

Campaign guide for
Labyrinth Lord
and Basic or Advanced FRPGs

Realms of Crawling Chaos



Lovecraftian Dark Fantasy

Goblinoid Games

Realms of Crawling Chaos



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FOREWORD

I had the pleasure of sharing oblivion with H. P. Lovecraft until he was born on August 20, 1890. I have to confess that we weren't able to converse much before his birth, and since he had gone back to oblivion before I began my vacation from it, I've had to learn everything I can about him secondhand or through his writings. I think everyone who is a Lovecraft fan should go back and read his work with a fresh eye, forgetting about what other writers have "added" or "fleshed out" over the years. I did precisely that as I was writing this book, and for me it was easy to take Lovecraft on his own terms because to date I haven't read most of the work by those who came after him.

Most people reading this know that Lovecraft's creations have been the subject of role-playing games for many years. However, although we have seen a few creatures presented here or there for fantasy RPGs, no one has attempted to systematically comb Lovecraft's work to create a Lovecraftian sourcebook that is not as influenced by outside writings. What you have before you is the result of months of research, both in reading Lovecraft's fiction and in reading about his life and background, so that I can present something that is as close to his cosmic point of view as is feasible in a supplement for a role-playing game. I present this material for *Labyrinth Lord*, with material usable in classic race-as-class format as well as advanced classes and races, like those in the *Advanced Edition Companion*. The material in this book is usable with other *Advanced* and *Basic Edition* games.

When I talk about going back to Lovecraft's original fiction, I don't mean to say that I haven't made my own interpretations, because I have. I've even extrapolated to create new material that fits with Lovecraft's literary themes, and included material inspired by two selected writers (R. E. Howard and C. A. Smith) who were Lovecraft's contemporaries, peers, and partners in what Lovecraft termed "Yog-Sothothery." This approach is necessary to create something that is fun and playable; this book should be used as a tool to create your own Lovecraftian dark fantasy worlds. Thoroughly explore the horrors Lovecraft suggests, and do so expeditiously. One never knows when that crawling chaos will reclaim us into oblivion. Today I give you *Realms of Crawling Chaos*, and may your dark fantasy gaming never be the same.

Dan Proctor
January 2011

"Personally I should not care for immortality in the least. There is nothing better than oblivion, since in oblivion there is no wish unfulfilled. We had it before we were born, yet did not complain. Shall we then whine because we know it will return? It is Elysium enough for me, at any rate."

-H. P. Lovecraft

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Quoted from a letter written by H. P. Lovecraft, presented in "H. P. Lovecraft: A Life," by S. T. Joshi

All quotes from "H. P. Lovecraft: A Life," by S. T. Joshi are used by permission of S. T. Joshi



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Lovecraftian Dark Fantasy

This sourcebook merges two different “genres” and provides a guideline for creating a specific flavor of dark fantasy role-playing. The first genre is one that most readers are already well versed in. That is the adventure fantasy, or Swords & Sorcery, genre of parties of warriors, magic-users, and other explorers who seek wealth and fame by delving into dungeons or taking on other sorts of quests, all while battling fantastic (and sometimes relatively familiar) fantasy beasts. The second element dealt with here is that of Lovecraftian horror.

Scholars have devoted lifetimes to studying the writings of Howard Phillips Lovecraft, and there is much academic debate surrounding Lovecraft’s intentions or thoughts behind many of his fiction pieces. Specifically, in the realm of role-playing games, many readers are likely familiar with themes, creatures, and ideas that are an amalgam of Lovecraft and many writers who came after him. From one perspective, much of what we “think” we know about Lovecraft’s work is actually a reinterpretation by others. However, the purpose here is not to present the “right” or “only” interpretation, but to provide one reimagining of Lovecraft that is merged with fantasy role-playing tropes. Many people have attempted to separate some of Lovecraft’s tales into “mythos” related tales, that is, tales that seem to revolve around a semi-coherent mythology, and those that are more isolated on their own. To date, it is the mythos tales that have gotten the most attention in other role-playing games and supplements. This work makes no attempt to divide Lovecraft’s writings into categories, and instead considers all of his fiction when drawing themes, beings, and ideas forth for inclusion into something that can be formed into one coherent “universe.”

Regardless of the debates that may exist around Lovecraft’s work, there are several themes that can be identified in his writings, and some are more common than others. Lovecraft subscribed to a philosophical point of view he referred to as “cosmicism”. S. T. Joshi in, “H. P. Lovecraft: A Life,” summarizes cosmicism and lists its three primary characteristics as follows:

Cosmicism is at once a metaphysical position (an awareness of the vastness of the universe in both space and time), an ethical position (an awareness of the insignificance of human beings within the realm of the universe), and an aesthetic position (a literary expression of this insignificance, to be effected by

the minimising of human character and the display of the titanic gulfs of space and time).

With this general philosophy as a backdrop, the following Lovecraftian literary themes, which are not necessarily exhaustive, include those that are considered for this game supplement:

- A. The Insignificance of Man
- B. The Vastness of the Universe
- C. An Uncaring Natural World
- D. The Reality of Man as an Animal
- E. Superior Otherworldly Beings
- F. Science as a Double Edged Sword

Below these themes are described in the context of how they apply when used in campaigns using *Realms of Crawling Chaos*. They are informed by Lovecraft but are reinterpreted to a dark fantasy purpose. Many of these themes interact, so that they do not exist alone. Rather, these themes combine to create an overall mood.

The Insignificance of Man

The universe is a big place, and humans are but a speck of organic matter, floating on one planet, orbiting one sun, in an infinite sea of space with countless other solar systems. In this context, humans really mean nothing in the big picture. The universe is so old that no human can even truly conceive it. The planet and the universe constantly remake themselves through time, creating and destroying, wiping all memory of what was, over and over again. The one unified thought that brings horror from all of this is that humans are not the center of the universe. Humans are incidental to it. Nothing humans achieve or create will last through time, as can be seen by human and alien ruins lying about from civilizations long forgotten.

The Vastness of the Universe

This theme is tied closely to The Insignificance of Man, but it adds the idea of loneliness. It is not that humans are truly alone in the sense that there are not other creatures, even intelligent creatures. No, it is loneliness in being human in and of itself. No other creature perceives the world, albeit in a limited way, quite like humans. Everything else is alien in thought and intention, from the extradimensional creatures that seek to destroy the universe, to the serpent men that seek to enslave humanity.

An Uncaring Natural World

There are no true gods. No benevolent creators, who made humans to take care of and nurture like children. As a consequence, humans are not protected by these mythological beings. The reality is that humans are an accidental result of evolution. The world treats humans like any other creature; there is no solace from natural disaster, accident, or disease. Humans are subject to the uncaring, neutral, random processes of the world. The futility of this struggle is compounded by the realization that many other creatures, alien or otherwise, seem better suited to survival.

The Reality of Man as an Animal

Not only are humans living in an uncaring natural world, but humans are in fact animals. They may have certain mental gifts that give the impression that humans are above animals, but at the end of one's life a person is just as dead as any other animal. No special place is waiting for man when he dies, only the common grave of the earth that consumes humans, animals, and everything else organic for reuse someplace else. The true human afterlife is seen through the maggots and flies that are generated from their putrescent corpses.

Another aspect of this theme that is presented in a number of Lovecraft's stories is the idea of humans hybridizing with other creatures and otherworldly beings. One of the few comforts humans can take is in knowing themselves, even if

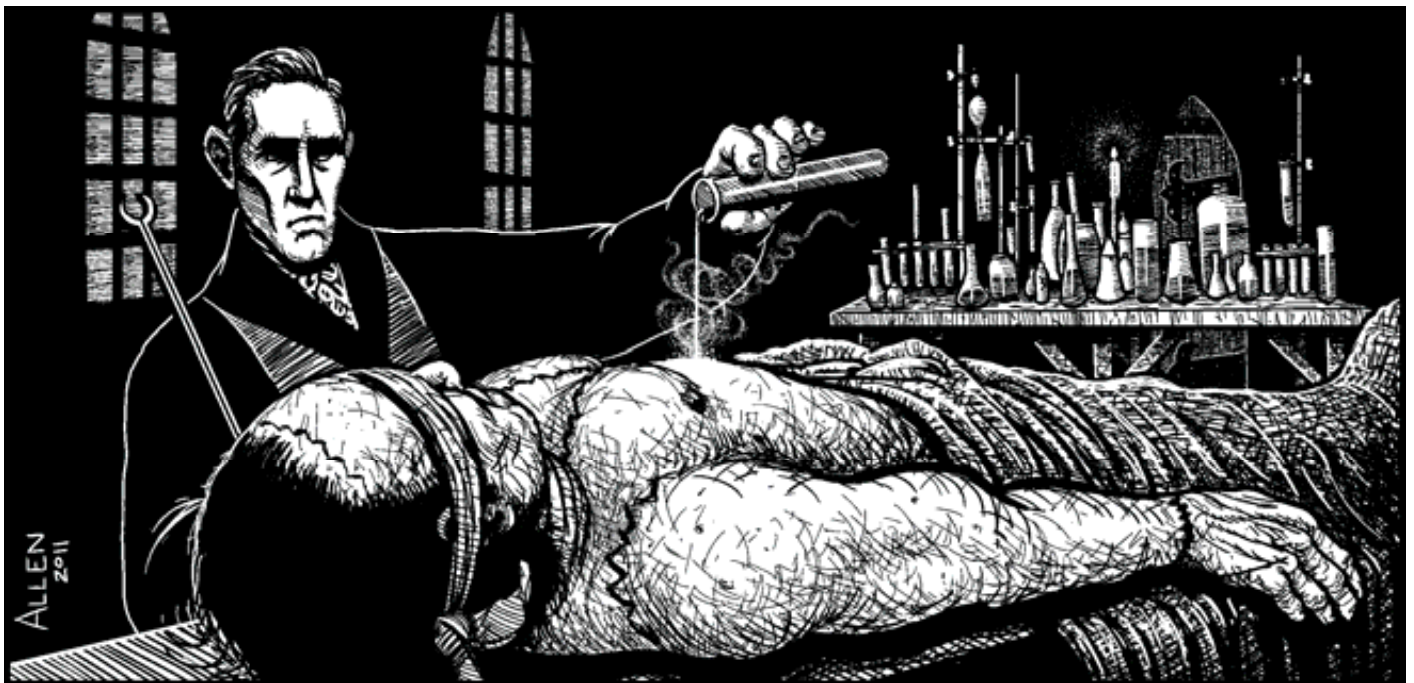
that knowledge means understanding how flawed and mortal humans are. But human/alien hybrids bring that into question. Their existence questions the reality of the idea that humans are a single unique, though insignificant, species. After all, if the genetic material of humans can so readily mingle with creatures from other dimensions, or even alien terrestrial creatures, do we really understand what humans are?

Superior Otherworldly Beings

Just as humans may be above most other animals, so too are many otherworldly beings above humans. These beings have ways and thinking that are vastly superior to humans. They see the world with keener senses, and other alien senses, to such a degree that humans are bumbling blind men by comparison. Some beings wield abilities that seem like magic too, and at great cost humans may worship these beings for just a taste of their powers. However, gaining the attention of alien creatures may bring as many tortures as delights.

Science as a Double Edged Sword

Science is a way of understanding the universe. It can bring convenience, like understanding physics so as to ease workloads with pulleys, carts, and even in understanding plants for medicines or geometry for architecture.



"The sciences, each straining in its own direction, have hitherto harmed us little; but some day the piecing together of disassociated knowledge will open up such terrifying vistas of reality, and our frightful position therein, that we shall either go mad from the revelation or flee from the light into the peace and safety of a new dark age." *The Call of Cthulhu*, H. P. Lovecraft

Science shows us that the planet is old and humans are only a blip in geological history. It infers some of the other themes, that humans are animals in an amoral natural world. It shows us a record of fossils from creatures that have come before, and suggests that humans will pass into obscurity just like other extinct animals. Some intelligent creatures evolved in the world long before humans; humans cannot claim to be the inheritors of the Earth.

Another idea is that technology can actually take away someone's humanity. Technology can bring about effects in the body that are unnatural, making humans something more or less than human, bringing humans closer to that which is alien, or bringing humans closer to the animals.

Realms of Crawling Chaos

This book is a book of ideas. It does not present a detailed and specific dark fantasy world. Instead, elements are presented that suggest a kind of world that the referee can create himself. Any world created with these elements can be considered a realm of crawling chaos.

"So the ocean ate the last of the land and poured into the smoking gulf, thereby giving up all it had ever conquered. From the new-flooded lands it flowed again, uncovering death and decay, and from its ancient and immemorial bed it trickled loathsomely, uncovering nighted secrets of the years when Time was young and the gods unborn. Above the waves rose weedy remembered spires. The moon laid lilies of light on dead London, and Paris stood up from its damp grave to be sanctified with star dust. Then rose spires and monoliths that were weedy but not remembered; terrible spires and monoliths of lands that men never knew were lands". *The Crawling Chaos*, H. P. Lovecraft

The Lovecraftian Dark Fantasy Genre

The preceding themes are merged with fantasy to create a Lovecraftian Dark Fantasy genre. The general background for many campaigns in *Realms of Crawling Chaos* could be as follows. Humans are the most widespread race (or so it appears to them). The world is a brutal place, where humans work hard and fight for survival. Human technology levels are the approximate equal to the middle ages. Any highly advanced technological items that exist either did not originate with humans, or came from now extinct human cultures. Artifacts may linger in ruins left by past (alien) civilizations. None of the more common fantasy creatures exist. Instead, many other dark and twisted creatures lurk in the wilderness or in ruins; spawn of creatures that came from the stars, other dimensions of existence, or creatures that evolved in another era or in dark places far from man.

With these ideas in mind, characters may act much as they do in more typical fantasy campaigns. Adventurers are a rare breed that brave many horrors and dangers to seek wealth and fame. Characters may fight the many evils that rise to plague settlements, or they may delve into ruins left by races other than man, to find lost riches and other items of wonder. However, adventurers are not often heroes. They may gain the approval of people they help, but in the end they are outcasts because they meddle with things best left buried. Some artifacts the adventurers bring forth may not find a buyer, with people too fearful of a statue's hideous features or the inhuman proportions and craftsmanship of weapons recovered. Still other items may exhibit wondrous but horrid properties, and call down a mob to destroy the item and the cursed characters wielding it.

Campaign Types

The referee can take one of several approaches to designing a campaign world that incorporates Lovecraftian elements. On one extreme, all of the elements in this supplement can be simply added to the ordinary repertoire of options from *Labyrinth Lord* and the *Advanced Edition Companion*, creating a kind of hybrid fantasy game. Another option would be to gradually introduce some of the Lovecraftian elements presented here, with emphasis on the new monsters, spells, and artifacts. On the other end of the spectrum, the world might not have any of the standard fantasy races, only those new ones in this book. In this kind of campaign there might not be clerics or druids, in order to emphasize the aloneness of the human condition and the underlying alienness of the world. Alternatively, clerics may receive their power

from the Old Ones, while magic-users study their alien technological and knowledge of physics to produce "magic."

A campaign that discards the typical fantasy tropes could be anthropocentric from the viewpoint of the players. The most common race is humans, and any other races are viewed with deep suspicion, repulsion, or even hate. This could be especially true in the case of races which derive their ancestry from both humans and other alien creatures. Nonetheless, non-human and semi-human player race options are detailed later. They fit well with the sorts of adventurers who would go into underworlds of horror, and their very inhuman nature can add to the Lovecraftian feel. Several characters in Lovecraft's stories experienced great terror at the realization that they were not entirely human. Many characters that are of a hybrid origin may be ignorant of this fact. Probably no fantasy races from *Labyrinth Lord* are appropriate for this campaign type.

If standard fantasy races are used, they might be given a sinister twist. Perhaps elves are alien and malevolent. Dwarves might be beings of the underworld, morbidly allied with ghouls. In this way, the inhuman nature of demi-humans would be emphasized.

The referee should feel free to construct the campaign in any way that game tastes call for. This discussion only mentions some possibilities.

Cults

Many of Lovecraft's writings feature cults, and little distinguishes one cult from another, except that they all worship otherworldly beings. Cultists may feature prominently in *Realms of Crawling Chaos*, as they serve as good plot devices and antagonists. The referee is encouraged to develop cults of the various Old Ones, as needed in the campaign.

Places

The following places are mentioned in Lovecraft's writings, and can be incorporated into a campaign as places of legends, or even the objects of quests.

R'lyeh

This city of the Old Ones is where Cthulhu lies in sleep, waiting for the time when the stars are right and he can reclaim dominion over the planet. This city of Cyclopean proportion was built with sciences undiscovered, or unfathomable, to man. It exists in more than the three typical dimensions, and therefore the alien non-Euclidean geometry can trick human eyes and has a dizzying effect. Walls are lined with hieroglyphics that record the history of the species of Old Ones from which Cthulhu belongs.

Although traditionally it is thought that this city has sunken into the sea, some campaigns might place the city as a lost set of ruins in a remote location. Dimensional portals located in other ruins or underground labyrinths might provide paths to R'lyeh or subsections of R'lyeh that might still bear fantastic treasures, and horrible perils.

Yoth, K'n-yan, and N'kai

Little is known about these places except that they are alien underground cities, some of which may or may not continue to be inhabited. The only description of these places is fleeting, of "blue-litten K'n-yan, red-litten Yoth, and black, lightless N'kai". N'kai is the place from which Tsathoggua originates. These areas may be used as ruins for exploration, or as the origin of yet unnamed horrors that will come to the surface to plague man.

Yuggoth

This planet lies on the outer rim of the solar system, where it is very cold and nearly light-less. There are giant cities with tall spires, and an icy black fluid flows on the planet. These buildings were built by some other alien race long ago, and were deserted before the Outer Ones arrived to take up residency. Vast gardens of unknown fungoid life are cultivated to feed the Outer Ones, as they cannot eat food native to this universe. Yuggoth might be used as a destination for PCs, again through a portal through space. Any number of wondrous and dangerous technological artifacts might be recovered there.

Other Sources

Although *Realms of Crawling Chaos* primarily draws from and adapts the fiction by H. P. Lovecraft, this work does borrow some inspiration from a few selected pieces of fiction by Clark Ashton Smith and Robert E. Howard. Refer to the appendix of literary sources for a breakdown of these influences. Finally, some elements of this book are only loosely inspired by works from the authors mentioned above, or are created with this inspiration but have little or no actual direct textual source. Those items will be absent from the list of influences in the appendix.

Game Systems

Realms of Crawling Chaos is written with game system information for *Labyrinth Lord*, with character and race versions for classic race-as-class or advanced character play. For advanced characters, one will need to refer to the *Advanced Edition Companion* for additional information about abilities and classes.

Character Races

New races are presented below, derived from various Lovecraft works. Some or all may be appropriate, depending on the referee's milieu.

Sea Blood

There are communities near the sea that speak in hushed whispers of what lies in the depths just off the shore. Sometimes, struggling fishing towns have little recourse but to seek these dangers, to increase their fishing catch. Other times greedy sailors make pacts with sea demons for the gold they mine in unfathomable depths. In either case, the necessary pacts always involve the union of humans and deep ones, from which the sea bloods originate.

Player characters may come from one of these communities, fully aware of the chilled fish-frog blood that slithers through their veins. Other characters may be oblivious to it, having a deep one ancestor somewhere in their distant heritage...until they get older and the deep one "look" begins to manifest.

Abilities for both class versions:

If actively searching, sea blood can spot hidden or secret doors on 1-2 on 1d6. Sea blood speak common, deep one, and their alignment language.

Sea Blood (Advanced Race)

- Requirements: None
- Ability Modifiers: DEX -1, CON +1, CHA -2
- Ability Min/Max: STR 6/18, DEX 3/17, CON 10/18, INT 9/18, WIS 6/18, CHA 3/12

SEA BLOOD CLASSES AVAILABLE	
Class	Level Limit
Assassin	9
Cleric	12
Fighter	9
Illusionist	7
Ma ^g ic-user	6
Thief	9

Sea blood thieves receive the following bonuses and penalties to thief abilities:

SEA BLOOD THIEF SKILL ADJUSTMENTS	
Skill	Adjustment
Move Silently	-5%
Climb Walls	-5%
Hide in Shadows	+5%



Sea Blood (Racial Class)

- Requirements: None
- Prime Requisite: STR, WIS
- Hit Dice: 1d6
- Maximum Level: 10

This race/class combines the abilities of a fighter and a cleric. Sea blood characters must meet the prime requisite for both abilities in order to gain a bonus to experience points. These characters attack using the fighter attack matrix. Refer to the tables below for level progression, saving throws, and spell progression.

SEA BLOOD LEVEL PROGRESSION		
Experience	Level	Hit Dice (1d6)
0	1	1
3,001	2	2
6,001	3	3
12,501	4	4
25,001	5	5
50,001	6	6
100,001	7	7
250,001	8	8
400,001	9	9
550,001	10	+1 hp only

SEA BLOOD CLERIC PROGRESSION

Class Level	Spell Level				
	1	2	3	4	5
1	1	0	0	0	0
2	2	0	0	0	0
3	2	1	0	0	0
4	3	2	0	0	0
5	3	2	1	0	0
6	3	3	2	0	0
7	4	3	2	1	0
8	4	3	3	2	0
9	4	4	3	2	1
10	5	4	3	3	2

SEA BLOOD SAVING THROWS

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	11	14	12	15
5-7	14	9	12	10	12
8-10	12	7	10	8	9

The Deep One "Look"

As sea blood characters age (or go up in levels) they progressively acquire deep one characteristics. At 4th level (or middle age, whichever comes first), sea bloods begin to dream about the cities under the sea, and horrid rituals performed in the name of Cthulhu and Dagon. A compulsion is seeded to go to the sea, and to bask in the cool water among the great cities under the waves. When sea bloods reach the maximum level attainable in their race/class (or become elderly, whichever comes first), the referee will roll 1d6; the result is the number of months before the character's transformation is sufficiently complete and the compulsion is too strong to resist the call to go and live in the sea as an immortal deep one. Roll or choose acquired deep one characteristics at the start of each character level, beginning at level 2. Alternatively, roll for an additional trait at each age stage beginning with adult. Possible traits include the following:

- Loss of all body hair
- Head becomes elongated
- Eyes no longer close and have a protective membrane
- Skin becomes grey-green and scabrous
- Skin folds with gills develop on the neck; the character can breathe underwater

- Fingers and toes are elongated and webbed
- Character is stooped and walks in an ape-like fashion; movement on land reduced to a base of 90'
- Back becomes scaly with tough ridges

When a sea-blood reaches 3rd level he acquires infravision to 90'. See the rules for vision in the *Advanced Edition Companion*. The revelation of this ability will likely make the character question his origins, if he is not already aware of them.



