the Green Abyss takes Zoth Syra's place, title, and name, growing until it reaches the Queen's impressive bulk and power.

Spells: Any, as desired by the Keeper.

Sanity Loss: 1d8/1d20+1d4 Sanity points to see Zoth Syra.

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—Arthur Machen, "The Great God Pan"



Scott David Aniolowski
(after his apprehension by
minions of the Mythos)

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