Subhuman

Subhumans are an unfortunate blend of human and voormis. Voormis sometimes take human slaves in the unlikely event that food is plentiful, and the humans are not consumed. Subhumans have large brow ridges and are slightly hairier than normal humans. They retain large primate canine teeth similar to those of the voormis, but they are not large enough to be effective weapons. Subhuman PCs can pass as ugly or degenerate humans, but if their voormis blood is known they will be persecuted and likely killed.

Abilities for both class versions:

If actively searching, subhumans can spot hidden or secret doors on 1-2 on 1d6. Subhumans speak common, voormis, and their alignment language. They receive a bonus of +2 to saving throws versus poison.

Subhuman (Advanced Race)

- Requirements: STR 9
- Ability Modifiers: STR+1, CHA -2
- Ability Min/Max: STR 7/18, DEX 7/18, CON 7/18, INT 3/16, WIS 3/18, CHA 3/15

SUBHUMAN CLASSES AVAILABLE

Class	Level Limit
Assassin	Unlimited (15)
Cleric	9
Fighter	12
Thief	12

Subhuman thieves and assassins receive the following bonuses and penalties to thief abilities:

SUBHUMAN THIEF SKILL ADJUSTMENTS

Skill	Adjustment
Pick Locks	+5%
Find and Remove Traps	+5%
Pick Pockets	-5%
Climb Walls	+5%

Subhuman (Racial Class)

Requirements: STR 9
 Prime Requisite: STR
 Hit Dice: 1d8
 Maximum Level: 12

In *Labyrinth Lord*, subhumans as a racial class are effectively of the fighter class, using that class's experience progression, saving throws, attack ability, and other class details.



White Ape

White apes are an ancient race of highly evolved apes that live in dark jungles far away from human civilizations. Deep in these oases of savagery, white apes are thought to worship evil bestial beings. These simians generally have light skin, white or blonde hair, and blue or green eyes with ape-like facial features and slightly more body hair than humans. White apes are as intelligent as humans, stronger, and walk on two legs.

“The stuffed goddess was a nauseating sight, withered and eaten away, but it was clearly a mummified white ape of some unknown species, less hairy than any recorded variety, and infinitely nearer mankind- quite shockingly so.” *Facts Concerning the Late Arthur Jermyn and His Family*, H. P. Lovecraft

Abilities for both class versions

If actively searching, white apes can spot hidden or secret doors on 1-2 on 1d6. White apes speak common, white ape, and their alignment language. In addition, white apes have *ultraviolet vision*.

White Ape (Advanced Race)

Requirements: STR 10
 Ability Modifiers: STR+2, CHA -2
 Ability Min/Max: STR 10/19(18), DEX 7/18, CON 6/18, INT 3/17, WIS 3/18, CHA 3/14

WHITE APE CLASSES AVAILABLE

Class	Level Limit
Assassin	Unlimited (15)
Cleric	9
Fighter	9
Thief	Unlimited

White ape thieves receive the following bonuses and penalties to thief abilities:

WHITE APE THIEF SKILL ADJUSTMENTS

Skill	Adjustment
Pick Locks	-5%
Find and Remove Traps	-5%
Move Silently	+10%
Climb Walls	+10%
Hide in Shadows	+5%

White Ape (Racial Class)

Requirements: STR 9
 Prime Requisite: STR
 Hit Dice: 1d8
 Maximum Level: 9

In *Labyrinth Lord*, white apes are effectively of the fighter class, using that class's experience progression, saving throws, and other class details.

White Ape Hybrid

The result of an unnatural union between a human and a white ape, white ape hybrids are generally despised by humans. They can sometimes pass for human, but others have ape-like faces that are a hideous testimony to their heritage. They may have any hair, eye, or skin color derived from their human stock.

White ape hybrids are fully accepted in white ape society, but the human blood within them often leads to feelings of revulsion toward their simian heritage. They frequently take up a vagabond lifestyle, and may be encountered in any land.

Abilities for both class versions

If actively searching, white ape hybrids can spot hidden or secret doors on 1-2 on 1d6. White ape hybrids speak common, white ape, and their alignment language. In addition, they have *ultraviolet vision*.

White Ape Hybrid (Advanced Race)

Requirements: None

Ability Modifiers: STR+1, CHA -2

Ability Min/Max: STR 8/18, DEX 7/18, CON 6/18, INT 3/18, WIS 3/18, CHA 3/16

WHITE APE HYBRID CLASSES AVAILABLE

Class	Level Limit
Assassin	Unlimited (15)
Cleric	9
Fighter	12
Magic-user	5
Illusionist	6
Thief	Unlimited

White ape hybrid thieves receive the following bonuses and penalties to thief abilities:

WHITE APE HYBRID THIEF SKILL ADJUSTMENTS

Skill	Adjustment
Move Silently	+5%
Climb Walls	+5%
Hide in Shadows	+5%

White Ape Hybrid (Racial Class)

Requirements: STR 9, DEX 9

Prime Requisite: STR

Hit Dice: 1d6

Maximum Level: 10

White ape hybrids in *Labyrinth Lord* combine the class features of the fighter and the thief. They attack as a fighter, and progress in thief abilities as if 2 levels lower. Refer to the tables below for experience progression and saving throws.

WHITE APE HYBRID LEVEL PROGRESSION

Experience	Level	Hit Dice (1d6)
0	1	1
2,501	2	2
3,001	3	3
9,001	4	4
20,001	5	5
30,001	6	6
60,001	7	7
120,001	8	8
240,001	9	9
360,001	10	+2 hp only *

* Hit point modifiers from constitution are ignored

WHITE APE HYBRID SAVING THROWS

Level	Breath	Poison	Petrify	Wands	Spells or Spell-like Devices
	Attacks	or Death	or Paralyze		
1-4	15	12	13	13	14
5-7	13	10	11	11	12
8-10	9	8	9	9	10

Other Advanced Edition Information

The following information applies to characters when using the *Advanced Edition Companion*, if matters of age are accounted for.

Starting Age

Character ages for new races are rolled based on the table below. Note that the referee rolls for maximum age and keeps this secret from the player. Refer to the *Advanced Edition Companion* for ability modifiers due to age and for the referee to determine age at death for characters.

RANDOM STARTING AGES

Race*	Assassin,	Magic-User,	Fighter	Cleric
	Thief	Illusionist		
Sea Blood	18+1d4	27+1d8	16+1d4	18+1d6
Subhuman	20+1d4	-	14+1d4	20+1d4
White Ape	16+1d4	-	15+1d4	18+1d6
White Ape Hybrid	18+1d4	27+1d8	16+1d4	18+1d6

*Ages only apply to races eligible for the listed class.

The age stage of a character may influence his ability scores, reflecting the vigor of youth or the degeneration of decrepitude. Note that ability adjustments may not take an ability above or below racial or class maximums or minimums. However, age may bring WIS above racial maximums to a maximum of 19.

	AGE STAGES*
Sea Blood**	(A) 14-19; (Ad) 20-45; (M) 46-65; (E) 66-90; (V) 91-110
Subhuman	(A) 12-16; (Ad) 17-31; (M) 32-46; (E) 47-61; (V) 62-80
White Ape	(A) 14-18; (Ad) 19-35; (M) 36-50; (E) 51-65; (V) 66-80
White Ape Hybrid	(A) 14-18; (Ad) 19-35; (M) 36-55; (E) 56-75; (V) 76-90

Character Classes

In some campaigns involving *Realms of Crawling Chaos*, magic in the traditional fantasy sense does not exist. Further, there are no true gods. These cold realities eliminate clerics, magic-users, and subclasses of these as class options. In this type of campaign there are only three classes that are most appropriate for inclusion from the *Labyrinth Lord* core rules, the fighter, magic-user, and thief. If using the *Advanced Edition Companion*, the assassin and possibly the monk are appropriate as well.

Alternatively, all ordinary class options from *Labyrinth Lord* or the *Advanced Edition Companion* might be available, depending on the kind of milieu the referee has designed.



New Magic

The following new magical effects are gleaned from Lovecraft sources. They can be added to spells available to magic-users, but there are a few differences. In typical *Labyrinth Lord* games, most spells do not use material components. These additional components are used for some of these new magical effects to reflect their difficulty and involved nature. Note that a few spells overlap the effects of existing magic-user spells. These spells may be used in conjunction with those spells, or may replace them.

There is one new category of magic, formulae. Formulae combine magic with alchemical processes to produce a substance or effect.

Formulae

Condense Essential Saltes

Level: 5 Duration: *Permanent*
 Creation Time: 2 days Area of Effect: 1 creature
 Range: *See below* Saving Throw: *No*

This procedure may be performed on the deceased remains of any creature. The remains are incinerated, dissolved in special solvents, dried, and pulverized into powder. The end result is a blue-green powder weighing approximately 6 lbs. for the average sized human. The color is different for every creature species. This weight will also vary depending on the size of the creature and the proportion of the creature available, either due to dismemberment or decomposition. In the case of decomposition, care should be taken to obtain as much of the surrounding soil near the body to collect a complete specimen. The *essential saltes* may then be used in other necromantic rituals. The referee must decide what percentage of the corpse was available for condensation, and this proportion should be recorded. This process requires water, ether, chloroform, and ethanol.

Drug of Zakarion

Level: 3 Duration: 4 turns
 Creation Time: 5 hours Area of Effect: 1 creature
 Range: *See below* Saving Throw: *No*

This distilled hallucinogenic drug, when swallowed, causes a creature to enter a hypnotic state that mimics the psionic power *dimension projection* for a duration of 4 turns. Unlike the psionic power, a creature under the effects of this drug may not simply cut off the power, but must wait for the drug

to wear off, potentially opening the creature to psionic attack from creatures of another dimension. The creation time is for creating one dose. The formula requires three dried and powdered poisonous frogs, the vitreous fluid from two human or primate eyes, and urine from a night beast.

Elixir of Immortality

Level: 5 Duration: *Permanent*
 Creation Time: 4 weeks Area of Effect: 1 creature
 Range: *Imbiber* Saving Throw: *No*

The creation of this elixir is a long, complicated process, and prone to error. There is a 5% chance per level of the magic-user that the potion is created successfully. When properly fabricated, the potion reduces the age of the imbiber by 2d4+1 years. The magic-user will not know if the elixir has been properly brewed until it is quaffed. If the fabrication roll fails, roll on the table below to determine the effects. This formula's ingredients include arsenic, sulfur, mercury salt, tea, and the blood of a snake.

Elixir Failure Results	
Roll d20	Results to Imbiber
1-10	No effect
11-15	Save versus poison or die
16-18	Lose 1d4 CON permanently
19-20	Age 1d10 years

Fluid of Preservation

Level: 3 Duration: *See below*
 Creation Time: 3 days Area of Effect: *As volume*
 Range: *See below* Saving Throw: *No*

This complicated solution is formulated to arrest decomposition and keep tissue fresh and nourished until it can be dosed with *fluid of reanimation*, or for other unholy purposes. The fluid has no effect on living creatures or otherwise animated creatures. The creation time is for the production of one gallon of fluid of preservation. Bodies or body parts must be immersed in the fluid, and the fluid must be oxygenated with a pump for at least one turn per eight hours. Note that tissue is only as fresh as it was when it entered the solution. The following components are required: water, amniotic fluid, rosemary extract, blood, and sea salt.

Fluid of Reanimation

Level: 4 Duration: *See below*
 Creation Time: 1 day Area of Effect: 1 creature
 Range: *See below* Saving Throw: No

This vile act of alchemy produces a liquid that may imperfectly bring the dead back to life. The creation time produces one quart of *reanimation fluid*, which must be injected into a corpse's blood stream. The effects are highly variable, and are dependent on the subject's state of decay. No body may be reanimated once it has been dead and rotting for 24 hours or more. When the fluid is administered, there is a base 60% chance that it works, -2% per hour since the creature died. In addition, for every half hour the creature is dead, there is a -10% penalty applied to the reanimated creature's memory. Thus, a creature dead for three hours before being revived has 40% of its memories. There is a 20% chance per hour the creature is deceased that it is completely insane and violent when reanimated, and any creature with 50% of its memories or fewer is automatically mad. Any penalty to memory is applied as an equal percentage of experience point loss.

An even more macabre application of this fluid is in the construction of chimera from the parts of different people or even people and animals. The same probabilities discussed above apply, using the oldest body parts as a reference to degree of rot. However, an additional initial roll must be made to determine if the splicing and sewing job is adequate. The probability of success is 5% per level of the magic-user. Regardless of the head or brain used, the result is always a monster, though memories belonging to the head may be calculated as normal. The resulting creature will have 1 HD per level of the magic-user. Other characteristics are determined by the referee, using judgment based on the parts used. Note that creatures revived with this formula are "alive" and can be killed normally. They must be in relatively one piece (or pieced together) or else the resulting creature will die from blood loss soon after reviving. This formula requires the extract of eels, snake venom, salt pewter, and powdered iron.



Oil of Sea Blood Revelation

Level: 1 Duration: *See below*
 Creation Time: 1 day Area of Effect: 1 creature
 Range: *See below* Saving Throw: No

When oil of sea blood revelation contacts the skin of a creature of sea blood origin (deep one ancestry), large and angry-looking boils erupt from the skin in 1d4 rounds. This causes no damage, but lasts for 1d6 turns. The creation time indicated is for one application of the oil. To fabricate this oil, the formula requires fish oil, sea weed extract, and sea water.

Poultice of Healing

Level: 1 Duration: *Permanent*
 Creation Time: 1 day Area of Effect: 1 wound
 Range: *See below* Saving Throw: *None*

A poultice of healing is a paste that may be applied to wounds, and it heals 1d4 hp damage. A creature may only receive one dose per day. In addition, for each day the poultice is applied, the natural healing rate of the creature is doubled. The creation time for the poultice is for one dose. The poultice does not regrow body parts, and it may only be stored for three days before it loses its effectiveness. This formula requires dried bone, dried blood, vinegar, and minced salamanders.

Powder of Ibn Ghazi

Level: *2* Duration: *1 turn per level*
 Creation Time: *1 day* Area of Effect: *20' cube*
 Range: *20'* Saving Throw: *See below*

This powder is scattered over a 20' cube area. Any unseen creatures within this area that have at least a partial physical existence in the magic-user's universe or dimension become visible for the given duration. To make this substance requires powdered chalk and ashes from the cremation of any creature.

Powder of Ziephor

Level: *4* Duration: *5 turns*
 Creation Time: *3 days* Area of Effect: *50' radius/dose*
 Range: *20'* Saving Throw: *Versus Poison*

This red powder is blown through a tube and scatters out over a 50' radius. All creatures must save versus poison or be afflicted with terrifying and horrible hallucinations. Afflicted victims flee at full movement in a random direction, and are allowed a new saving throw 1 time per turn to recover from the effects until the maximum duration has passed or until the save is successful. There is a 10% chance that the user of this powder is exposed when it is employed. The fabrication of this material requires several tropical hallucinogenic plants, and a full alchemical lab must be used to extract toxins. The creation time indicated is for creating one dose.

Tincture of Living Death

Level: *5* Duration: *See below*
 Creation Time: *3 days* Area of Effect: *1 creature*
 Range: *See below* Saving Throw: *See below*

This foul concentrated tincture is capable of maintaining a kind of life for an otherwise deceased creature. The tincture must be swallowed before death; however, when swallowed for the first time the creature must succeed in a save versus poison or die immediately and permanently. If the save succeeds, the body still dies but enters a form of living death. Once the body is infused with the substance, it is given vitality by the tincture alone, which stimulates the tissues and protects them from decay. A body requires 1 dose per month. Note that a body no longer heals, and should it take damage that cumulatively equals -20, the body falls apart and can no longer be maintained. In addition, a living corpse taking the tincture must remain in a cold environment, well below ordinary room temperature. Otherwise, the animate corpse

suffers 1d6 hp damage per turn it is in a warm environment. Once it reaches -20 or lower it collapses into a disgusting mass of stinking goo. Otherwise, a body may be kept "alive" in this manner nearly indefinitely. The creation time indicated is for one dose, and its fabrication requires concentrated bile, spinal fluid, and strychnine.

Spells

Banish Yog-Sothoth

Level: *5* Duration: *Permanent*
 Casting Time: *2 rounds* Area of Effect: *1 creature*
 Range: *10' per level* Saving Throw: *No*

This ritual draws forth a reaction to physical laws, forcing the removal of Yog-Sothoth (or his spawn) fully back into the dimensions from which they come. After 2 rounds, an electrical discharge manifests and strikes the creature, destroying its material existence in this dimension. The creature is permanently banished, unless properly summoned forth again.

Divine Weather

Level: *1* Duration: *2 hours per level*
 Casting Time: *1 rounds* Area of Effect: *5 mile radius*
 Range: *0* Saving Throw: *No*

A magic-user may use this spell to divine coming weather conditions within a 5 mile radius. The caster can predict the weather into the future by 2 hours per caster level. This spell only grants knowledge about general weather conditions (rain, snow, wind, temperature, etc.) but cannot detect specific future locations of lightning strikes, tornadoes, etc.

Geas of the Descendant

Level: *5* Duration: *Permanent*
 Casting Time: *5 years* Area of Effect: *1 creature*
 Range: *See below* Saving Throw: *No*

This powerful ritual allows the magic-user to send his sorceries down through the years to implant a compulsion in a descendant. The magic-user must perform the ritual twice a year for five consecutive years, once during the fall and once during the spring, on days designated as ideal for invoking Yog-Sothoth. The magic-user must actually produce a blood heir for the ritual to work. The specific heir is not up to the magic-user's choosing, but will appear in 1d4+2 generations. The heir will bear a striking resemblance to the magic-user, and will feel compelled to act out the instructions in any way possible. Examples of instructions could be to bring back the

magic-user, if possible, using the ritual to revivify from *essential saltes*, or to seek out an object left behind for the heir. The referee will decide whether the task can be accomplished, and will assign a percentage chance as seems fit. The material components of this spell are the magic-user's blood, his mate's blood, and soil from the grave of one of the magic-user's parents.

Hideous Graft

Level: 3 Duration: 1 day per level
Casting Time: 1 hour Area of Effect: 1 creature
Range: See below Saving Throw: No

Through the ritual *hideous graft* a magic-user may graft recently dead body parts to himself or another creature. The parts to be grafted must have been deceased for no more than 1 hour, or the procedure automatically fails. However, parts may be stored in *fluid of preservation*.

By grafting animal parts, a magic-user might be able to attack with claws to do damage as the animal type, but the body part must not be larger than three times the magic-user's natural arm length or the limb is too unwieldy. The magic-user gains no additional attacks by grafting additional limbs, human or non-human, but is able to use extra arms for carrying or holding items. Additional legs may be grafted, but they cannot contribute to locomotion.

If a head is grafted, the head retains a lifeless appearance, but there is a cumulative 10% per level of the caster that the caster can access the person or creature's memories. Accessing memories does not give intimate knowledge of spells or formulae (the caster would not be able to perform or cast them based on any knowledge present) but the magic-user would be able to call up most other knowledge, such as the location of hidden items, peoples' names, knowledge of places, etc.

The magic-user must remove the attached part within 1d4 weeks, plus 1 week per caster level. After this time the body part becomes completely useless and gangrenous, and will cause an incurable rotting disease that inflicts 1d6 hp damage per day until death occurs.

Initiate Familiar

Level: 1 Duration: Permanent
Casting Time: 3 turns Area of Effect: 1 creature
Range: See below Saving Throw: No

This ritual allows a magic-user to create an animal familiar. The familiar is permanently altered, both physically and

mentally. It takes on some of the characteristics of the magic-user, since the ritual actually alters the creature's genome; it develops a human-like face (resembling the caster's), small human hands, and a sharper intellect (average). Regardless of the number of hit points the creature had in its original state, the familiar will have 1 HD. It is capable of casting spells as if 4 levels lower than the magic-user, starting when the magic-user is 5th level. The familiar gains the ability to speak, and may speak any languages the magic-user knows. The bond between the magic-user and the familiar is so strong that they enjoy telepathic communication with a range of 100'. Normally only small animals may be made into familiars. Examples include cats, rats, toads, owls, ravens, and similar creatures. However, there is a 5% chance that this ritual catches the attention of a 1 HD young of Shub-Niggurath, and it comes to become the familiar. A magic-user may only have one familiar at a time. This spell requires the blood and saliva from the magic-user, garlic, and soil that has been fallow for at least 5 years. A paste is made and smeared all over the familiar as part of the ritual.

Mind Transference

Level: 5 Duration: See below
Casting Time: 1 turn Area of Effect: 1 creature
Range: 10' Saving Throw: Versus Spells

This incantation is much coveted by magic-users who dream of true eternal life, for it grants the ability to gradually take over another body by trading minds. Initially the victim must either be willing or bound, as the ritual takes 1 turn to complete and involves verbal incantations, gestures and hypnotism. At the end of the casting the victim is allowed a saving throw versus spells. Failure indicates that the spell has taken effect.

Once affected, the caster and victim need not be in the same place, and may be separated by any distance. The caster focuses his will against that of the victim and mental combat ensues in an identical manner as when using psionics. Each successful combat grants the caster a cumulative +1 to subsequent mental combats with the same victim. The first time the caster wins this combat, he is able to transfer his mind within the victim for 1d4 days, after which time the minds automatically revert to their proper bodies. The caster must rest for 2d4 days before attempting the combat again, but when successful a second time the caster occupies the victim's body for 2d4 weeks before the minds revert to their normal hosts. The caster then must rest for 2d4 weeks before attempting the third mental combat. If successful, the third

Summon Deep Ones

Level: 5 Duration: *See below*
 Casting Time: 3 turns Area of Effect: *See below*
 Range: 50 miles Saving Throw: *No*

A magic-user may summon 2d4 deep ones with this ritual, but there must be deep ones within 50 miles. They will rise from the nearby sea in 2d4 turns. They will not ordinarily react with aggression when summoned in this manner, unless attacked, but they will expect to have been summoned for the purposes of negotiation. The deep ones will be willing to share riches, but for a terrible price. They will trade gold and jewelry for surface items, at the referee's discretion. If the caster is acting on the behalf of a community the deep ones may make agreements to help them increase their fishing catch, and arrange other blessings from the sea, but at the cost of allowing human/deep one matings and eventually in establishing churches for the Order of Daḡon.

Summon Night Beast

Level: 3 Duration: 3 turns +1 turn/level
 Casting Time: 3 turns Area of Effect: *See below*
 Range: 30' Saving Throw: *No*

This ritual summons 2d4 night beasts. The beasts appear anywhere desired within the range of the incantation, in 1d4 turns. However, they must be presented with a sacrifice of flesh else they will turn on the caster and everyone nearby. If provided with the sacrifice, the night beasts will serve the caster's wishes, be they to serve as mounts or to fight against his enemies. Once the duration ends, the night beasts will go back to whence they came. This incantation requires the use of a vial of human blood, a dead bat, sulfur, and 10 pounds of meat for the sacrifice.

Summon Yog-Sothoth

Level: 7 Duration: 2 turns
 Casting Time: 6 turns Area of Effect: *See below*
 Range: *See below* Saving Throw: *No*

Before the ritual to summon Yog-Sothoth may be cast, a summoning area with an altar must be constructed. A permanent summoning area should be made of stone, either a room with minimum dimensions of 10' x 10', or outdoors where large stone pillars should be erected. The altar and walls (or pillars) must be inscribed with eldritch glyphs detailed in the ritual. The construction of a permanent summoning area takes 4d4 weeks. A temporary summoning area may be constructed in 2d4 weeks, following similar guidelines, but the glyphs are painted in blood rather than carved in stone, and may be used for summoning only once.

The summoning may be performed only twice per year, on the last day of the 10th month or the first day of the 5th month (or similar dates appropriate to the campaign world). The lengthy ritual requires a blood sacrifice on the altar, and the blood is used by Yog-Sothoth so that he may materialize through a gate from his dimension. Yog-Sothoth may remain in this dimension for only 2 turns. The summoner has no special power or ability to coerce this being, but requests that further his goals may be honored.

Walk Among Angles

Level: 4 Duration: 1 turn per level
 Casting Time: 1 round Area of Effect: *See below*
 Range: *Self* Saving Throw: *No*

This ritual alters the consciousness of the magic-user, granting him unusual spatial understanding and sight. It allows him to walk and navigate through areas constructed of non-Euclidian geometry, which are normally undetectable to the human eye. This kind of architecture was common with the Old Ones, and may be required to find hidden ways if among their ruins. The magic-user may lead one additional human-sized person per level.

Ward against Deep Ones

Level: 1 Duration: 1 week per level
 Casting Time: 5 turns Area of Effect: *One crystal*
 Range: 10' Saving Throw: *No*

By inscribing a glyph of the Old Ones on a small crystal and performing a ritual, a *ward against deep ones* is created. Deep ones may not enter within 10' of a creature carrying the ward, but they may attack from a distance. This ward is effective against sea blood, and they are incapable of using it. After 1 week per level of the magic-user, the ward loses its power and a new one must be made with a new stone. The ward requires a small beryl crystal and the blood from a deep one or a sea blood, from which the glyph is traced.

Voorish Sign

Level: 5 Duration: 1 round per level
 Casting Time: 1 round Area of Effect: *See below*
 Range: 10' per level Saving Throw: *No*

When the proper gestures of the *Voorish sign* are made, the magic-user is able to see and detect all extradimensional presences or influences within range. This includes beings that are invisible in the magic-user's dimension, or people who may have extradimensional beings within them. The sign also allows the magic-user to see gateways to other dimensions, and travelers present using the psionic power *dimension projection*.

Monsters

Vital Information

The monster characteristics used here are explained in the core *Labyrinth Lord* rules. There are two new characteristics presented, Intelligence and Psionic Strength.

Intelligence: Intelligence ranks are used to represent intelligence ranges for monsters. Ordinarily, intelligence for monsters is handled at referee discretion. The defined system presented here is particularly relevant due to the influence of INT on psionic strength. Refer to the table below.

Intelligence Ranks	
Rank	Intelligence
None or Not Applicable	0
Animal	1
Feeble	2-4
Low	5-7
Average	8-10
High	11-12
Extraordinary	13-14
Near-Genius	15-16
Genius	17-18
Ultra-Genius	19-20
Cosmic	21+

Psionic Strength (PS): This attribute is used for psionic combat (see the Psionics section). The PS score is also the equivalent of a WIS score.

Creature Listings



Ape, Devil

No. Enc: *2d4 (3d4)*

Alignment: *Chaotic (evil)*

Intelligence: *Low*

Movement: *120' (40')*

Armor Class: *7*

Hit Dice: *1*

Attacks: *1 (bite)*

Damage: *1d4*

Save: *F1*

Morale: *8*

Psionic Strength: *2d4*

Hoard Class: *VI*

XP: *10*

Devil apes are not truly apes, but a highly inbred degenerate race of primates that were human at one time. They are only 3' tall, and covered in white greasy fur. They resemble small gorillas, and have one blue eye and one brown eye. They attack with a bite that deals 1d4 hp damage. These foul creatures live underground, and venture above only at night to find food to satiate their carnivorous appetites.



Beings of Ib

No. Enc: *2d8 (4d10)*

Alignment: *Lawful (neutral)*

Intelligence: *Near-Genius*

Movement: *120'/180'*

Armor Class: *6*

Hit Dice: *3*

Attacks: *1 (weapon)*

Damage: *by weapon*

Save: *F3*

Moral: *7*

Psionic Strength: *2d6+6*

Hoard Class: *XX*

XP: *50*

Beings of Ib are named for the legendary city from which they originated, which is rumored to have descended from outer space. These peaceful humanoid creatures are revolting to human sensibilities, with skin the color of seaweed, large puffed lips, large bulging eyes, and low hanging ears. They are equally at home above and below water, but their communities are formed on land near freshwater lakes. Beings of Ib have communities that number 1d10x50, and all members have equal status. They worship Bokrug, a large aquatic lizard-like creature that is believed to have followed the Beings of Ib from the stars.

Bokrug

No. Enc: *Unique*
 Alignment: *Lawful (neutral)*
 Intelligence: *Genius (18)*
 Movement: *240'/240'*
 Armor Class: *2*
 Hit Dice: *80 hp (14 HD)*
 Attacks: *1 (bite)*
 Damage: *2d8*
 Save: *F14*
 Morale: *10*
 Psionic Strength: *14*
 Hoard Class: *XXII*
 XP: *6,900*

Bokrug is a large, 50' long aquatic reptile-like creature. He has large flippers instead of legs, and great membranous wings. He is able to swim at great speed and fly outside of water, but cannot move efficiently on land. It is highly intelligent, and is worshipped by the Beings of Ib. It takes residence in the lakes near their communities, to partake of their sacrifices that are scheduled at different times of the year. Bokrug followed the Beings of Ib from their original home in another part of the galaxy, and thinks of them as his young. This is partially true since they are distant ancestors of his kind. In addition to his bite that deals 2d8 hp damage, Bokrug may attack with his psionic powers. He has the following powers: *empathy, ESP, Id insinuation, intellect fortress, mind thrust, and suspend life.*

**Cave Beast**

No. Enc: *1d4 (3d4)*
 Alignment: *Neutral (evil)*
 Intelligence: *Low*
 Movement: *120'*
 Armor Class: *7*
 Hit Dice: *2*
 Attacks: *1 (claw)*
 Damage: *1d8*
 Save: *F2*
 Morale: *8*
 Psionic Strength: *2d4*
 Hoard Class: *XX*
 Level/XP: *20*

Cave beasts are degenerate humans that changed into something else after many generations of cave dwelling. They have fine white fur covering their bodies, and ape-like body proportions. They often knuckle walk quadrupedally as apes do. Their hands have short talons, and they may attack with them once per round for 1d8 damage. Though their faces are strikingly human, cave beasts are adapted to underground life such that their eye sockets are empty holes, having lost them from disuse. Cave beasts navigate the subterranean depths by issuing sharp simian screeches, and their ears are keenly adapted to detecting sound as it echoes back.

Colour out of Space

No. Enc: *NA*
 Alignment: *NA*
 Intelligence: *NA (alien)*
 Movement: *240'*
 Armor Class: *5*
 Hit Dice: *5*
 Attacks: *See below*
 Damage: *See below*
 Save: *F5*
 Morale: *7*
 Psionic Strength: *2d6+6*
 Hoard Class: *None*
 XP: *350*

Colours out of space are a form of living radiation that comes from the outer reaches of space. Though they are intelligent, their minds exist in multiple dimensions and contain an unfathomable alien reason. Their lifecycle begins as multiple metallic-appearing palm-sized iridescent globules (3d4 present). They are encapsulated in meteors, and are delivered to a planet's surface via meteoric collisions. Once they reach a planet's surface, the globules break down at a rate of 1 per day, releasing the radioactive gaseous entities.

Colours out of space infiltrate the soil, leaching energy from all living things within 100' squared per globule introduced, and this area grows at a rate of 10' squared per globule per week. The net effect is that all vegetation in the area, while initially showing invigorated growth and mutational side effects, like increased size, will after 2d4 weeks show signs of deterioration and loss of color. Any creatures within affected areas must succeed in a saving throw versus death at -2 each week or permanently lose 2 points of CON and INT; this effect is cumulative. After 3 failed save attempts, a creature permanently goes insane. If at any point CON or INT reach 0, the creature dies.

Once a globule has infected an area of 200' squared of land, it "buds off" a 30' diameter area of purplish mist. It is only when in mist form that a colour out of space is vulnerable to attack, and only then from electrical-based energy or psionic attack. The purplish mist will fly out of the planet's atmosphere, seeking the cold of space and nearby rocky objects to hibernate in, where it forms 3d4 new globules over the course of 3d10 years. It may only incubate in the vacuum of space.

Colours out of space leave radioactive residue in the soil that lasts for 1d4+50 years. During this time nothing can grow, but creatures face no noticeable ill effects for dwelling in these empty regions.

Crawling Reptile

No. Enc: 2d4 (3d8)
 Alignment: *Lawful (evil)*
 Intelligence: *Genius*
 Movement: 120'
 Armor Class: 6
 Hit Dice: 3
 Attacks: 1 (weapon)
 Damage: 1d8 or weapon
 Save: F3
 Morale: 8
 Psionic Strength: 2d6+6
 Hoard Class: IV, XIX
 XP: 50

These highly intelligent creatures are quadrupedal reptilians. They average 5' long, and have thin-fingered hands on their forelimbs. They have a large forehead, with two short horns, and short alligator-like snouts. Crawling reptiles are often adorned in ornate robes and jewelry.

Crawling reptiles are highly advanced reptile-like creatures that evolved millions of years ago. Their society once dominated large portions of the globe, but today little remains of their past glory but ruins and the occasional small community. There may be 3d10x10 individuals in these communities. In any group of 50 or more crawling reptiles, there will be a leader with 5 HD and one crawling reptile with the abilities of a 3rd level magic-user. In any group of 150 or more crawling reptiles there will be three leaders with 5 HD, one with 7 HD, and two crawling reptiles that function as magic-users, one at 3rd level and one at 5th level of ability. In any group encountered, approximately 50% are female. If encountered in their lair, there will be an additional number of young equaling 20% of the adult group.

Crawling reptiles mummify their dead, and ruins from these ancient creatures often contain the reptilian mummies that still guard the glorious riches of their dead race.



Deep One

No. Enc: 3d4 (5d10)
 Alignment: *Chaotic (evil)*
 Intelligence: *High and up*
 Movement: 90'/280'
 Armor Class: 4
 Hit Dice: 3
 Attacks: 2 (claws)
 Damage: 1d4/1d4
 Save: F3
 Morale: 8
 Psionic Strength: 4d4
 Hoard Class: IV, X
 XP: 80

Deep ones are an ancient race of fish/amphibian-like humanoids. They evolved long before humans, and coexisted with the Old Ones. They are approximately human sized, and have a fish-like head with a scaly back. They have large webbed feet, and are green except for a white belly. They have long arms and hands, with long clawed fingers. Deep ones may attack with these claws for 1d4 hp damage each. They are not completely bipedal, and move on land with a

combination of hops and ape-like knuckle walking, but in the water they are fast and graceful.

Deep ones live in vast cities under the sea; these communities have a population of $d\% \times 100$. When a group of 20 or more deep ones are found, there will be a leader with 5 HD. When 40 or more are encountered, there will be an additional leader with 7 HD. Rarely, groups found outside their communities will be accompanied by a 6 HD deep one with the abilities of a 6th level magic-user. There are rumored to be even more powerful magic-users in the cities of the deep. Deep ones sometimes trade with human coastal communities, offering gold and ornately engraved alien jewelry in exchange for surface materials like weapons and items that can only be forged on the surface. However, inevitably deep ones require that to continue trade human communities must accept human/deep one unions and provide sacrifices twice a year. Deep ones accept these sacrifices to offer up in their worship of Cthulhu.



Elder Thing

No. Enc: $2d4 (3d6)$

Alignment: *Lawful (neutral)*

Intelligence: *Genius*

Movement: $60' (20')$ (*land or swimming*)

Armor Class: 4

Hit Dice: 5

Attacks: 1 (*weapon or wing*)

Damage: *As weapon or 1d6*

Save: *F5*

Morale: 8

Psionic Strength: $2d6+6$

Hoard Class: *II, IV, X*

XP: 650

Elder things are a race of intelligent aliens that seem to be roughly amphibian and vegetable in biology. Though they are very different from humans in physique, and generally far superior intellectually, of all the alien races that have encountered humans none come closer to humans in logic and reasoning. They have highly advanced five-lobed brains, but their thinking patterns are not entirely alien to humans. Elder things came from the stars and flew with their wings, using some form of technology that was later lost to them as their society degenerated. Thousands of years in the past they

warred with Cthulhu and his spawn, among other races, for territory. They later became confined to arctic regions and cities below the sea.

Elder things are dark gray, 8' long, and have a 6' high and 3 1/2' diameter torso with five ridges. They have 7' long membranous wings that end in a hollow tip. The wings have a serrated edge that may be used to attack for 1d6 hp damage.



In addition, elder things have five 3' long tentacle-like arms, each coming off of one of the torso ridges. Each arm branches off into 25 smaller tentacles, which are capable of fine manipulation. From the lower part of their body they have five legs, 4' long, each ending in a paddle-like pseudo-foot that can be used for walking or swimming. On top of their torsos they have a thick neck with gills, as they are capable of living above and below water. Their heads are yellowish, with a five-pointed starfish-like shape and hundreds of short multi-colored cilia. At each star-fish like tip of the head is a yellow eye; as a result elder things may see in all directions and cannot be surprised. Further, at the base of the star fish-like projections on the head there are short red tubes, ending in an orifice that serves as a mouth. At the very central area of the top of the head is a breathing orifice.

At the peak of elder thing civilization they were highly advanced in science, art, and architecture, being particularly adept at genetic engineering. It is rumored that all native life on the planet is descended from their escaped experiments or slaves, and that humans are descended from a simian pet they kept for amusement. However, in time elder thing society devolved and became decadent, and their genetically created

shoggoth slaves rebelled and defeated them. Elder things have the following psionic powers: *empathy*, *mental barrier*, *neural telepathy*, and *suspend life*.



Fungi from Yuggoth (Outer Ones)

No. Enc: $2d4 (3d6)$

Alignment: *Chaotic (neutral)*

Intelligence: *Genius or Ultra-Genius*

Movement: $120'/120'$

Armor Class: 6

Hit Dice: 3

Attacks: 1

Damage: *By weapon*

Save: $F3$

Morale: 8

Psionic Strength: $2d6+6$ or $4d4+4$

Hoard Class: X

XP: 95

The Fungi from Yuggoth, or Outer Ones, are aliens native to another planet and universe. Their biology resembles something of a combination of plant (with a reddish chlorophyll-like supplemental metabolism), animal, and fungus. However, they bear a remarkable superficial

resemblance to crustaceans, with a light-red soft exoskeleton, and five pairs of multi-jointed legs that end in functional claw-like four-fingered hands. They often walk decapedally, but may walk bipedally when carrying objects. These fungus-like creatures sometimes surgically alter themselves so that they may speak like humans (albeit with a buzzing tone), but by nature they communicate with the numerous antennae-like structures on their heads, which communicate by changing colors in complex patterns. These creatures have eyes on the ends of long stalks, and insect-like mouths. The Outer Ones from Yuggoth have wings on their backs, and are capable of flying and surviving unprotected in the cold and vacuum of space. The flying movement indicated above is while in an atmosphere, but in the cold of space the Outer Ones can fly at interplanetary speeds.

Fungi from Yuggoth mine metals from the ground that are unavailable in the outer reaches they call home. They are scientists, with vast knowledge of chemistry, biology, and mechanical engineering. They experiment with intelligent beings (including themselves) wherever they go, often placing creatures' brains in special cylinders that can keep them alive indefinitely. They experiment on these brains, and take them all over the universe and to other dimensions. The Outer Ones first came to the planet long before humans evolved, during the times when Cthulhu and Yog-Sothoth dwelt in the physical universe. They worship Cthulhu, Yog-Sothoth, Shub-Niggurath, Nyarlathotep, and others. These fungoid-plant beings have a large base on the dark, cold planet Yuggoth, which lies on the outer rim of the solar system.

Since these creatures are an old and widespread race, there are genera with differing characteristics in other places and universes, some which may not fly, some are even more intelligent, or may have other motives. Fungi from Yuggoth have the following psionic powers: *dimension travel*, *mental barrier*, and *neural telepathy*.



Ghast

No. Enc: *2d6 (3d8)*
 Alignment: *Chaotic (evil)*
 Intelligence: *Average*
 Movement: *180'*
 Armor Class: *6*
 Hit Dice: *3*
 Attacks: *3 (bite, hoof rake)*
 Damage: *1d6/1d6/1d6*
 Save: *F3*
 Morale: *9*
 Psionic Strength: *3d4*
 Hoard Class: *XX*
 XP: *50*

Ghasts are 6' tall, with scabrous skin, and have long kangaroo-like hind legs and hop when they move. They have no noses, and very little forehead, but have long tooth-filled snouts. They attack with a bite for 1d6 hp damage and a leaping rake with both of their sharp hooves for 1d6 hp damage each. Ghasts are active almost exclusively at night, for though they can tolerate fire light or the dim light of dusk or dawn, they suffer 1d8 hp damage each round they are exposed to direct sunlight. Ghasts and ghouls are hated enemies. Note that Lovecraftian ghasts are not undead.

Ghoul

No. Enc: *2d4 (5d8)*
 Alignment: *Chaotic (evil)*
 Intelligence: *Average*
 Movement: *120'*
 Armor Class: *7*
 Hit Dice: *1*
 Attacks: *1 (weapon or bite)*
 Damage: *weapon or 1d6*
 Save: *F1*
 Morale: *9*
 Psionic Strength: *3d4*
 Hoard Class: *XX*
 XP: *13*

The origin of ghouls is unknown. That they share kinship with humans is obvious, but whether they are partly alien or simply a variation of humans depends on what horrors one wants to admit reside within humanity. Ghouls are human-

sized creatures that have dog-like visages; some specimens exhibit this strongly and some more mildly. Their diet is almost exclusively limited to human corpses, which they obtain by raiding graveyards or anywhere else corpses are in abundance. However, when very hungry they may attack living beings. Ghouls prefer to move about at night or underground, and they have *infravision* of 60'. They attack by weapon or with their stinking, infectious bites that deal 1d6 hp damage. The bite harbors a contagious disease. For every hp of damage caused by the bite, there is a cumulative 2% chance that the victim is infected and will become a ghoul in 2d4 weeks. Roll at the end of an encounter, calculating all bite damage and rolling once for a combined probability. Initially, an infected person may develop unusual cravings for raw and rotting flesh, but as time goes on the darker impulses of the ghoul begins to come out. The infected character will gradually develop canine features until the transformation is complete after the indicated time. Ghouls often manifest as changelings, for they will try to substitute one of their young for a human baby. The human baby is taken into the group and infected, while the changeling appears as a regular human child until adulthood, when the ghoulish tendencies begin to emerge. Note that Lovecraftian ghouls are not undead.

Great Race of Yith

No. Enc: *1 (4d10)*
 Alignment: *Lawful (neutral)*
 Intelligence: *Cosmic*
 Movement: *90'*
 Armor Class: *8*
 Hit Dice: *3*
 Attacks: *1 (weapon)*
 Damage: *by weapon*
 Save: *F3*
 Morale: *6*
 Psionic Strength: *3d6+6*
 Hoard Class: *XIX*
 XP: *65*

The Great Race of Yith are a race of body-hopping aliens from a distant galaxy. They use their psionic power *mind switch* in combination with *mind projection machines* to migrate from organism to organism, across time and space. They currently inhabit the bodies of prehistoric creatures from the past, having fled from their previous world (Yith) prior to its destruction. They are a race of highly intelligent and civilized historians and scientists, and although they are not malicious, in the interest of self preservation they have no

qualms about switching bodies with creatures, even if it dooms their victims to death. Currently the Great Race inhabits creatures that are 10' tall iridescent cone-like beings, with a large, 10' long pseudopod on which they glide much like a slug moves. Their cone bodies are ridged and scaled, with an elastic-like property. They have four 1' thick, 10' long retractable cylindrical members projecting from the apex of their cone-like bodies. Two of these appendages bear large crab-like claws. Another appendage bears a large globe-like yellowish 2' diameter "head" with three large black eyes around the circumference which grant 360 degree vision.



The head has four antennae-like organs topped with flower-shaped organs, and the back or rear side of the head bears eight greenish tentacles. The final appendage has four trumpet-like red auditory organs. They reproduce asexually, having bundles of red seeds or spores which they deposit in water for their development. Their bodies live for several thousand years. Over all, the bodies of these creatures are unlike any other terrestrial creature, being evolutionarily descended from creatures that bear animal, plant, and fungus characteristics. The Great Race of Yith avoids combat at all costs, but when forced to fight they attack by weapons and technology, since their current bodies bear no natural defenses.



Haunter of the Dark

No. Enc: *Unique*
 Alignment: *Chaotic (evil)*
 Intelligence: *Near-Genius (16)*
 Movement: *90'/240'*
 Armor Class: *-1*
 Hit Dice: *80 hp (15)*
 Attacks: *1 (bite or electricity)*
 Damage: *2d6 or 4d6*
 Save: *F15*
 Morale: *11*
 Psionic Strength: *16*
 Hoard Class: *None*
 XP: *3,300*

This inky black creature is 50' long, with a long snake-like body and bat-like wings. It has no limbs, but slithers when on the ground much like a snake, and has a large toothy mouth and one large, three-lidded eye. Its natural environment is in another dimension completely void of light, and it only appears in the three-dimensional universe when summoned by the *shining trapezohedron*. It is then bound to the stone until it can call its summoner. This creature is harmed by all forms of light. In the dim light of torches or lamps it suffers 1d6 hp damage per round, and 5d6 damage per round in sunlight. Once it reaches 0 hp it is banished back to its home dimension. The Haunter from the Dark may attack with its bite for 2d6 hp damage, or may lash out with a sinewy tongue that delivers an electrical shock for 4d6 damage, leaving a sulfuric residue. Magic-users believe the Haunter of the Dark is an aspect of Nyarlathotep.

Hound of Tindalos

No. Enc: *1d4 (2d4)*
 Alignment: *Chaotic (evil)*
 Intelligence: *Low*
 Movement: *150'*
 Armor Class: *5*
 Hit Dice: *5*
 Attacks: *3 (2 claws, bite)*
 Damage: *1d6/1d6/1d8*
 Save: *F5*
 Morale: *10*
 Psionic Strength: *2d4*
 Hoard Class: *None*
 XP: *350*

There is a place spoken of called Tindalos, a red planet of horrors unspeakable. It is from this place that it is believed the hounds of Tindalos come. They are not truly related to canines, but they have large tooth-filled snouts, large pointed ears, and claws on their forepaws. They are large, 8' long hairless creatures that have tan leathery hides, long reptilian tails, and eyes of a frightening ophidian nature. They hunt in packs and seek to devour with an insatiable hunger; they delight in the torment of intelligent creatures.



Jellyfish from Beyond

No. Enc: *4d10 (4d10)*

Alignment: *Neutral*

Intelligence: *Animal*

Movement: *90'*

Armor Class: *6*

Hit Dice: *1 hp*

Attacks: *1 (bite)*

Damage: *1d4*

Save: *F1*

Morale: *11*

Psionic Strength: *None*

Hoard Class: *None*

XP: *5*

Jellyfish from beyond are alien creatures from another dimension. They might be a hazard to anyone traveling via *dimension travel*, especially into the realm of Yog-Sothoth, where they swim about in the "air" as a true jellyfish does in water. They are attracted to movement, and will engulf a victim and attack with small teeth at their caudal aspect. They can reduce a creature to nothing but bones, much like a swarm of piranhas, in short order.



Lamia

No. Enc: *1 (1d4)*

Alignment: *Chaotic (evil)*

Intelligence: *Extraordinary*

Movement: *120'*

Armor Class: *6*

Hit Dice: *4*

Attacks: *1 (weapon or constrict)*

Damage: *by weapon or 1d8*

Save: *F4*

Morale: *7*

Psionic Strength: *4d4*

Hoard Class: *XIX*

XP: *190*

Lamias are a race of females; they bear a lineage descended from both humans and some foul extradimensional creature, possibly even Cthulhu himself. Lamias appear completely human, often with dusky skin and always with long, dark hair that reaches their knees. Lamias have the abilities of a 6th level magic-user. They are elegant creatures few can resist, but their bestial natures may emerge at any time. They obsessively care for their hair, going through long rituals of grooming and oiling with special nutritive mixtures. Their hair is a living entity, akin to a conjoined twin, and may be used to constrict opponents like a snake for 1d8 hp damage on a successful attack roll. If a lamia is killed, the hair will live

on. It will rip itself from the scalp of the dead lamia to attack her killers, and it may survive away from its host for 2d6 weeks. It slithers like a snake, seeking to encircle and constrict to achieve revenge.



Lilith

No. Enc: *Unique*
 Alignment: *Chaotic (evil)*
 Intelligence: *Genius (17)*
 Movement: *120' (40')/120' (40')*
 Armor Class: *3*
 Hit Dice: *60 hp (12)*
 Attacks: *2*
 Damage: *1d6+2/1d6+2 and poison*
 Save: *F12*
 Morale: *7*
 Psionic Strength: *16*
 Hoard Class: *XV*
 XP: *6,000*

Lilith shares some affinity to humans, but her exact origins are unknown. She has been known to man for many centuries, as an object of fear and hesitant desire. Lilith is a hairless humanoid with webbed fingers and toes, and she is as much at home below water as above. She may swim as fast as she moves on land. Her skin is white and phosphorescent. She has many followers, who worship her as a demon of lust and prosperity, by making blood sacrifices during key phases of the moon. She is known to take a human husband from time to time, and it is from these unions that incubi and succubae originate. Lilith is unlikely to engage in physical combat, but

when she does she bears long, black retractable claws that deal 1d6+2 hp damage each, and victims must save versus poison die. She may only be harmed by iron weapons. Lilith has the following psionic powers: *clairvoyance*, *clairaudience*, *dimension travel*, *ESP*, and *neural telepathy*.



Mold, Vampiric

No. Enc: *1 (1)*
 Alignment: *Chaotic (evil)*
 Intelligence: *Near-Genius*
 Movement: *120' (40')/None*
 Armor Class: *2/9*
 Hit Dice: *3/5*
 Attacks: *See below*
 Damage: *See below*
 Save: *F5*
 Morale: *8*
 Psionic Strength: *2d6+6*
 Hoard Class: *None*
 XP: *80/350*

Vampiric mold is an intelligent, alien mold. It has two forms that exist simultaneously. Its main form is a roughly cylindrical, clear gelatinous "tube" that is 2' in diameter and up to 8' long. It lies from 5'-10' underground. The soil around the gelatinous body is infused with slime and yellow putrescent goo, which forms a mycelium-like network that can manifest on the soil surface as mushroom growth that has a low phosphorescent glow. This form is unable to attack and has 5 HD. It takes half damage from most weapons, but fire and acid deal double damage. If this form is killed, its second form perishes as well. Vampiric mold's second form is a yellow mist that separates from the main body once every 1d4+2 days, and rises through the earth in search of food. It has a diameter of 5', and continually changes shape, sometimes resembling a humanoid form, other times its form suggests monstrosities best left unsaid. When it encounters a living creature, preferably an intelligent being, it engulfs it and attempts to absorb its life energy. Each round the vampiric mist is in contact with a victim, the victim must save versus death or lose one experience level. When the victim reaches 0 level, its body loses integrity and melts into a mass of flesh-like slime, only its skeleton remaining to suggest what it once was. Vampiric molds' mist form is immune to physical

attacks, but takes double damage from electrical-based attacks and half damage from fire-based attacks. It has 3 HD, and if destroyed the cylindrical gelatinous body will create a new mist form in 2d4 days.



Moon Thing

No. Enc: *3d4 (1d6 x 10)*
 Alignment: *Chaotic (evil)*
 Intelligence: *Average*
 Movement: *90' (30')*
 Armor Class: *8*
 Hit Dice: *1*
 Attacks: *1 (weapon)*
 Damage: *Weapon or 1d6*
 Save: *F1*
 Morale: *8*
 Psionic Strength: *3d4*
 Hoard Class: *XVIII*
 XP: *10*

These intelligent creatures came from an alien moon long ago. Their bodies continually squish into different positions, for they have no skeletons, but overall they resemble completely white semi-humanoid toads with no eyes. Rather, they have a mass of squirming pink tentacles on their snouts that serve as sensory organs and grant them *ultraviolet vision*. Moon things have an affinity for the sea, and are sailors, pirates, and slavers. They capture humans to sell as slaves in faraway lands and on other planets. In any group of 20 or more moon things there will be a leader with 3 HD. If 40 or more are present there will be two leaders with 3 HD

each and a magic-user of 3rd level. If 50 or more are present, there will be an additional leader with 5 HD and a magic-user of 6th level.



Night Beast

No. Enc: *2d4 (3d4)*
 Alignment: *Chaotic (evil)*
 Intelligence: *Low*
 Movement: *90'/180'*
 Armor Class: *6*
 Hit Dice: *2*
 Attacks: *1 (beak)*
 Damage: *1d6*
 Save: *F2*
 Morale: *8*
 Psionic Strength: *2d4*
 Hoard Class: *None*
 XP: *29*

Night beasts are 8' long, foul monstrosities with bat-like, beaked heads, bat-like wings, and a partially furred ant-like thorax and abdomen. Their rear legs are insect-like, with webbed feet, while their forelimbs are disgustingly human-like. Night beasts have *ultraviolet vision*. They normally dwell in swampy locations or dense woods, but are often found in the service of magic-users as winged mounts. They are carnivorous, and will attack nearly anything with their wicked beaks. If found in their lair, there will be 1d4 pups present (2 hp each, 1d4 damage per attack).

Night Gaunt

No. Enc: *1d6 (3d4)*
 Alignment: *Chaotic (evil)*
 Intelligence: *Average*
 Movement: *120' (180')*
 Armor Class: *6*
 Hit Dice: *2*
 Attacks: *1 (weapon or tail)*
 Damage: *weapon or 1d8*
 Save: *F2*
 Morale: *9*
 Psionic Strength: *3d4*
 Hoard Class: *X*
 XP: *20*

These humanoid creatures are 7' tall, with bat-like wings, and peculiar black, rubbery, greasy skin. They have animal-like paws that may grasp objects, and a long spiked tail that can deal 1d8 hp damage. Their heads are unsettling, for they have two short inward curving horns on sloped, almost non-existent foreheads, but no eyes, mouth, or nose. Only a flat featureless plane exists where their faces should be. Night gaunts are much feared creatures, featured in stories to scare children. They try to abduct the helpless, usually children or the elderly, to take back to their nests that often lie in high crags and cliffs. They devour their captives, that much is known from the profuse bones littering their lairs, but how remains a mystery.



Old Ones

The Old Ones are, collectively, either members of several different alien races or are unique and powerful alien creatures. All of them came to the planet at different points in the distance past, long before humans where more than ape-like creatures in the trees. Some of the Old Ones came from distant stars or other planets, while others came from alternate dimensions, or some combination of these origins. Many of the Old Ones ruled civilizations that are long forgotten, and their ways are not only lost in time, but are likely unfathomable to the human mind.

Some sorceries draw power from the Old Ones, by tapping into sciences they possess. However, this is imperfect and with little true understanding of the phenomenon, much as a primitive primate might succeed in mimicking human behavior with no understanding of what it means. Some Old Ones accept human (or inhuman) worshippers for reasons that no one fathoms. Worshippers are often granted knowledge and power; all power from the Old Ones comes with great peril.

All Old Ones may only be harmed by +3 weapons or better. The referee may assign additional immunities or abilities at his discretion.



Abthoth (Old One)

No. Enc: *Unique*
 Alignment: *Chaotic (neutral)*
 Intelligence: *Cosmic (21)*
 Movement: *30'*
 Armor Class: *9*
 Hit Dice: *100 hp (16)*
 Attacks: *see below*
 Damage: *see below*
 Save: *F16*
 Morale: *NA*
 Psionic Strength: *20*
 Hoard Class: *None*
 XP: *3,300*

The origins of the horrible intelligent and gray jelly-like mass that is Abthoth are, appropriately enough, muddy. Some magic-users speculate that Abthoth is only a fraction of a surviving intelligent horror from the stars, and that what remains is only the last surviving remnant, desperately clutching to life and trying to transform into something new. Abthoth absorbs all DNA he comes into contact with, and attempts to use it to form a new body. Unfortunately, all of his attempts have been in vain since terrestrial organic life seems to be subtly incompatible with his. As a result, Abthoth is constantly rejecting organic matter, and his grayish 30' diameter mass is perpetually forming creatures and body parts that grow from him and fall, swim, walk, or slither off. Some objects are complete creatures, both recognizable and unrecognizable, from fish, eels, disembodied animal and

humanoid limbs, to complete humanoid or other animals and creatures that emerge from the goo and go off away from Abboth, some living and some dying. Since Abboth's body is entirely composed of a mostly otherwise inert alien jelly, he makes no physical attacks. However, he may attack with his profound mind. He has the following psionic powers: *clairaudience*, *clairvoyance*, *ego whip*, *mental barrier*, *mind thrust*, *neural telepathy*, *psionic blast*, and *psionic crush*. Abboth is completely immune to damage from physical and cold-based attacks, but takes normal damage from acid, fire, and electrical attacks.



Atlach-Nacha (Old One)

No. Enc: *Unique*
 Alignment: *Chaotic (evil)*
 Intelligence: *Ultra-Genius (20)*
 Movement: *180'*
 Armor Class: *5*
 Hit Dice: *75 hp (10)*
 Attacks: *1 (bite or special)*
 Damage: *1d6 + poison*
 Save: *F10*
 Morale: *9*
 Psionic Strength: *16*
 Hoard Class: *XV*
 XP: *4,500*

Atlach-Nacha is a highly intelligent 20' long spider-like extraterrestrial creature, possibly originating from the same

planet as Tsathoggua. She has a dark obsidian body, eight legs, and an eerily human-like female face. She lives in a lair deep in the earth, which is covered in thick webs she weaves to capture and eat unfortunate creatures that wander by. Any creature that wanders into the webs must save versus spell-like devices, or be stuck and unable to move. In addition, Atlach-Nacha may shoot webs at an opponent, to cover an area of 80' cubed in 1' thick webs. The same saving throw applies. Any creatures with STR of 13-17 may struggle free of 1' of web per turn. Creatures that have 18+ STR may break through 1' per round. Very large creatures may struggle free in less time, at the referee's discretion. Note that creatures caught in the web have a cumulative 5% chance of suffocating each round. Webs may be burned readily, effectively eliminating 80 cubic feet of web in 1 round, but any creatures inside the web suffer 2d4 hp damage. Atlach-Nacha may move among her webs freely, and will rush to a struggling victim to bite him with her poisonous fangs. The victim must save versus poison or become *paralyzed* for 2d4 turns. Atlach-Nacha feeds on paralyzed victims, sucking their vital fluids for 1d6 hp damage per round. In addition to these abilities, Atlach-Nacha has the following psionic powers: *Id insinuation*, *mental barrier* and *neural telepathy*.

Azathoth (Old One)

Azathoth has been called a "monstrous chaos beyond human space", and "the blind idiot god". He (or "it") exists as a chaotic intelligence that is completely and utterly alien to the human mind. His form is of a swirling chaos floating in the outer reaches of space, in another dimension of existence. He is not matter or "living" in any familiar way. As a consequence, he cannot be described in typical game terms in any meaningful way. Encounters with Azathoth will almost certainly be through intermediaries or through some dark ritual that taps into just a fraction of his mind or being. Some occultists have speculated that Azathoth and Nyarlathotep are the same entity, or aspects of the same entity.



Cthulhu (Old One)

No. Enc: *Unique*
 Alignment: *Chaotic (evil)*
 Intelligence: *Cosmic (21)*
 Movement: *180'/360'*
 Armor Class: *0*
 Hit Dice: *350 hp (50)*
 Attacks: *2 (claws) or 10 (tentacles)*
 Damage: *1d10+15 or 1d6+special*
 Save: *F20*
 Morale: *9*
 Psionic Strength: *22*
 Hoard Class: *See below*
 XP: *35,000*

Lore shared in the Cult of Cthulhu is that he is a priest and leader among his alien race. He is usually in a form of death sleep in the submerged city of R'lyeh, somewhere at sea. Cthulhu and his race are said to exist in multiple dimensions at the same time, and came to the planet millennia ago to rule the world long before humans had evolved.

Cthulhu (and presumably other members of his race) has a head resembling a squid, with ten tentacles near and around his mouth. He is humanoid and bipedal, with immense bulk, as he stands 120' tall. His body is green and scaled, slimy, and he has large black reptilian wings. Cthulhu will attack first with his psionic powers. Only as a last resort will he attack physically, but when he does so he may strike opponents with his enormous claws that deal 1d10+15 hp damage. If he is close enough to an opponent with his head, he may lash out with his ten tentacles. Each tentacle is 10' long and may

attack separately each round. They flail about inflicting 1d6 hp damage, and an opponent must save versus death or permanently lose 1 point of INT. Each point of INT lost restores Cthulhu of 10 hp if he is injured. Since Cthulhu exists in multiple dimensions at the same time, he cannot be physically killed by damage alone. If his hp reaches zero, he is instantly propelled into the 4th dimension where he nurses his injuries. Any treasure found with Cthulhu should be determined at the discretion of the referee. Cthulhu has the abilities of a 20th level magic user. He also has the following psionic powers: *clairaudience, clairvoyance, dimension projection, dimension travel, ego whip, ESP, Id insinuation, intellect fortress, mental barrier, mind thrust, neural telepathy, psionic blast, psychic crush, and suspend life.*



Dagon (Old One Spawn)

No. Enc: *Unique*
 Alignment: *Chaotic (evil)*
 Intelligence: *Ultra-Genius (20)*
 Movement: *120'/360'*
 Armor Class: *1*
 Hit Dice: *120 hp (20)*
 Attacks: *2 (claws)*
 Damage: *1d10+5/1d10+5*
 Save: *F20*
 Morale: *9*
 Psionic Strength: *4d4+4*
 Hoard Class: *IV, X*
 XP: *11,250*

Deep ones have a propensity for crossing species lines, and so when the Old Ones arrived they too bred with deep ones. Dagon (and his mate Hydra) is one of the last of the deep one/Old One hybrids. Dagon resembles a deep one in all ways, except that he is 80' long. He will rarely be encountered above the sea, as he spends most of his time in slumber awaiting the return of Cthulhu. However, if awakened he may attack with his large claws for 1d10+5 hp damage each. It can be assumed that Dagon has the maximum knowledge of a magic-user, as well as the following psionic powers: *dimension projection*, *ego whip*, *ESP*, *intellect fortress*, *mind barrier*, and *neural telepathy*. Dagon is worshipped among deep ones as a descendent of Cthulhu and an intermediary to his power.



Hydra (Old One Spawn)

No. Enc: *Unique*
 Alignment: *Chaotic (evil)*
 Intelligence: *Ultra-Genius (20)*
 Movement: *120'/360'/240'*
 Armor Class: *1*
 Hit Dice: *100 hp (16)*
 Attacks: *2 (claws)*
 Damage: *1d10+3/1d10+3*
 Save: *F16*
 Morale: *9*
 Psionic Strength: *4d4+4*
 Hoard Class: *IV, X*
 XP: *9,600*

Hydra is Dagon's mate, and is one of the last of the deep one/Old One hybrids. Like Dagon, she resembles a deep one in all ways, except that she is 70' long and has large membranous wings that allow her to fly in the air with a movement of 240'. She too slumbers awaiting the return of Cthulhu, but appears among deep ones with greater frequency than Dagon. She can attack with large claws for 1d10+3 hp damage each. Hydra has the abilities of a 14th level magic-user, as well as the following psionic powers: *dimension projection*, *ego whip*, *ESP*, *Id insinuation*, *intellect fortress*, *mind barrier*, and *neural telepathy*. Like Dagon, Hydra is worshipped among deep ones as a descendent of Cthulhu and an intermediary to his power.



Nyarlathotep (Old One)

No. Enc: *Unique*
 Alignment: *Chaotic (evil)*
 Intelligence: *Cosmic (21)*
 Movement: *120'*
 Armor Class: *0*
 Hit Dice: *80 hp (15)*
 Attacks: *psionics or sorcery*
 Damage: *as power or ritual*
 Save: *F15*
 Morale: *10*
 Psionic Strength: *20*
 Hoard Class: *VI, XVI*
 XP: *5,100*

Nyarlahotep looks human, but for his unnatural shiny obsidian skin color. He is completely hairless. The precise nature and origin of this mysterious being is unknown. It is evident that he serves Azathoth, but it is rumored that Nyarlahotep may actually be an aspect, or avatar, of Azathoth. Occult lore insists that the haunter of the dark is an avatar of Nyarlahotep, so the Black Man, as he is often called, likely has many manifestations in different universes. He is virtually never seen committing violence himself, as he prefers to work through agents. If forced into combat, he has all known sorceries at his disposal (he casts spells as a 20th level magic-user), and has all psionic powers. If losing a combat he will flee across dimensions. If he is reduced to 0 hit points he dies and melts into a foul ichor, but reforms in 3d10 turns.



Shub-Niggurath (Old One)

No. Enc: *Unique*
 Alignment: *Chaotic (evil)*
 Intelligence: *Ultra-Genius*
 Movement: *120' (40')*
 Armor Class: *3*
 Hit Dice: *90 hp (16 HD)*
 Attacks: *1 (bite)*
 Damage: *2d4*
 Save: *F16*
 Morale: *9*
 Psionic Strength: *4d4+4*
 Hoard Class: *X, XV*
 XP: *7,800*

Shub-Niggurath, or the Black Goat of the Woods with a Thousand Young, is a powerful female creature often worshiped as a demon god of fertility, revenge, or other dark motives. She is immense, with a 50' long body covered in short black curly fur. She has ten legs, each ending in a three-toed foot that can manipulate objects like hands. Her head is decidedly goat-like, but she has large teeth capable of dealing 2d4 hp damage in combat. Shub-Niggurath also has two short black horns. She rarely engages in combat, her Young protect her, but when pressed to do so she will prefer to use her psionic abilities. She has the following powers: *clairaudience, clairvoyance, dimension travel, ego whip, empathy, ESP, mental barrier, mind thrust, neural telepathy, and psychic crush*. Shub-Niggurath has the ability of a 15th level magic-user. She is constantly attended by 5d10 of her man-like Young (see pg. 37). A total of 50% of Young present will be 1 HD, with the 10% each of 2 HD, 3 HD, 4 HD, 5 HD, and 6 HD. Her Young are the result of her consummation of worship with human cultists and at any given time she will be suckling 2d8 kids or doelings, which are too young for combat.

Tsathoggua (Old One)

No. Enc: *Unique*
 Alignment: *Chaotic (evil)*
 Intelligence: *Ultra-Genius (19)*
 Movement: *120'*
 Armor Class: *4*
 Hit Dice: *80 hp (14)*
 Attacks: *1 (acid or special)*
 Damage: *3d6 or see below*
 Save: *F14*
 Morale: *8*
 Psionic Strength: *17*
 Hoard Class: *X*
 XP: *5,100*

Tsathoggua is an alien being thought to be from another planet within the solar system; his exact origins are unknown. He is 10' high and 15' long, he has a toad-like black body covered in short black fur. His head resembles something of a blend of toad and bat, with large orange eyes that have a perpetually sleepy appearance, even though he is very alert to his surroundings.



Tsathoggua will avoid physical combat if possible. He has all the abilities of a 14th level magic-user at his disposal, as well as the following psionic powers: *ego whip*, *ESP*, and *mental barrier*. If forced into physical combat, Tsathoggua has acid spittle with a range of 30' that inflicts 3d6 acid damage. Alternatively, he may belch forth a putrid vapor that occupies a 20' diameter area around him and lasts for 2d4 rounds. All creatures within the vapor must save versus poison or die. Tsathoggua lives in a subterranean environment, where he accepts sacrifices from voormis and other worshipers. Magic-users often make pacts with Tsathoggua for the knowledge of eldritch rituals, but they do so at their own peril for Tsathoggua has a great appetite and one never knows when he may be hungry.

Yog-Sothoth (Old One)

No. Enc: *Unique*
 Alignment: *Chaotic (evil)*
 Intelligence: *Cosmic (21)*
 Movement: *180'*
 Armor Class: *0*
 Hit Dice: *200 hp (30)*
 Attacks: *10 (tentacles or suckers)*
 Damage: *1d10+10 or 2d6*
 Save: *F20*
 Morale: *10*
 Psionic Strength: *19*
 Hoard Class: *None*
 XP: *21,000*

Yog-Sothoth is a huge 100' tall mass of dozens of legs, tentacles, mouths, eyes, insectoid limbs, and blue-purple suckers. It is unknown if he is unique or if he represents a race. He is an extradimensional being existing in the dimension of time in a way that is impossible for creatures existing primarily in three dimensions of the universe to understand. Time does not flow for Yog-Sothoth in a linear fashion. He may be called forth from his universe by a ritual with a blood sacrifice, and may hold a *gate* open between dimensions to allow other beings to enter from beyond. However, Yog-Sothoth may not take physical form in our universe without additional blood sacrifices. Yog-Sothoth's goal is to claim our universe, and absorb it into his own. He has been known to seed worshipers with his spawn so they can act as agents, as he cannot exist long in this universe when called forth.



When Yog-Sothoth materializes from beyond, he may attack with tentacles that bludgeon for 1d10+10 hp damage, or strike with tentacles that have suckers. The suckers drain blood each time they strike, dealing 2d6 hp damage. For each point of damage due to blood drain, Yog-Sothoth may maintain his physical form within our universe for one additional round per one hp. In addition, Yog-Sothoth has the abilities of a 20th level magic user, and the following psionic powers: *dimension travel*, *ego whip*, *Id insinuation*, *mental barrier*, *mind thrust*, *neural telepathy*, and *psychic crush*. If damage drains Yog-Sothoth of all hp, his physical form dematerializes, and he is banished from this world. He can only be summoned again at the proper time with the proper sacrifice.



Oozing Guardian

No. Enc: 1 (1)
 Alignment: *Chaotic (evil)*
 Intelligence: *Average*
 Movement: 90' (30')
 Armor Class: 5
 Hit Dice: 5
 Attacks: 1 (bite)
 Damage: 2d4
 Save: F5
 Morale: 10
 Psionic Strength: 3d4
 Hoard Class: X
 XP: 650

These alien creatures can be found guarding temples dedicated to tsathoggua, or in other dank and forgotten places. At rest an oozing guardian resembles a dark fluid, but when awakened it takes an almost serpentine appearance, 30' long, with short legs. It will pursue victims tirelessly. In combat it bites for 2d4 damage, and has a *swallow* attack. Swallowed victims have 2d4 rounds before dying within the creature's noxious innards. A bite victim must save versus poison or be permanently paralyzed and helpless as the oozing guardian consumes him. These creatures take no damage from cutting or sharp weapons.



Penguin, Giant Albino

No. Enc: 2d4 (3d10)
 Alignment: *Neutral*
 Intelligence: *Low*
 Movement: 60' (20')
 Swim: 120' (40')
 Armor Class: 6
 Hit Dice: 1
 Attacks: 1 (beak)
 Damage: 1d6
 Save: F1
 Morale: 7
 Psionic Strength: 2d4
 Hoard Class: *None*
 XP: 10

Giant albino penguins are descended from giant prehistoric penguins, but have adapted to lightless underground caverns. They have no eyes, but have highly refined hearing and smell. They are not aggressive, and ignore most intrusions, but have a large beak capable of dealing 1d6 hp damage in combat. They guard their eggs and chicks with their lives.

Polypous Horror

No. Enc: 1d6 (3d6)
 Alignment: *Chaotic (evil)*
 Intelligence: *Cosmic*
 Movement: 120'/240'
 Armor Class: 5
 Hit Dice: 6
 Attacks: 1 (bite or weapon)
 Damage: 2d6 or weapon
 Save: F6
 Morale: 9
 Psionic Strength: NA
 Hoard Class: X
 XP: 1,070

Polypous horrors are 5' diameter polyp-like mucous-covered blobs. These alien beings have five segmented, insect-like legs with three "toes" that are capable of manipulating objects. They have a gaping, tooth-lined mouth which may inflict 2d6 hp damage per bite. Polypous horrors have highly intelligent, but completely alien, minds. Thus they are totally immune to all psionic attack. These alien creatures exist in more than three dimensions at the same time, and are able to fly with a speed of 240' and levitate or hover, even though they have no wings. Their propulsion is by a completely alien means that is effective in another dimension, but affords movement in three dimensions as well. This interdimensional existence also has the effect that all normal weapons only inflict half damage, with the exception of electrical-based attacks, which deal double damage. Polypous horrors have no eyes but instead may "see" through an unfathomable extradimensional sensory apparatus that allows them to see through all physical objects at will. Polypous horrors come from another galaxy, and ruled most of the solar system hundreds of millennia ago. The nature of their civilization is unknown, but they left behind numerous Cyclopean ruins and large windowless towers, many of which were also inhabited by the Great Race of Yith at a separate time. Polypous horrors are uncommon now, but rumors exist that they will once again return in number to dominate the world.



Serpent People

No. Enc: *2d4 (4d6)*
 Alignment: *Chaotic (evil)*
 Intelligence: *Genius*
 Movement: *120'*
 Armor Class: *4*
 Hit Dice: *4 to 8*
 Attacks: *2 (bite, tail) or weapon*
 Damage: *1d6/1d6 or weapon*
 Save: *MU 4 – MU 8*
 Morale: *8*
 Psionic Strength: *2d6+6*
 Hoard Class: *VI, XIV, IX x 2*
 XP: *220/800/1,840/2,560*

Serpent People are an ancient race of bipedal ophidians. They are lean and stand 6'-7' tall, and have a long whip-like tail. Their scaled skin ranges from shades of green or brown to obsidian black. At one time there were many of these cruel, calculating creatures. For reasons unknown they suffered a decline long before humans walked on two legs. Now all that remains of their vast civilization are ruins and small settlements.

Serpent People are powerful magic-users, and they are experts in alchemical processes that are totally alien to natural laws. All Serpent People have the spell casting abilities of a magic-user of equal HD. In a group of 4 there will always be one member with 6-7 HD. In a group of more than 8 there will be two members of 6-7 HD and one member with 8 HD. In addition to spell casting abilities, Serpent People may attack with any weapon or bite for 1d6 hp damage and use their tail as a whip for 1d6 damage. Any being that suffers a bite must save vs. poison or become *paralyzed* for 1d4 turns. There is a 10% chance that any Serpent Person with 6 or more HD also has 1d4 psionic powers (determine randomly).

Shantak

No. Enc: *1d4 (2d6)*
 Alignment: *Chaotic (neutral)*
 Intelligence: *Low*
 Movement: *120'/180'*
 Armor Class: *6*
 Hit Dice: *8*
 Attacks: *3 (trample, bite)*
 Damage: *2d6/2d6/1d8*
 Save: *F8*
 Morale: *9*
 Psionic Strength: *2d4*
 Hoard Class: *None*
 XP: *1,060*

These immense winged creatures are rumored to be mongrels of earthen and alien creatures. They are egg-laying reptilian beasts the size of elephants, with smooth scaly skin. Shantaks have long necks with heads resembling horses, and large leathery wings. In combat they may bite with massive jaws for 1d8 damage, or trample with their forelegs for 2d6 hp damage each. These malevolent creatures are sometimes tamed by evil humanoids to be used as winged mounts. They typically nest in mountain caves or on cliffs.

Shoggoth

No. Enc: *1d4 (3d4)*
 Alignment: *Chaotic (evil)*
 Intelligence: *Average*
 Movement: *60' (20') (land or swimming)*
 Armor Class: *4*
 Hit Dice: *7*
 Attacks: *3 (2 pseudopods, swallow)*
 Damage: *2d4/2d4/swallow*
 Save: *F7*
 Morale: *9*
 Psionic Strength: *3d4*
 Hoard Class: *XX*
 XP: *1,590*

These 15' blobs of viscous iridescent jelly were originally created by the Elder Things. Initially, shoggoths had very little intelligence of their own. They were genetically engineered artificial life forms designed to be laborers for elder thing society, and could be commanded mentally. They are capable of forming pseudopods for various tasks, and forming other temporary organs or limbs. They are equally at home above or below water. After many thousands of

years shoggoths evolved a stable brain of their own and rebelled against their masters. Now they live in dark, hidden places grossly aping a degenerate form of elder thing culture.



Shoggoths are in a constant state of change, with eyes, mouths, and other organs forming and dissolving. They may attack each round with two powerful pseudopods for 2d4 hp damage each. In addition, they have a swallow attack and any being swallowed must save versus death or be killed instantly. Otherwise, victims are digested in 2d4 rounds. Shoggoths may also emit poisonous spittle with a range of 20'. Any victim struck must save versus poison or be blinded permanently. Sharp weapons deal only half damage to shoggoths, and they are immune to all cold-based attacks. However, fire or heat-based attacks deal double damage.

Shub-Niggurath, Young of

No. Enc: 2d4 (5d10)
 Alignment: Chaotic (evil)
 Intelligence: High
 Movement: 120' (40)
 Armor Class: 5
 Hit Dice: 1-6
 Attacks: 1 (weapon or bite)
 Damage: As weapon or 1d4
 Save: F1-6
 Morale: 10
 Psionic Strength: 4d4
 Hoard Class: None
 XP: 16/38/80/190/500/820

These creatures are the spawn of Shub-Niggurath from her matings with human cultists. More powerful forms of Young may exist, the result of mingling with otherworldly creatures. Typical Young are roughly human-sized, and can be male or female. They have ebony skin and mostly human shaped bodies, but their feet and hands only have four toes each, and their arms are long like an ape's. They may walk bipedally or quadrupedally. They have a short snout on human faces, and small black horns. Young may attack by weapon type, or bite for 1d4 hp damage. In addition, they have the following psionic powers: *empathy* and *neural telepathy*. Young attend and defend their mother, but as they age and become stronger some go out into the world to recruit worshipers or to act as spies.

Succubus (Incubus)

No. Enc: 1 (0)
 Alignment: Chaotic (evil)
 Intelligence: High
 Movement: 120' (40')
 Armor Class: 6
 Hit Dice: 4
 Attacks: 1
 Damage: By weapon or 1d4
 Save: F4
 Morale: 8
 Psionic Strength: 4d4
 Hoard Class:
 XP: 135

Succubae (female) and incubi (male) are the children of Lilith, and tempters of men and women. They appear wholly human and beautiful, save perhaps for their almost unnaturally pale skin. Born from human fathers, these inhuman beings are bound to human blood, and must consume it to survive. They often live among humans, preying upon them quietly. Succubae and incubi may attack by any weapon, but prefer to employ a limited form of *Id insinuation*, which functions as the standard psionic power but lasts only 3d4 rounds, and may only affect one person per day. When a victim is affected by this power, succubae and incubi most often command them to remain motionless while they draw blood from their necks with 2" long retractable black fangs. These fangs are otherwise not visible, as they erupt behind the incisors. These creatures must enter into a form of *suspended life* each night for a minimum of 6 hours. This functions as the psionic power, but during sleep the creatures are paralyzed, unconscious, and completely vulnerable. They may use this power in a safe place to hibernate for any period of

time. Succubae and incubi have the following psionic powers: *Id insinuation* (limited), and *suspend life* (vulnerable).



Voormis

No. Enc: *3d4 (4d10x10)*

Alignment: *Chaotic (neutral)*

Intelligence: *Average*

Movement: *120' (40')*

Armor Class: *8*

Hit Dice: *1*

Attacks: *1 (bite, claw, or weapon)*

Damage: *1d4, 1d4, or by weapon*

Save: *F1*

Morale: *9*

Psionic Strength: *3d4*

Hoard Class: *XX*

XP: *10*

The voormis are subhumans who are distantly related to humans, but predate them in evolutionary time. They are covered in thin fur, and have large brow ridges. Voormis may either attack with a weapon, bite with large primate fangs, or slash with hard claw-like nails once in a round for 1d4 hp damage. Voormis live in bands numbering 4d10x10, and often live in mountains or subterranean areas. In any group of 20 voormis there will be a leader with 3 HD. In any group of 30 or more voormis there will be an additional 4 HD chieftess. The voormis are incredibly brutal creatures, and resort to cannibalism as a normal part of their diet. Their society is ruled by the females, who are particularly aggressive and court entourages of male body guards.



White Ape

No. Enc: *2d4 (1d6x10)*

Alignment: *Chaotic (evil)*

Intelligence: *Average and up*

Movement: *120' (40')*

Armor Class: *6*

Hit Dice: *1*

Attacks: *1 (weapon)*

Damage: *1d6 or weapon*

Save: *F1*

Morale: *9*

Psionic Strength: *3d4*

Hoard Class: *XX*

XP: *10*

Long ago white apes had a cultured civilization, but that has crumbled over the centuries so that now white apes live in scattered bands. Many bands linger among the decaying ruins of the large jungle pyramids they built in their golden past, where they still worship Cthulhu and Shub-Niggurath.

White apes have pale skin, blonde hair, and blue or green eyes. They are highly evolved bipedal apes, and are nearly as hairless as humans. They may attack with powerful fists for 1d6 damage, or by weapon type. For every 20 white apes encountered, there will be one 3rd level fighter. For every 30 encountered there will be two 3rd level fighters. If 50 or more white apes are encountered, there will be two 3rd level fighters, and one 6th level fighter.

Eldritch Artifacts

The majority of the following artifacts come from the works of H. P. Lovecraft. See Appendix 2 for a system of creating random artifacts to add additional mystery to these alien items.

Technology and Power Sources

There are many alien technological items presented here. The underlying assumption is that these items have highly advanced power sources that last, for our intents and purposes, indefinitely. Some of the artifacts are likely to be powered by sources of energy that do not even exist entirely in one dimension.

Artifacts

Amulet of the Ghoul Cult

This green jade amulet is carved with a crouching, winged hound with a human-like face. It has many glyphs carved along its perimeter, in a language long forgotten. The amulet is prized for its power to allow the wearer to see as if through the *voorish sign*. In addition, it keeps at bay the infection of ghouls, and allows a ghoul to take the form of a human for 10 turns per day. When placed around the neck of a corpse and a command word is given, the corpse will animate in 1d4 turns to retrieve the amulet should it be stolen. The corpse functions as a zombie or skeleton, as appropriate, but in addition it sprouts large, batlike wings. The wings grant flying movement of 180' (60'). If the command word is given again, the undead guardian is no longer animate and the amulet may be safely taken.

Brain Cylinder

These 1' tall, 1' diameter metallic cylinders are used by the Fungi from Yuggoth to store the brains of other beings. A brain stored in this device is virtually immortal. The cylinder has three ports on one side that are linked directly to the brain with electrodes. Each port may be connected to a separate sensory device, one each for sight, hearing, and speech. Note that unless at least one sensory device is plugged in, the brain is automatically placed in a kind of dreamy hibernation. When *brain cylinders* are found in ruins or otherwise abandoned, there is a 75% chance that they have a living brain within. The referee shall decide if the brain is human or from some other creature. If it is convenient, the table below may be consulted.

Brain Cylinder Contents	
Roll d20	Creature
1-10	Human
11-13	Deep One
14-16	White Ape
17-19	Subhuman
20	Fungi from Yuggoth

Brain Cylinder Sensory Devices

Hearing Device: This 2' x 2' cube attaches with a cable to a *brain cylinder*, allowing a brain within to hear as if it has ears. The cube is slightly concave on five sides, which guides the sound to a central artificial eardrum.

Speech Device: When attached to a *brain cylinder*, a brain may speak through this device in any language it knows. The device is a 2' x 2' cube, bearing multitudes of small antennae that vibrate at different rates to produce a mechanical sounding speech.

Visual Device: This cylindrical device is 3' high with a 1' diameter, and is covered with many visual lenses that allow 360 degree vision to a brain when this device is plugged into a *brain cylinder*. The device is equipped with *infravision* and *ultraviolet vision*.

Other Devices: Other sensory devices exist for aliens that have different kinds of senses. These devices may be completely incomprehensible to humans, but could mimic the color communication system of the Fungi from Yuggoth, for instance, or other forms of communication that are entirely outside of normal human perceptions. The design of these devices is left to the creativity of the referee.

Cthulhu Idol

These 8-inch tall idols are similar to any idol used by cults of Cthulhu. They bear the hideous squatting visage of this Old One, with his octopoid head, large bat wings, and scaly body. However, unlike most idols, these idols were brought with the Old Ones from space, and are made from a soft, green-black alien mineral with flakes and swirls of gold within it. These idols are actually pieces of Old One technology, and are attuned to Cthulhu's psyche. Through the idol, any worshipper with PS of 14 or higher may concentrate and communicate with Cthulhu in the form of images and feelings. However, there is a 30% chance each time the idol is used that Cthulhu lashes out with a psionic attack of the referee's choosing. These idols are highly coveted by Cthulhu

cultists, and should they learn of the location of one, no effort is too great to acquire it. No one knows how many of these idols exist.

Transmutation Device

This small, 2 inch x 1 inch x 1/2 inch glossy black device resembles obsidian, but is completely indestructible. The device's origins are unknown, but magic-users covet this device since it can be used to achieve a form of immortality. Alone the device is as useless as it is nondescript, but when found with the activating mechanism it can be operated. The activating mechanism is a 5 inch long, 2 inch diameter rod that emits a violet light. When pointed at the small black box and the light shown upon it, the nearest being must save versus polymorph or be transformed. The box is programmed to store the vital essence of a being, and when activated it transforms the nearest creature into that being. If the operation is successful, the device's memory is wiped. There is no way to reverse the transformation. One must perform various rituals in order to store ones image in the machine, and it is left to the referee's judgment as to whether these rituals are found written and with the device. Alternatively the secrets to operating the device could be located in a tomb of magic.

Machine of the Beyond

This machine was created by an ancient technologically advanced civilization of humans. It is a square metal box, 3 feet high and 2 feet wide on each side, with clusters of glass bulbs at the top. There is one large switch near the bulbs, which turns the machine on. When activated, a dimensional fusion is created; this universe, within a 100' radius bubble around the machine, is temporarily fused with a nearby universe in which physical laws are very different. All creatures in the area gain the ability of *ultraviolet vision* while the machine is on, and small jelly-fish-like creatures can be seen "swimming" in the air, consuming each other and fissioning into more creatures. The unique physical laws inside the dimension bubble allow creatures from the two universes to interact. Each round a creature is moving within the bubble, there is a 50% chance that it will be attacked by 4d10 jellyfish from beyond. In addition, there is a 5% cumulative chance per round that something far more horrible and powerful will be attracted.

Mind Projection Machine

This 2' tall, 1' wide, and 1' deep machine is designed by the Great Race of Yith to project their minds through time and space. The Great Race uses this machine to reach through to other localities, even interstellar or intergalactic, and through time so that they may switch minds with other beings. The machine is composed of a number of metallic rods and reflective surfaces, with a larger primary reflective surface that is the shape of a bowl. The Great Race focuses their minds into this bowl in order to traverse into the beyond. Any intelligent being that stares into the concave surface may project his mind into the past or future, or through space, to a degree determined by INT. Refer to the table below. Note that this machine does not grant the ability to switch minds, but does grant the ability to look in on other times and places as if the user has the psionic abilities *clairaudience* and *clairvoyance*. The user must have the psionic ability *mind switch* in order to trade minds with a creature.

Mind Projection Time and Distance Limitations		
INT	Time Distance	Space Distance
9 or below	None	None
10-13	500 years	Planetary
14-16	5 thousand years	Solar system
17-18	500 thousand years	Galaxy
19-20	500 million years	Intergalactic
21+	1 billion years	Interdimensional

Shining Trapezohedron

This multifaceted, egg-shaped black stone has many red striations and is about 4 inches long. It will be found in a peculiar metal box made of unidentifiable yellowish metal, which bears glyphs and creatures of an entirely alien nature. Any creature that stares into the stone for 1 round will notice that it begins to glow. The attention to the stone brings forth the Haunter of the Dark from his inky alien realm within 1d4 rounds. The Haunter of the Dark and the summoner share a mental link, each knowing where the other is at all times. The creature is bound to the stone, and may not be further than 300' from it. However, the Haunter of the Dark will seek to destroy the summoner, because only then can it be unbound from the stone and act freely.

Silver Key

All silver keys are large, 1' long and covered in ancient glyphs. Each silver key acts as a portal to another world, and no two keys lead to the same destination. In order to be activated, the glyphs on a key must be uttered by a magic-user,

and the key placed to a blank expanse of natural stone. A doorway appears, which the key is able to open, revealing a portal to another world. The particular world should be determined by the referee, and can be another dimension or another planet. The doorway lasts for 3d4 rounds. Each key may be used to bring a traveler to and from the alternate world, but may be activated only 1 time per day.

Suspension Tank

Suspension tanks are used by the Fungi from Yuggoth (Outer Ones), to store bodies from which brains have been extracted. The bodies are frozen in stasis and can last this way indefinitely. Tanks are variable in size, as they will be appropriate to the types of creatures inside them, but the typical human-sized tank is a cylinder 7' long with a 4' diameter. They have an easily accessible control panel, with multiple buttons, some of which will start the defrosting sequence. Similar suspension tanks may be used by other races, including advanced human civilizations, but it should be noted that anytime an Outer One tank is found, the occupant will have no brain. The body is surgically altered to allow it to survive without the brain, but the brain may be in an altogether different galaxy or dimension.

Tomes

There are many occult tomes waiting to be found, containing secrets man was not meant to know. The following list contains various Lovecraftian tomes. See Appendix 1 for a system of deciphering these tomes and determining what they contain.

- Book of Dzyan
- Book of Eibon
- Cultes des Goules
- de Vermis Mysteriis
- Demonolatry
- Liber Ivonis
- Necronomicon
- Pnakotic Manuscripts
- Unaussprechlichen Kulten

Great Race Ray Gun

These "guns" are 8" x 8" x 8" black cubes that are mounted on a detachable tripod. The back of the box has a small projecting lens for peering through and aiming at a target, and the front has a small projecting "barrel" from which the ray emits. A small button on the top of the cube fires the weapon, which causes the emission of a red blast resembling an electrical discharge that has a range of 150'. The ray inflicts 5d6 hp damage (save versus spell-like for half damage), and is capable

of harming creatures that only partially occupy three-dimensional space. These weapons were designed by the Great Race of Yith to be used in battle against the Polypous Horrors.

Spirit Bottle

These 10" tall bottles are made of glass and contain a simple lead pendulum weight suspended by a string from their wax-sealed corks. Tiny, unnerving symbols are etched into the glass and inscribed on the wax seals. Each of these vessels holds the spirit of a deceased being who was imprisoned inside the bottle at their moment of death. These spirits can be communicated with and called forth from their bottle if its owner knows the name of the soul. Spirit bottle souls communicate by moving the pendulum inside each vessel, and each particular spirit has its own method of replying. The owner of a newly acquired spirit bottle (one he himself did not create) must spend a week experimenting with it before he can decipher the pendulum's movements in response to his questions. After this time, he can use the bottle correctly. There is no limit to the number of questions a bottle spirit may be asked each day, but their method of communicating limits them to simple replies. The spirit in each bottle only possesses the knowledge it had in life and cannot answer any question outside its area of experience. Roll on the table below to determine the profession of the bottle's spirit:

Spirit Was... (roll d20)			
1	Merchant	11	Spy
2	Farmer	12	Madman
3	Soldier	13	Astrologer
4	Thief	14	Noble
5	Poet	15	Savage
6	Sailor	16	Assassin
7	Craftsman	17	Heretic Cultist
8	Child	18	Harlot
9	Sage	19	Slave
10	Scribe	20	Sorcerer

The spirit inside each bottle can be forced to physically materialize once per week for a period of one hour. In this state, it appears as a decaying corpse equipped with the clothes and tools it used in life. For combat purposes, treat this physical form as a 4 HD zombie without an initiative penalty. This physical manifestation must obey the commands of the bottle's owner. Should the bottle ever be destroyed while the spirit is in physical form, it will turn on its owner and slay him. A spirit slain while in physical form is destroyed and its bottle loses all magical properties.

Psionics

Psionic powers may spring from sentient minds. In *Realms of Crawling Chaos*, beings possessing psionic powers are often alien in nature or far from humans in evolutionary origin. The powers described in this section are optional. However, psionic powers fit well with Lovecraftian themes involving elements outside of normal human perception, particularly when player characters do not have access to psionic powers. That said, most of the psionic powers presented here are not based on powers presented in any of Lovecraft's fiction.

Player Characters and Psionics

Psionics, as presented here, should not be made available to PCs. There are two reasons for this. The first reason is that the powers would completely outbalance the PC classes for those characters who possess them. The second reason is that in *Realms of Crawling Chaos*, psionics can be used to emphasize the alien nature of creatures, and by making them exclusively in the realm of alien or bizarre beings, psionics can be kept reserved as another danger unfathomable to the human mind. However, should a referee decide to make

psionics available to PCs, refer to the appendix *Psionics in Mutant Future* and *Mutants & Mazes* from *Mutant Future* for guidelines.

Psionic Combat

Psionic attacks require a mental test between the attacker and defender. Psionic combat occurs when an attacker employs an offensive psionic power against an opponent. All beings have a Psionic Strength (PS) rating that is equal to the characters' Wisdom ability score. The PS of the attacker and opponent is opposed on the Psionic Attack Table (see the nearby table). When PS is equal between parties, the target number on 1d20 is 10 (50% chance of a successful attack on a d20 roll). For every point the attacker's PS is above or below the defender's PS, there is a + or - adjustment of 1 to the target number. For example, if the attacker's PS is 15 and the defender's PS is 12, the target number is 7 on 1d20 (10-3). An attack roll is made just like any other form of combat, and if the roll is equal to or higher than the target number, the attack succeeds.

Psionic Attack Table

Attacker's PS	Opponent's PS																			
	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
3	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	F	F	F	F	
4	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	F	F	F	
5	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	F	F	
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	F	
7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	F	
8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	F	
9	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	F	
10	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	F	
11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
12	S	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
13	S	S	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
14	S	S	S	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
15	S	S	S	S	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
16	S	S	S	S	S	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
17	S	S	S	S	S	S	2	3	4	5	6	7	8	9	10	11	12	13	14	
18	S	S	S	S	S	S	S	2	3	4	5	6	7	8	9	10	11	12	13	
19	S	S	S	S	S	S	S	S	2	3	4	5	6	7	8	9	10	11	12	
20	S	S	S	S	S	S	S	S	S	2	3	4	5	6	7	8	9	10	11	
21	S	S	S	S	S	S	S	S	S	S	2	3	4	5	6	7	8	9	10	

"S" indicates automatic success, with no die roll needed. "F" indicates automatic failure, with no die roll permitted.

Psionic Creatures

Since PS is based on WIS, it is necessary to determine the WIS score of creatures. Compare a creature's intelligence rank on the table below, and roll the indicated dice to determine a creature's WIS/PS score.

Determining Creatures' WIS/PS	
Intelligence Rank	Determine WIS/PS
Low	2d4
Average	3d4
High/Extraordinary	4d4
Near-Genius/Genius	2d6+6
Ultra-Genius	4d4+4
Cosmic	3d6+6

The referee must use his discretion if assigning an intelligence rank to existing monsters in the *Labyrinth Lord* or the *Advanced Edition Companion*. For example, a rank of *low* is appropriate for animals and less intelligent monsters. Most humanoids are *average*. Many demon lords or dragons would be *genius* or higher.

Psionic Powers

The following psionic powers may be assigned to creatures as the referee sees fit. Refer to these descriptions when using psionic monsters presented in this book.

Clairaudience

When concentrating with this power, a being may hear anything within 60' of an area it is familiar with as if it were physically in that location. This ability may not by itself be used to reach locations outside of the being's current dimension of existence. This ability may be used in conjunction with clairvoyance.

Clairvoyance

When concentrating with this power, a being may see any area it is familiar with as if it were standing there. It may only see if there is enough visible light, as natural abilities that grant extra vision are not effective through this power. This ability may not by itself be used to reach locations outside of the being's current dimension of existence. This ability may be used in conjunction with clairaudience.

Dimension Projection

The user of this power may project his mind into other dimensions of reality. These dimensions include alternate material planes as well as the 4th dimension, the 5th dimension, and any other dimensions of reality not ordinarily perceptible. This power may be used indefinitely with continued concentration, taking no physical action. While the

being's mind is in another dimension his body is helpless. His mind is subject to mental attack by creatures in the dimensions explored. A being with 18+ PS may move his mind forward and backward through time as well.

Dimension Travel

This power is much like dimension projection, except that the being moves both his body and mind into other dimensions of reality. The being may bring one human-sized being along for every 2 points of PS, or the approximate equal mass of living or inanimate material. Note that this power does not grant any physical protection to the travelers should they enter hostile conditions that do not support life.

Ego Whip

The attacker inflicts mental lashings that assault the ego of an enemy, debilitating its confidence. A successful use of this power in combat makes the enemy *confused* (as the spell) and unable to act for 1d4 rounds. If ego whip is successfully used on the same target twice in the same encounter, the target's INT is reduced to 3 and he becomes paralyzed with insanity for 1d4 days. A third successful lashing makes these effects permanent. This power has a range of 100'.

Empathy

The character can attune himself to the emotions of other beings and is capable of instilling emotions in creatures who are successfully attacked with this power. This power has a range of 90'.

ESP

To a range of 90', a psionic being with this power may read the thoughts of another being. Only current thoughts may be read, as this power does not grant the ability to search or dig for information. This power does not require a mental attack, but it does require concentration that precludes any other action but movement.

Id Insinuation

Swift tendrils of thought lash out up to 30', disrupting the unconscious mind of a creature and causing it to engage the target's own conscious mind in battle. Successful use of this power allows the user to take over the mind of the victim, controlling him completely for 2d4 weeks, unless dismissed sooner.

Intellect Fortress

The psionic creature and all other creatures within a 10' radius will receive only half damage from direct damage caused by mental attacks, and may defend as if their PS is 2 higher against *ego whip* and *psychic crush*. This defense may be maintained indefinitely, but the user may not engage in

physical or mental attacks while concentrating on an *intellect fortress*.

Mental Barrier

Any mental attacks against a creature with this power receive a -4 penalty to their attack roll. A character with this power gains the ability to sense other creatures that have psionic powers at a range of 90'. This secondary ability does not require a roll.

Metaconcert

This ability allows the psionic creature to link its mind with other psionic creatures. These include those with the *metaconcert* power, or other psionic powers that facilitate control between the minds of two beings. This allows more than one psionic creature to combine WIL with the WIL of others for conducting a mental attack, or some other joint purpose. The creatures must be in physical contact in order to act jointly.

Mind Switch

A being with this power may take control of a nearby living creature (within 60'), forcing his mind into its body, and its mind into his body. This requires a successful mental attack.

The wielder of this power can move his mind back into his own body whenever desired, which returns the subject's mind to its own body and ends the power. A being can call on rudimentary or instinctive knowledge of the subject creature, but not upon its acquired or learned knowledge. The same is true for the subject in the attacker's body. This power is usable in combination with *clairvoyance*, *clairaudience*, and *dimension projection*.



Mind Thrust

The attacker is capable of firing a bolt of pure mental energy up to 50' and into the mind of another creature, doing 3d6 hp damage. This ability is draining to the attacker, and can only be used once every two rounds.

Neural Telekinesis

With this power a being can lift or move WILx10 pounds using only the power of the mind. This ability does not extend to lifting the psionic being, however. This power requires some concentration. It has a range of 50', and can only be used to hold things for 5 rounds before the psionic being becomes tired and must set the objects down. The being must rest for 5 rounds before using the power again.

Any use of this power on another creature, or objects carried by another creature, is considered a mental attack and must be handled accordingly.

Neural Telepathy

Using this ability, a psionic being can connect his mind with another creature's mind and communicate directly, even if the two creatures speak completely different languages or are of different species. The range of this ability is 30 feet.

Psionic Blast

The air ripples with the force of this mental attack, which blasts the minds of all creatures in range. The effects occur within a cone that has a 1' diameter at its origin and a 10' radius at its terminal end at 60'. *Psionic blast* stuns all affected creatures for 1d4 rounds. If the attacker succeeds in the attack roll by 4 or more than is necessary, the victim is knocked into a coma for 1d4 weeks.

Psychic Crush

This power abruptly and brutally crushes the psyche of any one creature within a range of 50'. If successful, there is a 1% chance per PS point of the attacker that the trauma instantly kills the opponent. Otherwise, the attack inflicts 3d8 hp damage.

Suspend Life

A being with this power may place himself into a trance so deep that it nears suspended animation. Powers that detect life or thought are incapable of determining that the being is alive. While suspended, a being is aware of his surroundings. He feels the passage of one day for every 10 years that actually pass. Though on a slower schedule, the being grows hungry after a "day" without food (though 10 years pass in actuality) and begins to suffer the effects of thirst and starvation as appropriate. However, the environment can be nearly airless. It takes four rounds to draw oneself out of this trance.

Appendix 1: Reading Eldritch Tomes

The various tomes that occupy the shelves of a *Realms of Crawling Chaos* campaign contain the powerful sorcery and hideous secrets of the Old Ones. Rather than cast their notes upon the pyre once they discerned these awful truths, some scholars recorded their findings for posterity and these tomes continue to inflict a horrible toll on mankind. Despite the dangers of these texts, many magic-users risk their bodies, minds, and souls in the quest for ancient and forbidden lore.

This section details the process of prying such secret powers from eldritch tomes and the dangers of delving too far into things man was not meant to know. This system is optional, and can be applied to learning to use any spell book, including for illusionists. The system could also be adapted to comprehending scrolls by assigning a complexity level to each scroll.

Once a sorcerer has obtained one of these vile texts, he may attempt to comprehend the secrets contained within. This can be a long and hazardous process. The writing inside these texts is often in a dead tongue, printed on worm-eaten and crumbling pages, composed by a madman, or all three. As such, attempting to comprehend one of these texts can require days, weeks, or even months of study.

The Labyrinth Lord first consults the table below to determine the *study period* of the particular tome. This is the amount of reading time required before the magic-user can attempt to comprehend the book's contents. After the appropriate time has elapsed, the sorcerer rolls a d20 modified by INT and the magic-user's level (see the tables on the next page). If that roll is greater than the book's *complexity*, he has successfully understood a portion of the tome. Most tomes require several successful rolls against its complexity before the tome is completely understood and the magic-user gains

access to all of its magics and secrets. The number of successful comprehension rolls required to fully understand a text is indicated on the chart below. The Labyrinth Lord and the player should both make careful note of how many successful comprehension rolls the magic-user has accumulated during his attempt to understand the contents of the tome.

If the magic-user fails his roll against the tome's complexity, he risks becoming afflicted by the dark magic each text contains. So long as the reader fails his comprehension check by a roll which is five points or less than the book's complexity, he suffers no ill effects other than a lack of progress in his reading for that time period. However should the reader fail his roll by six or more points, he is at risk of the book's horrible secrets and sinister magics afflicting his body, mind, or very soul.

In this case, the PC rolls a d20 versus the book's *potency* (see the table). Any WIS modifiers to saves against magic apply to this roll as well. If the result of this roll plus modifiers is equal to or above the tome's potency rating, he successfully saves against the book's effects. Should he roll under that number, he is affected by the tome. This affliction can be chosen by the Labyrinth Lord or determined randomly on the table below. A sorcerer can be affected by the same affliction multiple times.

Failing a comprehension roll or a roll against the tome's potency does not prohibit the sorcerer from continuing to attempt to comprehend the text (unless the results of a failed save were debilitating enough to prevent further reading). He may continue to read the tome and make additional comprehension rolls after the next appropriate study period has elapsed.

Tome Title	Complexity	Study Period	Total Comprehension rolls required	Potency	# of Rituals/Spells Book Contains
Demonolatry	8	1 day	2	10	2
Book of Dzyan	9	2 days	3	11	2
Pnakotic Manuscripts	10	3 days	5	12	3
Book of Eibon	11	3 days	6	13	4
Liber Ivonis	12	4 days	10	15	5
Unaussprechlichen Kulten	13	5 days	12	16	6
De Vermis Mysteriis	14	6 days	15	15	7
Cultes des Goules	15	6 days	17	17	8
Necronomicon	16	1 week	20	18	10



Once the magic-user has accumulated the number of successful comprehension rolls required by the tomb, he fully comprehends the text and now has access to any and all spells and rituals contained within. He may now cast or enact them as normal. The Labyrinth Lord should determine what magics are contained in the tome prior to the sorcerer's comprehension of the tome, and possibly give hints as to its contents as the sorcerer accumulates successful comprehension rolls.

More than one magic-user can attempt to comprehend a tome at one time provided the owner is willing to share the text. Up to three users can work on a tome during one study period, with each making a comprehension roll at the end of the period. The number of successful rolls are added together and applied against the number needed to completely understand the tome. By having more than one reader working on a tome, its secrets are more quickly revealed.

Bonus to Comprehension Roll by Magic-User Level	
1-2	NA
3-5	+1
6-8	+2
9-11	+3
12-14	+4
15+	+5

However, if even one of the readers fails his comprehension roll by five or more points, all of the magic-users attempting to decipher the text must make a roll against the tome's potency. This sharing of knowledge applies to the more horrific mysteries as well. Those who fail their roll suffer the effects as normal.

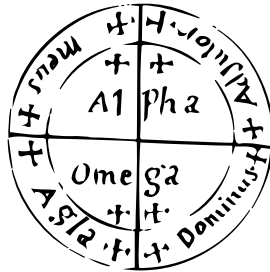
INT Score	Modifier to Decipher roll
3-5	Unable to read—no attempt possible
6-8	-2
9-12	-1
13-15	0
16-17	+1
18	+2

d20	Affliction
1	Sorcerer acquires a haggard and haunted visage
2	Sorcerer is plagued by horrific dreams and waking hallucinations
3	Sorcerer attracts normal pests (insects, toads, snails, mice, etc.)
4	Sorcerer develops an unseemly or disgusting compulsion
5	Sorcerer contracts a debilitating but non-contagious disease
6	Sorcerer develops a phobia
7	Sorcerer takes on an inhuman appearance (grows a forked tail, eyes become slitted, small horns protrude from his forehead, etc.)
8	Sorcerer must eat an unusual substance to survive (blood, living creatures, protoplasm, etc.)
9	Sorcerer's health is affected (lose 1d4 points of CON)
10	Sorcerer is struck blind
11	Sorcerer loses the use of one limb (Labyrinth Lord's choice)
12	Sorcerer gains an evil or unsettling aura (lose 1d4 points of CHA)
13	Sorcerer can only to speak in tongues.
14	Sorcerer is struck <i>feebleminded</i>
15	Sorcerer become haunted or stalked by a supernatural creature (Labyrinth Lord's choice)
16	Sorcerer goes insane
17	Sorcerer's bones and muscles become partially jellified (lose 1d4 STR and DEX)
18	Sorcerer spontaneous combusts (takes 10d6 points of damage; a save vs. breath attacks reduces the damage by half)
19	Sorcerer becomes <i>cursed</i>
20	Sorcerer must save vs. death or die of fright

Appendix 2: Random Artifacts

Unlike more traditional fantasy campaigns, the magic found in a *Realms of Crawling Chaos* game may not be commonplace or often beneficial. These rare artifacts are seldom created with humanity in mind, being of nonhuman manufacture at best and the product of extraterrestrial intelligence at their worst. One never knows what is about to occur when these devices are employed by human masters.

Rather than introduce a singular list of "typical" eldritch artifacts, *Realms of Crawling Chaos* uses a three step process to determine the powers, form, and alien characteristics of each encountered device. This way, even if the players own a copy of this book, their characters can never be certain what the odd object's powers and, more importantly, drawbacks are.



First, roll d00 to determine what magic or technological power the artifact has and consult the following list:

- 1) The object allows the user to view either past or future events (even chance) that will/have occurred on the spot he is standing. The events witnessed are from a period that occurred/will occur (roll d8) 1. 1d3 hours; 2. 1d4 days; 3. 1d6 weeks; 4. 1d8 months; 5. 1d10 years; 6. 1d12 decades; 7. 1d20 centuries; 8. 1d00 millennia from the current time. Results of 7 or 8 require the user to save vs. petrification or age 1d10 years.
- 2) The item grants the power to drain life levels as a wight (q.v.) but requires the user to make a save vs. death or permanently lose a point of CON each time this power is employed.
- 3) This item surgically transforms the user's body by altering his lungs and implanting gill-like slits on his neck. He gains the permanent ability to breathe underwater but loses one permanent point of CHA. This item may be used 1d10 times before it loses power.

- 4) When used, the device creates a gateway to another locale: 1. Yuçgoth 2. The Nameless City; 3. R'lyeh; 4. The Dreamlands; 5. Yoth; 6. K'n-yan; 7. N'kai; 8. Y'ha-nthlei. It can also be used to open a return gate to the user's home plane. There is a 1 in 6 chance that the device fails to accompany the user when travelling in either direction.

- 5) The object produces a beam of cosmic radiation that inflicts 4d6 points of damage (a successful save vs. wands reduces damage by half).

- 6) The item renders a recently deceased creature into an iridescent substance that acts as a *potion of longevity* if consumed. This substance reduces the consumers age by 1 year per HD the deceased creature possessed. There is the normal cumulative 1% chance of age reversal as per a normal *potion of longevity*.

- 7) The object summons large albino worms that emerge from the earth to constrict one or more targets within 30' of the artifact. Treat these worms as the tentacles of a giant octopus (q.v.) for attack, damage, and hit point purposes. The worms disperse after 1d6+1 rounds. This power may be invoked 3 times per week.

- 8) The object repels all ghouls in a 15' radius if they fail a save vs. spells. The object can produce this effect 10+1d20 times before the power fails.

- 9) The artifact marks the user as a friend of cats, granting it's user a -2 reaction modifier when interacting with felines of any type.

- 10) The artifact devolves one target up to 20' away into an ancestral form if it fails a save vs. petrification. The victim may be transformed into an albino ape (if white ape) a lizardfolk (if sea blood), or a Neanderthal (if human or subhuman). White ape hybrids have a 50/50 chance of becoming either albino apes or Neanderthals. The change is permanent barring magical reversal.

- 11) If used on or near the water, the artifact summons deep ones as the spell, but does not require sorcerous knowledge to use.

12) The object grants the user a +3 bonus to PS for 1d6 turns. This power can be used once per day.

13) The artifact emits a blast of ultraviolet light in a 15' radius. This light affects ghouls, the haunter of the dark, and similar creatures affected by daylight as if it were sunlight. This power can be used 2d20+5 times before it fails.

14) The device coats the user in a layer of luminescent ooze. This primordial slime absorbs the first 10 points of damage the individual receives and provides them with a +1 bonus to all saving throws. It lasts 1d3 hours before drying up and flaking off.

15) A blast from this artifact immediately slays its target if a save vs. death is failed. The slain victim is reduced to his *essential saltes*. The object can perform this function 1d4 times before it becomes powerless.

16) This device explodes, causing it to release an incendiary cloud (as the 8th level magic-user spell) 1d4+1 rounds after it is activated. Treat the device as a 15th level magic-user for damage purposes. This device is destroyed after use.

17) This object allows the user to summon and control 1d4 hounds of Tindalos. These creatures arrive at the user's location 1d3 rounds after the device is activated and they remain in the proximity of the user (within 50') for 1 hour. With each use of the device, there is a cumulative 5% chance that the hounds turn on their master at the hour's end and attempt to devour him.

18) The device emits a searing surgical ray up to 15' long. This ray requires a normal roll to hit its target and inflicts 1d6 points of damage. On a roll of 19 or 20, it severs off one of the target's extremities (roll 1d10): 1-2 head; 3-4 left arm; 5-6 right arm; 7-8 left leg; 9-10 right leg.

19) The artifact increases a magic-user's efficiency in crafting formulae and thereby reduces the amount of time needed to create a formula by 50%.

20) The device can record and replay eldritch incantations, allowing it to produce the effect of one spell or ritual of 1st-4th level as if it were a sorcerer of the minimum level required to cast that spell. The user need not be a sorcerer to use the artifact and

the spell may be replenished by a sorcerer casting that spell upon the device again after it has been depleted.

21) As above, but device can reproduce a single spell of levels 1st-6th.

22) This device allows the user to read the immediate intentions of any creature within 30' if a successful psionic attack is made. If successful, the artifact's user automatically wins the initiative on the two subsequent rounds.

23) Artifact allows the user to tap into racial memory, giving him the ability of the *commune* (or *legend lore* if the *Advanced Edition Companion* is used) spell. However, each time the artifact is used, there is a 10% chance he taps into an aware mind from the past. The result could lead to an effect similar to *geas of the descendant*, *mind transference*, the attentions of a hound of tindalos or even that of the Great Race of Yith.

24) When used on another, the device lulls the target into a state of unconsciousness that lasts for 1d4 hours. Upon awakening, he or she has completely forgotten the events of the previous day. In cases where the subject has experienced severe mental trauma, this amnesia will cure them of any insanity or mental disorders such as charm caused by those experiences.

25) Item works as a *ring of protection* of randomly determined power (roll on the table on p. 113 of *Labyrinth Lord Revised* to determine the protective power) but only against creatures from this plane of existence. Incorporeal or extradimensional creatures are unaffected by the artifact's defenses.

26) The artifact absorbs the knowledge of one individual and grants it to the user. The target of the device must make a save vs. spells. If this is failed, he loses 1d6x1,000 experience points which are added to the user of the device's total XP. Each time the artifact is used, there is a 25% chance that it malfunctions, draining the user of 1d4 life levels. This device can be used 1d6 times before its power fails. If the target makes his save, the attempt still counts as one of the device's uses.

27) The artifact contains the *essential saltes* of one creature (roll 1d8) 1. fighter; 2. assassin; 3. magic-

user; 4. thief; 5. sea blood (racial class); 6. subhuman (racial class); 7. white ape (racial class); 8) white ape hybrid (racial class). Roll 1d6 to determine the creature's level. If the blood, ichor, or other bodily fluids of the same class or type of creature is mixed with the saltes, it reconstitutes itself into its original form and serves the device's owner faithfully for 1d6+1 weeks. After that time or if it is killed while in the owner's service, it crumbles to inert dust.

28) The artifact grants the owner the ability to regenerate 2 hp/round, but at the cost of having to kill a living creature with HD equal to the owner's level each day. If the owner fails to do so, he loses a number of hit points equal to his level each day until a creature is slain. This damage cannot be healed by magical means unless the artifact is first discarded with a *remove curse* spell.

29) The device liquefies rock, leaving any valuable or useful minerals behind for collection. The device affects 1 cubic yard of stone per use. It may be used 1d00 times before it becomes powerless.

30) The object grants the owner the ability to perform one type of psionic attack once per day. The attack allowed is determined randomly (roll 1d6): 1. Ego Whip; 2. Id Insinuation; 3. Mind Switch; 4. Mind Thrust 5. Psionic Blast; 6. Psychic Crush. The magic is imperfect for human users and a roll of "1" indicates the attack has backfired upon the user, who suffers the effects of the attack instead.

31) The owner of the device can use it to force one or more subjects to obey a short command. Acceptable commands include "Kneel before me!", "Silence!", "Flee for your lives!", "Sleep", or even "Stab yourselves!" The commanded person(s) are allowed a save vs. spells to ignore the command, with a +1 bonus for each person commanded beyond the first. The commanded victim performs the same action each round until is successfully saves (a new save is allowed each round) or until six rounds have elapsed.

32) This artifact grants its owner the ability to fly as if he were a polypous horror (q.v.) at will. However, the device only functions during the hours of night and fails immediately if exposed to magical daylight.

33) The device banishes an Old One from the physical plane, but at great cost. The user of the device must save vs. breath attack or die. On a successful save, he still suffers a loss of four life levels. The Old One cannot return to this plane until summoned again or a specific period determined by the Labyrinth Lord (666 day, 100 years, etc.) has passed. The device is destroyed when used.

34) The device attacks the mind of a single target who fails a save vs. wands. If the victim is not a spell-caster, he suffers a mere 1d4 hit points of damage from the pain. Spell-casters find that the device plays havoc with their memorized spells and suffer 1d4, +1 hp damage per total number of memorized spell levels. Thus, a magic-user with two 1st level spells and one 2nd level spell would suffer 1d4+4 points of damage and one with two 1st, two 2nd, and one 3rd would take 1d4+9 points of damage.

35) The device slows the magic of any enemy spell-casters within 30' of the owner, causing their spells to take twice as long to enact. Any damage the caster takes during this time interrupts the spell and causes it to be lost from memory.

36) This device allows its owner to automatically succeed in striking an enemy he is capable of hitting and inflicts the maximum possible damage he can do. This power also affects spells and negates the chance of a saving throw if one is normally allowed. In order for this ability to take effect, the user must sacrifice 1 point of CHA permanently as the artifact drains away some of his personal energy to power the assault. There is no limit to the time this device's power can be invoked other than the user's total CHA score. If the user is reduced to less than CHA 3, he dies.

37) This artifact cloaks the owner in an impenetrable disguise making him seem to be whatever type of creature is least threatening to an onlooker. Any magic that would normally reveal the owner's true identity has only a 50% chance of being effective.

38) This artifact protects the owner against mental manipulation. While the device is in his possession, he is immune to *charm* spells and control potions. Against the psionic attack *id insinuation*, the owner

gains a +6 bonus to his PS for determining the success of the attack.

39) The device fires a beam up to 40' long that effectively destroys either the target's armor or wielded weapon if the subject of the attack fails a save vs. wands. The afflicted object pits, flakes, and falls to pieces on the target's body or in his grasp. The device can be used 3/day to produce this effect.

40) The artifact allows the possessor to sacrifice his health in order to temporarily increase one physical attribute (STR, DEX, or CON). By expending 5 hp, the owner can increase one of these abilities by 1 point. He may expend multiples of 5 hp to further increase his attribute score (10 hp = +2 to attribute score; 15 = +3; etc.). The attribute can never rise above 18 and the artifact's owner can never reduce himself to less than 5 hp of health. This increase lasts for one hour or until the health is restored through magical healing. Note: using the device in this manner to increase CON will NOT result in the user gaining a temporary bonus to his hp total as a result of an exceptional CON.

41) The artifact emits fungal spores which affect nearby living creatures, placing them under the owner's control. Once per day, the artifact can produce spores that either mimics the effects of a *ring of animal control*, a *ring of command human*, or a *ring of command plants*. Only one effect may be used per day and the effects are as detailed under the descriptions of the above rings in *Labyrinth Lord Revised* (p. 113).

42) The device alters the passage of time and allows the user to avoid the effects of the last combat round as if they did not occur. Any damage taken is negated, but any attacks upon others are ineffective as well. There is a 1 in 6 chance when using this power that the artifact actually forces the PC to relive the round he was trying to avoid, resulting in twice the amount of damage if he was injured during that time, but also inflicting twice as many attacks. This power can be used 3d6 times before the artifact is rendered inert.

43) When first claimed, the device siphons off 6 hp from its owner. If this exceeds his total, he dies. Otherwise, these points can be healed normally. The hit points remain stored in the device until its owner

is reduced to zero or less hit points from an attack or injury. At that time, the device returns the 6 hp to its owner, which is hopefully enough to revitalize him and prevent his death. If it is not enough to prevent him from reaching zero or more health, he dies.

44) This artifact has the one-time ability to summon a rain of fire from the stars to smite his enemies. The device causes a *meteor storm* (as the spell) to affect a target up to a distance of 360'. The summoned storm creates missiles of the large variety which act as detailed in the spell description on p. 35 of *Labyrinth Lord Revised*. The device is destroyed when this power is invoked.

45) The artifact creates an image of cosmic blasphemy that wracks the mind of its viewer with horrible truths rendering him *feebleminded* if he fails his save vs. spells. This image remains visible for 1d4 rounds. This device affects the owner too if he inadvertently witnesses the display. Anyone attacking the owner while this image is visible must avert his eyes to avoid the *feeblemind* effect. He attacks with a -4 penalty to hit. If the artifact's owner attempts to fight with his eyes averted as well, he too suffers the -4 penalty to hit.

46) The device summons a flock of whippoorwills to its location if used on land and a school of fish if used underwater. These creatures flock around the area as if they were a swarm of bats. They remain for 1d10 rounds or until a sentient living creature dies. They then disperse with the dead creature's soul.

47) This object transforms the owner's mouth into a leech-like sucker. The owner's CHA is reduced by 2 points but he is granted the ability to drain 1d6 hit points of blood from a victim on a successful attack. He continues to inflict 1d6 points of damage each round without the need to make an attack roll. This lasts until he voluntarily releases the victim or is slain.

48) The item produces a horrific ray that requires a successful attack to hit its victim. If the target fails a save vs. wands, his face becomes a ruin of gelled flesh. The victim cannot see or breathe and loses 1d3 hit points each round as he chokes to death. He cannot cast spells or attack in this state. A *heal*,

dispel evil, *remove curse*, or *polymorph other* spell will restore the victim's features.

49) The device has the ability to animate 1d3 trees which will uproot themselves to serve the user. Treat these animated trees as chaotic treants that do not have the ability to animate other trees. Trees found in and around graveyards are particularly fearsome, their roots having fed on fetid corpses over the ages. These trees enjoy a +2 bonus to their HD. This ability can be used 2d6 times before the artifact becomes powerless.

50) The object grants the owner the ability to cast spells as a magic-user by reducing his true class by 1 level for each level of magic-user class. This one-for-one exchange is limited to a maximum of four levels. He suffers all the restrictions that a magic-user does in regards to armor and spell-casting, but his saving throws and hit points remain the same. When this power is invoked, the artifact physically attaches itself to the user and cannot be removed. This alteration is permanent until the artifact is removed (which requires either *dispel magic* or *dispel evil* to be undone).

51) This device spontaneously restores life to dead tissue, effectively *raising the dead*, but it is only 33% likely to work as intended. In the event of improper function, it either (25%) *animates dead* as the spell but without placing the newly arisen undead under the user's control or (75%) causes the formerly dead tissue to reanimate as semi-sentient proto-matter. This substance will attempt to absorb any creature nearby. Treat as ochre jelly (q.v.) for combat purposes.

52) The object reveals any *invisible*, *ethereal*, or extradimensional creature within a 50' radius. On a 1 in 20, the user is temporarily blinded for 1d6 turns as an after effect.

53) The device produces nightmarish visions, soul-searing noises, and horrific stench. Any creature with 4 or fewer HD (including the user) within 30' of the artifact must save vs. paralyzation or flee for 2d6 rounds.

54) The item translates written material as a *read languages* spell. It functions 2d10 times before losing power.

55) The object causes the user's brain to undergo an alien transformation. The user gains the psionic ability of *intellect fortress* but loses a point of INT in the process. Once the device is used, it loses this power.

56) The artifact houses the soul of a deceased magic-user who may or may not work in conjunction with the goals of the user. Treat the device as a sapient sword (*Labyrinth Lord Revised* pp. 121-122) to determine the artifact's alignment, psyche, willpower, motivation and other powers.

57) The object summons one of the Old Ones to its location if the user sacrifices a permanent point of WIS. The Old One summoned by the object is (roll 1d10) 1. Abthoth; 2. Atlach-Nacha; 3. Azathoth; 4. Cthulhu; 5. Dagon; 6. Hydra; 7. Nyarlathotep; 8. Shub-Niggurath; 9. Tsathoggua; 10. Yog-Sothoth. The object *does not* provide the user with any protection from these entities or grant any influence over them once they arrive.



58) The artifact allows the user to permanently deduct up to three points of INT and add them to STR or vice versa. For each point swapped there is a cumulative 5% chance that the object deducts the points but fails to add them to the other ability score. This artifact may only be used once per person.

59) The device acts as a *scroll of warding* (see *Labyrinth Lord Revised* p. 114), protecting the user and all within a 10' radius of him against the physical attacks of one type of creature. Roll 1d4: 1. humans; 2. sea bloods; 3. subhumans; 4. white apes/white ape hybrids. This effect lasts 1d4 turns and the device becomes powerless after use.

60) The object causes its target's flesh to become putrid and fungus-like, inflicting a condition equivalent to the rotting disease inflicted by a mummy (natural healing is reduced to 1/10th the normal rate) if a save vs. petrification is failed.

61) The object summons a night beast. It will serve as the user's mount, obeying all orders loyally for 3d12 turns before returning to whence it came. The artifact may be used once per day. Attempts to use it more often will attract 2d4 hostile night beasts to the user's location.

62) The item alters the user's eyes, granting *ultravision* to a 60' range, but also giving them an alien appearance. The altered user permanently loses a point of CHA.

63) The artifact gives the user the ability to heal any damage by draining the health away from another creature. This requires physical contact to perform and heals the user 1d8+1 hp per successful touch of another living creature, while inflicting a like amount of damage on the touched creature. However, for every hp restored, there is a cumulative 1% chance that the user is transformed into a ghoul.

64) While in use, this object allows the user to detect the thoughts of any creature within 20'. He is only surprised on a 1, but suffers a -4 penalty to PS if attacked by psionics while the device is in use.

65) The item allows the operator to *project image* as the 6th level magic-user spell but with a range of up to 5 miles. The image lasts for as long as the device is operating, but each turn of use has a 10% chance of attracting a swarm of jellyfish from the beyond, which will be able to attack the user as if he were in their dimension.

66) When activated, this artifact produces the effect of the magic-user spell *spatial travel* in a 15' radius, affecting any creature in that area. The operator need not be a magic-user to produce this effect. However, without the proper experience or instruction, there is a 66% chance that the user (and all those accompanying him) will become lost in between dimensions and likely perish (unless the Labyrinth Lord wishes to chronicle their attempts to return home).

67) The artifact replaces the user's vision with *x-ray vision* (as per the ring). This alteration is permanent. Although initially quite useful, the human mind cannot cope with perceiving the universe in this

manner and the individual will go insane after 1 week if this condition is not repaired.

68) The device swaps the user's physical appearance with that of any dead creature of equal size within 30'. This is not an illusion, but a physical alteration performed by the artifact. It is quite painful, requiring the user to save vs. petrification or pass out for 1-3 turns. Additionally, wearing another's body is an awkward situation and the transformed individual suffers a -1 DEX penalty until he returns to normal, a process which requires another use of the device. Each artifact may be used 1d10+10 times before losing power. Note: it is possible to become stuck in another's guise should the device run out of uses before the individual can transform back to his normal appearance.

69) When the device is connected to the severed head of a dead humanoid, it allows the user to speak with the dead. The user may ask the corpse 1d4+1 short questions. There is a 25% chance that the corpse will lie or mislead the user. This chance increases to 50% if the user was responsible for the corpse's demise.

70) The artifact protects the owner against most forms of energy including fire, lightning, radiation, and cold. It will even protect him from the vacuum of space. While protected, the user of this device suffers no damage from the energy if he makes a save vs. breath attack. Each exposure to these forms of energy drains the device's power. The artifact can protect the owner against 1d6 of these assaults before its power is depleted. The owner always has the option of not invoking the device's protection, but he must make the decision before an attack's damage is announced.

71) This item allows the user to invade the dreams of an individual by making a successful psionic attack. The sleeper is at a -2 penalty to his PS due to the receptive nature of sleep. While in the sleeper's dreams, the user may subconsciously influence the subject. After 3 successful invasions, the user effectively *charms* the dreamer as per the 1st level magic-user spell. Note that the sleeper will sense something is amiss after the first invasion and may take steps to prevent further intrusion.

72) The object summons a purple worm to the artifact's location. The creature arrives in 1d6

rounds and attempts to devour whatever creatures it finds there. It will follow the artifact with the intent to eat it.

73) This device effectively hypnotizes a shoggoth, placing it under the control of the user as if *charmed*. The device continues to work for as long as the user is awake and in the presence of the primordial creature. Once either of these conditions is no longer met, the shoggoth regains control of its own actions 1d10 rounds later.

74) The artifact acts as a *magic jar* to house the owner's psyche in the event he is slain. His personality is automatically transferred to the artifact where it may attempt to take possession of another body as per the spell (see *Labyrinth Lord Revised* p. 34 for more information).

75) The device can produce a stream of viscous matter which envelops its target if he fails a save vs. wands, then quickly solidifies into a rock hard shell. This effectively holds the target for 3d6 rounds before the substance grows brittle and breaks. A target hit by the stream must also make a save vs. petrification. If failed, the target's head is encased in the material and he will suffocate in 2d4 rounds unless freed. The victim can be freed with outside assistance, but cannot free himself. Those wishing to assist the victim must either make three successful open doors rolls in a row (STR bonuses apply) or inflict 25 points of damage on the entrapping substance. Attacks automatically hit, but half of all damage done to the substance is suffered by the imprisoned individual. Spells such as *transmute rock to mud* will also free the target.

76) The artifact's energies may be directed at any creature within 60'. The being must succeed in a save vs. death or die. The device then crumbles into powder.

77) The artifact contains a substance that resembles *essential saltes* but is actually the dried form of one potion (determine randomly or choose). When mixed with liquid, the crystals act as a normal potion of the type determined. If consumed without first mixing it with water, it acts like a *potion of poison*.

78) When activated, the device functions as a combination of the spells *protection from normal*

missiles and a *ring of protection +3* for 1d4+2 turns. However, the device produces a lethal form of radiation and the user must save vs. petrification or contract a disease that will kill him in 1d8 days. This save must be made each time the device's power is used. Only a *heal* spell or the equivalent will cure the disease. This device may be used 1d10+5 times before it loses power.

79) This device allows the user to temporarily take the form of a deep one, allowing him to enter the sea and travel to that races' underwater abodes unhindered. The transformation lasts for 1d6+6 hours and cannot be undone before the duration ends without *dispel magic*. The transformation functions as if the user was under the effects of a *polymorph self* spell. Strangely, the transformed user is subject to the effects of a *ward against deep ones* while changed. There is a 65% chance that if this item is used by a sea blood the user permanently becomes a true deep one and never returns from the sea.

80) The device summons an *insect swarm* (3 HD) that attacks one target and all those around him. The swarm arrives two rounds after the device is activated and can be used 1/day. The Labyrinth Lord may rule that the device is ineffective in certain areas where insects are not found (frozen glaciers, the cold of space, etc.)

81) The device allows the owner to sunder all bonds, chains, ropes, webs, snares, and even *hold* or *paralysis* effects with but a word. The power affects all such restraints within 15' of the artifact. It may be used 1d20+10 times before it loses power.

82) This artifact allows its owner to slough off his skin like a snake, healing himself of any damage, *curing diseases*, and regenerating lost limbs. The process takes a full 48 hours to complete, during which time the user cannot perform any action but writhe in agony as the painful process occurs. The artifact works 1d4+1 times before becoming useless.

83) This artifact grants the user the power to become gelatinous, allowing him to squeeze through small openings as if gaseous (see *potion of gaseous form*). He remains in this state until he dismisses it or 1d6+6 turns have passed. While gelatinous, he only takes 1 point of damage from any edged weapons, but full damage from blunt weapons. His

belongings do not change when this transformation occurs.

84) The device allows the owner to graft dead limbs to his body as if he were using the spell *hideous graft*. The user need not be a magic-user to use this device. The new limbs are subject to all the abilities and limitations outlined in the spell description.

85) The artifact alters reality at tremendous cost to the user. By using this artifact, the owner can enact a change in reality equal to the effects of a *wish* spell. However, doing so strips the owner of all his accumulated experience points, reducing him to a 1st level character.

86) The device throws a gout of fire out to a range of 60' that inflicts 3d6 hp damage (no save).

87) The artifact can absorb a specific spell that would normally harm the owner and instead use its power to grant him additional health. The cost for this power is that he suffers double damage from another specific spell. Roll 1d6 twice on the following list to determine what spell heals the owner and what does double damage. Reroll duplicate results. 1. magic missile; 2. fireball; 3. lightning bolt; 4. cloudkill; 5. incendiary cloud; 6. meteor swarm. If the owner is struck by a spell that he is healed by, roll damage as normal and add that result to the owner's hp total. Any hp that exceeds the owner's normal maximum total are retained for as many rounds as the level of the spell that struck him. After that time, this extraneous health vanishes. Any damage the owner takes is subtracted from this health first.

88) The device creates a field of energy that drives out any possessing entity within a 15' radius of the artifact. Anyone under the effects of *id insinuation*, *magic jar*, *mind transference*, and similar magics or effects is allowed to make a saving throw to shake off the possession, even if such a save is not normally allowed (save vs. spells in this case). This power can be used once per day.

89) The artifact grants the owner the ability to vomit forth corrosive ooze as a *breath attack*. This spittle has a range of 20' and only affects a single target. Like dragon's breath, the attack inflicts damage equal to the owner's total hit points at the

time of the attack, and the victim is allowed a save vs. breath attacks to reduce the damage by half. Any magical defense that protects against acid or breath attacks works against this effect. This attack may only be used once per day.

90) This device contacts one of the Old Ones, allowing the owner to tap into their unnatural knowledge in order to find the answer to a single question. In effect, the device functions like a *contact other plane* spell, but with a different chances of success and insanity. The Old One contacted (Labyrinth Lord's choice as to which entity that is) has the following percentages (see the spell description on p. 29 of *Labyrinth Lord Revised* for an explanation of these percentages): Does not Know: 25%; True Answer: 75%; Insanity 30%. It will only answer a single question. This power may be invoked once per week.

91) The device drains STR by touch as if it were a shadow (q.v.). As the victim loses STR, he becomes washed out and drained of color, his body slowly crumbling to ash. If reduced to STR 0, the victim is slain and may return as a shadow at the Labyrinth Lord's discretion.

92) This artifact knits together dead flesh and bone to create a suit of magical armor which protects the device's owner. The artifact and owner must be within 10' of a corpse of human-size or larger for this effect to work. The grisly protection wraps around the device's owner and functions as banded armor (AC 4). The dead flesh and bone absorbs the first 10 hp of damage suffered by its wearer. After 11 or more points of damage are taken, the armor falls to shreds and no longer protects the wearer. If this effect is used while the owner is already clad in protective armor equal to or greater than AC 4, it provides an additional -1 bonus to his armor class and absorbs damage as above.

93) The artifact has the power to create parodies of life from decaying matter and the owner's own life essence. The device's owner must be in the presence of some substance capable of supporting life that is undergoing putrescence (a pool of ooze, a murky swamp, even spilled blood and flesh will suffice). The artifact allows the owner to call forth a humanoid shape composed entirely of that rotting

matter that will slavishly do his bidding. He may call forth as many of these slaves as he has levels and these are treated as orcs. They are subject to the following limitations: They must remain within the sight of the artifact's owner otherwise they return to their inert state. They can only exist for a number of hours equal to 12 divided by the number of servants currently summoned (e.g. 2 can be active for 6 hours, 3 for four hours, 4 for three, etc.). Lastly, should any of these creatures be destroyed by violent means, the backlash inflicts 1d8 points of damage per destroyed servant on the artifact's owner as his own life force is injured in their destruction. The device can be used once per day.

94) The object serves as the prison of an enraged shoggoth. If the device is broken, subject to a *dispel magic*, or voluntarily opened, the shoggoth emerges to attack anything and everything in the vicinity. This creature has maximum hp per HD and enjoys a +2 bonus to hit due to its unbridled rage. The device provides no way to recapture the shoggoth once it is released.

95) The item imprisons its victim in a non-Euclidean prison located within the artifact itself, with a successful psionic attack (treat the artifact as if it has a PS of 16). Treat this as if the target was suffering from the effects of a *maze* spell. This artifact can only hold one victim at a time and its power only works once per week.

96) The device functions as a *mirror of life trapping*, absorbing anyone who handles it and fails a save vs. spells. When found, the artifact holds 1d10 creatures imprisoned (choose or determine randomly).

97) The device drains the youth from a living creature of the same race as the user at a rate of 1d4 years per round. The device must be continually aimed at the target, and requires a new attack roll against an AC of 9 plus any modifiers for DEX each round. Missing an attack forces the user to start the drain anew, this requires one round to realign the device. Any life drained from the victim reduces the user's physical age by the same amount of years and may affect ability scores due to age. This artifact may be used on up to three separate occasions per month.

98) The device kills all creatures of a specific race within a 15' radius if they fail a save vs. death. Roll to determine what creatures are affected (1d6): 1. humans; 2. sea blood; 3. subhumans; 4. white apes; 5. white ape hybrids; 6. roll twice ignoring this result again. The device is destroyed upon use.

99) The artifact functions like a *life drinker* sword, draining its victim of one HD or level on a successful attack roll. The drained levels are stored by the device until the maximum amount of power (1d4+4 levels or HD) has been consumed. Once fully sated, the device can summon forth a creature of HD equivalent to the amount of drained HD. Consult the list to determine what can be summoned forth: 5 HD – oozing guardian; 6 HD – polypous horror; 7 HD – shoggoth; 8 HD – shantak. This creature serves the owner of the artifact faithfully so long as the device remains intact and in the owner's possession. Its destruction or theft frees the creature from servitude, and it is 75% likely to turn upon its master.

00) This artifact grants a ship the ability to ply the ether of space, allowing it to sail into the sky and journey to distant worlds. All aboard the vessel are protected from the deadly environment of the cosmos, but the device provides no protection against that which dwells there. The time required to travel from world to world is left to the Labyrinth Lord, as are the dangers of such travel. Amongst the possible destinations that await such a vessel are Yuggoth, the satellite home of the moon beasts, the Dreamlands, Tindalos, and the dead world of Yith.

Once the device's power has been determined, roll d00 or choose on the table below to determine what type of object contains the power. Due to the random nature of these tables, the result may not seem logical, or even possible, with the power indicated by the first roll. In this case, feel free to roll or choose again, but do not be too hasty to discard a result simply because it does not seem to fit. These are devices created by inhuman minds and employing some out-of-the-box thinking to mix two illogical results might be the best way to convey how alien these technological items are. Something really unsettling might be developed.

Roll d00	Object Type	Object Type	Object Type
1	Abacus	51	Gong
2	Alembic	52	Greaves
3	Amphora	53	Gyroscope
4	Amulet	54	Heart
5	Anklet	55	Helm
6	Anvil	56	Horn
7	Armband	57	Hourglass
8	Aspergillum	58	Idol
9	Astrolabe	59	Incense
10	Axe	60	Jar
11	Balance	61	Jug
12	Bell	62	Key
13	Book	63	Lamp
14	Bottle	64	Lens
15	Bowl	65	Mace
16	Bracelet	66	Mask
17	Bracer	67	Mantle
18	Brazier	68	Medallion
19	Breastplate	69	Mirror
20	Brooch	70	Necklace
21	Buckle/Clasp	71	Orb
22	Cage	72	Painting
23	Caldron	73	Pectoral
24	Candle	74	Phylactery
25	Censer	75	Prism
26	Chalice/Cup	76	Pyramid
27	Circlet	77	Ring
28	Cloak	78	Rod
29	Coffer	79	Scarab
30	Coin	80	Scepter
31	Compass	81	Scourge
32	Crown	82	Scroll
33	Crucible	83	Sextant
34	Crystal	84	Shield
35	Cube	85	Stave
36	Cylinder	86	Stone
37	Cymbal	87	Sword
38	Dagger	88	Tablet
39	Dice	89	Talisman
40	Disc	90	Theodolite
41	Drum	91	Token
42	Earring	92	Tool
43	Figurine	93	Torc
44	Flask/Vial	94	Triptych
45	Flute	95	Trisectahedron
46	Forge	96	Tuning Fork
47	Gauge	97	Urn
48	Gauntlet	98	Vase
49	Gem	99	Veil
50	Girdle	00	Wand

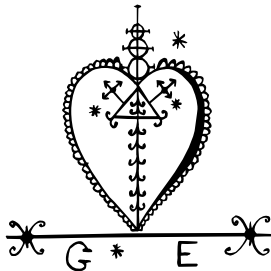
For the last step, roll d00 again to determine what strange property the artifact has. These are objects crafted from strange materials, forged on different worlds, unearthed from evil pits after aeons of slumber, or otherwise products of the alien and the obscene. None should be prosaic in nature.

As with step two, this list might produce a result that seems inconsistent with the type of item rolled. Again, the Labyrinth Lord is free to re-roll or choose a different characteristic, but he should do so only if he has great difficulty reconciling all three results into one unnerving package for the PCs to puzzle over.

- 1) Made of an alien textured bone.
- 2) Crafted from translucent crystal that rings loudly if struck.
- 3) Constructed of gold (1d10x100 gp value) and bearing etchings of loathsome aquatic creatures.
- 4) Formed of a verdigris-covered brass that stains the hands when handled.
- 5) Reeks of rotting flesh.
- 6) Sweats a stinking mucus when its power is invoked.
- 7) Produces a faint cacophonous piping when held or used.
- 8) Formed from hair and bits of mummified scalp.
- 9) Made from darkest obsidian with blood red flecks that seem to writhe when examined closely.
- 10) Kills any minor life forms (insects, small plants, invertebrates, etc.) that come within 5' of the artifact.
- 11) Afflicts the owner with unnerving dreams. PC must make a CON check each morning to successfully memorize spells or benefit from natural healing.
- 12) Covered with inscriptions in an indecipherable alphabet. If read language is used to decipher them, the reader must save vs. spells or be struck feebleminded, for these words were not meant for the human mind to comprehend.
- 13) Turns the owner's hair grey over time (or when used).

- 14) Made from an iridescent, extremely lightweight metal of unknown origin.
- 15) Burns the hands if handled without gloves or other protective measures (inflicts 1 point of damage each time it is touched).
- 16) Attracts slugs, snails, leeches, or other unseemly mollusks.
- 17) Crafted from the bones of a human child.
- 18) Is perpetually cold to the touch and unpleasant to handle.
- 19) Physically changes in subtle ways when not being observed (color changes, number of handles or other protrusions vary, weight becomes altered, etc). These alterations remain when again viewed.
- 20) Normal animals despise the object and will not remain in its presence.
- 21) Encrusted with a foul, musty dirt that cannot be washed clean.
- 22) Forged from a mirror-like metal that distorts the reflections of those who observe it.
- 23) Pulsates with a sickly light that can only be seen in the ultraviolet spectrum.
- 24) Owner develops the urge to hold and stroke the artifact at all times.
- 25) Dims nearby illumination sources until the area is cloaked in gloom.
- 26) Sighs contently when its power is called upon.
- 27) Howls when its power is invoked.
- 28) Casts a completely alien shadow that in no way resembles its physical form.
- 29) Made from preserved human flesh.
- 30) Made from preserved inhuman flesh (scaly, porous, scabrous, squamous, etc.)
- 31) Produces static electricity that shocks whoever handles it.
- 32) Turns the owner's skin dry and scaly.
- 33) Produces a nauseous glow that intensifies when its power is used.
- 34) Bears a sulfurous odor.
- 35) Colonies of mold grow on the artifact's surface. If cleaned off, they always return.
- 36) Casts no reflection.
- 37) Is coveted by all who see it. Beings with extremely low WIS may attack the owner or fight amongst themselves to possess it.
- 38) Obviously not intended for human use (strange shape, too big/small, no handle, etc.).
- 39) Distorts the voice of the owner when held, worn, in use, giving him an alien buzzing speech pattern.
- 40) Open sores form on exposed flesh close to where the device is held or worn.
- 41) Crafted from a strange green soapstone.
- 42) Covered in tiny bas-relief carvings which depict alien creatures engaged in unseemly acts with human (or humanlike) beings.
- 43) Constantly sheds a layer of translucent flesh-like material.
- 44) Encrusted with barnacles and dried seaweed.
- 45) Made of a spongy, fungus-like material.
- 46) Covered with greasy cilia.
- 47) Tendrils grow from the artifact and burrow horrifically (but harmlessly) into the owner's flesh.
- 48) Crafted from a mummified animal limb.
- 49) Encrusted with 2d6 gems (determine value randomly)
- 50) Exterior is rusty and pitted.
- 51) Composed of a material with jellyfish-like consistency.
- 52) Covered in barbs, hooks, or thorns.
- 53) Crafted from tarnished silver (1d10x10 gp value) that cannot be cleaned.
- 54) Moves when not being observed, following the owner slowly about.
- 55) Sticks to bare skin when handled.
- 56) Is radioactive and will sicken and kill the owner over time.

- 57) Covered in noxious pustules.
- 58) Emits a milky sap that stinks of musk.
- 59) Threaded through with pulsating veins.
- 60) Crafted from an unwholesome mottled glass.
- 61) Absorbs star- and moonlight, reflecting an empty sky in its glossy surface.
- 62) Inscribed with ophidian-seeming hieroglyphics.
- 63) Covered with weird symbols composed of five dots.
- 64) Created from a slick, rubbery material.
- 65) Made from hollow bones of unnerving size.
- 66) Moans unsettlingly when handled.



- 67) Spoils food and fouls liquids in close proximity.
- 68) Extremely magnetic.
- 69) Kills and eats small prey.
- 70) Formed from ancient stone bearing unearthly fossils.
- 71) Carved from petrified wood that resembles no earthly timber.
- 72) Smokes and sparks when in use.
- 73) Looks worm-eaten and decayed.
- 74) Bears burn marks caused by entering the atmosphere and falling to earth.
- 75) Whispers with a sibilant, indecipherable voice.
- 76) Is alive with the swirling colors of an alien spectrum.
- 77) Physically attaches itself to its owner and consumes a tiny amount of blood each day.

- 78) Chars any container or covering it is encased in.
- 79) Made from crystallized dreams.
- 80) Causes water to freeze or boil when brought near the liquid.
- 81) Has a part of a former owner permanently fused to it. This part need not be human.
- 82) Extremely heavy [movement rate is reduced to 30' (10') while the artifact is carried .
- 83) Looks to be an organic machine, one that was born, not forged.
- 84) Malleable like clay, but always returns to its original form.
- 85) Covered in twisted fluting and oddly-angled grooves.
- 86) Permanently bloodstained (blood may be an unearthly hue).
- 87) Leaks corrosive oil.
- 88) Has an exterior like a insect's carapace.
- 89) Possesses razor-sharp angles and edges.
- 90) Exterior is warty and dry like a toad's skin.
- 91) Completely invisible to one type of race (choose or determine randomly).
- 92) Smells of rotting fish and low tide.
- 93) Covered in labyrinthine patterns that command the eye (viewer suffers a -1 to attack rolls and saves unless a save vs. petrification is made).
- 94) Shudders or squirms when touched.
- 95) Faces howling in torment can be glimpsed underneath the device's glossy surface.
- 96) Simultaneously exists on multiple planes or dimensions.
- 97) Has a discernable heartbeat.
- 98) Drips a phosphorescent slime.
- 99) Tendrils of evil, intelligent-seeming vapor stream from off the object and twist in the air around it.
- 100) Adorned with tentacled carvings or patterns.

Appendix 3: Psionics in *Mutant Future*

Psionic powers are usable as-is in a standard *Mutant Future* game. Refer to the following conversion notes for using these powers in a *Mutants & Mazes* game.

Clairaudience

Mutation Class: 2

Level Available: 5

This power works as written, but is usable once per day.

Clairvoyance

Mutation Class: 2

Level Available: 5

This power works as written, but is usable once per day.

Dimension Projection

Mutation Class: 3

Level Available: 7

This power works as written.

Dimension Travel

Mutation Class: 3

Level Available: 9

This power works as written, and is usable twice each day.

Ego Whip

Mutation Class: 3

Level Available: 5

This power works as written, and is usable twice each day.

Empathy

Mutation Class: 2

Level Available: 1

This power works as written, but is usable on 1 person for every two character levels of the mutant. For example, the may affect 2 people at level 3, 3 at level 5, etc.

ESP

Mutation Class: 2

Level Available: 3

This ability functions as written. It is usable one time per day per three character levels, with a duration of 12 turns per use.

Id Insinuation

Mutation Class: 3

Level Available: 9

This power works as written, and is usable three times each day.

Intellect Fortress

Mutation Class: 2

Level Available: 3

This power works as written, and is usable twice each day.

Mental Barrier

Mutation Class: 2

Level Available: 5

This power works as written, and is usable twice each day.

Metaconcert

Mutation Class: 2

Level Available: 1

This power works as written, and is usable once each day.

Mind Switch

Mutation Class: 3

Level Available: 9

This power works as written, and is usable once each day.

Mind Thrust

Mutation Class: 3

Level Available: 4

This power works as written, and is usable three times each day.

Neural Telekinesis

Mutation Class: 3

Level Available: 9

This power works as written.

Neural Telepathy

Mutation Class: 2

Level Available: 3

This power works as written.

Psionic Blast

Mutation Class: 3

Level Available: 7

This power works as written, and is usable once each day.

Psychic Crush

Mutation Class: 3

Level Available: 9

This power works as written, and is usable once each day.

Suspend Life

Mutation Class: 3

Level Available: 7

This power works as written.

Appendix 4: Literary Sources

A

Abhoth, inspired from "The Seven Geases," by Clark Ashton Smith.

Amulet of the Ghoul Cult, inspired from "The Hound," by H. P. Lovecraft.

Ape, Devil, from "The Lurking Fear," by H. P. Lovecraft.

Atlach-Nacha, inspired from "The Seven Geases," by Clark Ashton Smith.

Azathoth, from "The Whisperer in Darkness," and , by H. P. Lovecraft.

B

Banish Yog-Sothoth, from "The Dunwich Horror" by H. P. Lovecraft.

Bind Familiar, from "The Dreams in the Witch House," by H. P. Lovecraft.

Book of Dyzan, from "The Dreams in the Witch House," by H. P. Lovecraft.

Brain Cylinder, from "The Whisperer in Darkness," by H. P. Lovecraft.

Brain Cylinder Sensory Devices, from "The Whisperer in Darkness," by H. P. Lovecraft.

C

Cave Beast, from "The Beast in the Cave," by H. P. Lovecraft.

Condense Essential Saltes, from "The Case of Charles Dexter Ward," by H. P. Lovecraft.

Colour out of Space, from "The Colour out of Space," by H. P. Lovecraft.

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

Cthulhu Idol, from "The Call of Cthulhu," by H. P. Lovecraft.

Crawling Reptile, from "The Nameless City," by H. P. Lovecraft.

Cultes des Goules, from "The Dreams in the Witch House," by H. P. Lovecraft.

D

Dagon, from "Dagon," and "The Shadow Over Innsmouth," by H. P. Lovecraft.

de Vermis Mysteriis, from "The Dreams in the Witch House," by H. P. Lovecraft.

Demonolatry (Daemonolatreja), from "The Festival," by H. P. Lovecraft.

Divine Weather, mentioned in "The Thing on the Doorstep," by H. P. Lovecraft.

Drug of Zakarion, inspired by "Ex Oblivione," by H. P. Lovecraft.

E

Elder Thing, from "The Dreams in the Witch House," and "At the Mountains of Madness," by H. P. Lovecraft.

Elixir of Immortality, from "The Alchemist," by H. P. Lovecraft.

F

Fluid of Preservation, from "Herbert West: Reanimator," by H. P. Lovecraft.

Fluid of Reanimation, from "Herbert West: Reanimator," by H. P. Lovecraft.

Fungi from Yuggoth, from "The Whisperer in Darkness," by H. P. Lovecraft.

G

Geas of the Descendant, from "The Case of Charles Dexter Ward," by H. P. Lovecraft.

Great Race Ray Gun, from "The Shadow Out of Time," by H. P. Lovecraft.

H

Haunter of the Dark (See Nyarlathotep), from "The Haunter of the Dark," by H. P. Lovecraft.

Hound of Tindalos, from "The Whisperer in Darkness," by H. P. Lovecraft.

Hydra, from "The Shadow Over Innsmouth," by H. P. Lovecraft.

J

Jellyfish from Beyond, from "From Beyond," by H. P. Lovecraft.

L

Lamia, from "Medusa's Coil," by H. P. Lovecraft.

Liber Ivonis, from "The Dreams in the Witch House," by H. P. Lovecraft.

Lilith, from "The Horror at Redhook," by H. P. Lovecraft.

M

Machine of the Beyond, from "From Beyond," by H. P. Lovecraft.

Mind Exchange, from "The Thing on the Doorstep," by H. P. Lovecraft.

Mind Projection Machine, from "The Shadow Out of Time," by H. P. Lovecraft.

Mold, Vampiric, inspired by "The Shunned House," by H. P. Lovecraft.

Moon Thing, from "The Dream Quest of Unknown Kadath," by H. P. Lovecraft.

N

Necronomicon, from "The Festival," and "The Dreams in the Witch House," by H. P. Lovecraft.

Night Beast, from "The Festival," by H. P. Lovecraft.

Night Gaunt, from "The Dream Quest of Unknown Kadath," by H. P. Lovecraft.

Nyarlatotep, from "The Haunter of the Dark," and "The Dreams in the Witch House," by H. P. Lovecraft.

O

Oozing Guardian, inspired from, "The Tale of Satampra Zeiros," by Clark Ashton Smith.

P

Penguin, Giant Albino from, "At the Mountains of Madness," by H. P. Lovecraft.

Pnakotic Manuscripts, from "The Whisperer in Darkness," and "The Dreams in the Witch House," by H. P. Lovecraft.

Polypous Horror, from "The Shadow Out of Time," by H. P. Lovecraft.

Powder of Ibn Ghazi, from "The Dunwich Horror" by H. P. Lovecraft.

Powder of Ziephor, inspired from, "The Theft of Thirty-nine Girdles," by Clark Ashton Smith

S

Shoggoth from, "At the Mountains of Madness," by H. P. Lovecraft.

Shub-Niggurath, inspired from, "The Dreams in the Witch House", "The Thing on the Doorstep," and "The Whisperer in Darkness," by H. P. Lovecraft.

Silver Key, inspired from "The Silver Key," by H. P. Lovecraft.

Spatial Travel, from "The Dreams in the Witch House," by H. P. Lovecraft.

Spirit Bottle, from "The Terrible Old Man," by H. P. Lovecraft.

Summon Deep Ones, inspired from "The Shadow Over Innsmouth," by H. P. Lovecraft.

Summon Night Beast, from "The Festival," by H. P. Lovecraft.

Summon Yog-Sothoth, from "The Dunwich Horror" by H. P. Lovecraft.

T

Tincture of Living Death, inspired from "Cool Air," by H. P. Lovecraft.

Transmutation Device, from "The Evil Clergyman," by H. P. Lovecraft.

Tsathoggu, inspired from "The Seven Geases," by Clark Ashton Smith.

U

Unausprechlichen Kulten, from "The Dreams in the Witch House," by H. P. Lovecraft.

V

Voorish Sign, from "The Dunwich Horror" by H. P. Lovecraft.

Voormis, inspired by "The Seven Geases," by Clark Ashton Smith.

W

Walk Among Angles, from "The Dreams in the Witch House," by H. P. Lovecraft.

White Ape, from "Facts Concerning the Late Arthur Jermyn and his Family," by H. P. Lovecraft.

Y

Yog-Sothoth, from "The Dunwich Horror" by H. P. Lovecraft.

Yoth, K'n-yan, and N'kai, from "The Whisperer in Darkness," by H. P. Lovecraft.

Yuggoth, from "The Whisperer in Darkness," by H. P. Lovecraft

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