

YE BOOKE OF MONSTRES

The Aniolowski Collection, VOLUME I

FOR
**Call of
Cthulhu**
All Eras



Scott David Aniolowski
with Rodell Sanford and John Snyder

NEW NIGHTMARES
FOR CALL OF CTHULHU



Y^e Booke of Monstres

New Nightmares for *Call Of Cthulhu*





H. P. LOVECRAFT 1890-1937

THE ANIOLOWSKI COLLECTION, VOLUME I

Ye Booke of
MONSTRES

NEW NIGHTMARES FOR CALL OF CTHULHU

by

Scott David Aniolowski

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CH A O S I U M I N C .

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CLEAR CREDIT

Scott David Aniolowski created stats for Aforgomon, the Ancient Ones, the brothers of Chaugnar Faugn, Cynothoglys, the Dark Demon, the dwellers in the depths, the Faceless God, the Feaster from Afar, the fosterlings of the Old Ones, Ghfoth, Goatswood Gnomes, Hydra, Iod, the Keeper of the Moon-Lens, the inhabitants of L'gy'hx, Lloigor, Madam Yi, the Million Favoured Ones, M'nagalah, the nieth-korghai, Q'yth-az, Rilm-Shaikorth, Shugoran, Tawil at'Umr, Tru'nembra, the voormis, Vorvadoss, Vulthoom, the wendigo, Xada-Hgla, the denizens of

Yaddith, and the inhabitants of Yekub. Fred Behrendt contributed the travelers, Clifton Ganyard designed stats for the adumbrall and the spawn of the Green Abyss. Kevin A. Ross wrote up Bugg-Shash, Byatis, Gol-goroth, the nyghan grii, the yuggs, and Zu-che-quon. Michael Szymanski did Yidhra.

Other creatures and entities were culled from Chaosium scenarios: The Bloating Woman and Children of the Sphinx by Larry Ditillio from *Masks of Nyarlathotep*; Juk-Shab and inhabitants of Yekub by Scott Aniolowski from *Sacraments of Evil*; The Messenger of

the Old Ones and The Worm that Walks by Sandy Petersen from *Shadows of Yog-Sothoth*; The Crawling Ones by Randy McCall from *Shadows of Yog-Sothoth*; Spectral Hunters by John Carnahan from *Shadows of Yog-Sothoth*; Sons of Yog-Sothoth by Keith Herber from *Fungi from Yuggoth*. Special thanks also to Keith Herber for editorial work on several entries.

Most of the nearby sections 'Creatures of the Mythos' and 'Entry Format' originally appeared in *Call of Cthulhu*, fifth edition. Lynn Willis revised this version.

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INTRODUCTION

THIS BOOK IS A compendium of creatures to supplement the Call of Cthulhu rulesbook. Included within this volume are dozens of new races, Outer Gods, Great Old Ones, and other horrific and fantastic entities to tantalize keepers and torment players. These monstrous creations have been collected from fiction spanning over seventy years and from over ten years of favorite Call of Cthulhu scenarios. The darkly imaginative work of a diverse group of authors is represented here.

The monsters in this volume are not presented as official or organized mythology. Even supposed Lovecraft or "Mythos scholars" cannot agree what is or what is not a part of the Cthulhu Mythos, or if an organized mythology exists at all. What began in the nightmares of Howard Phillips Lovecraft has become in seventy and more years a convoluted web of borrowed references, shared entities and books, and contradicted concepts. No one can say with certainty what is a part of this artificial pantheon and

what is not. Scholars, Lovecraft fans, and gamers have argued for years, but only personal taste and opinion establish what is a part of the Mythos. The author urges the keeper to use or ignore the creatures offered in this volume as he or she desires and as fits with his or her campaign.

— Scott David Aniolowski

DEDICATION

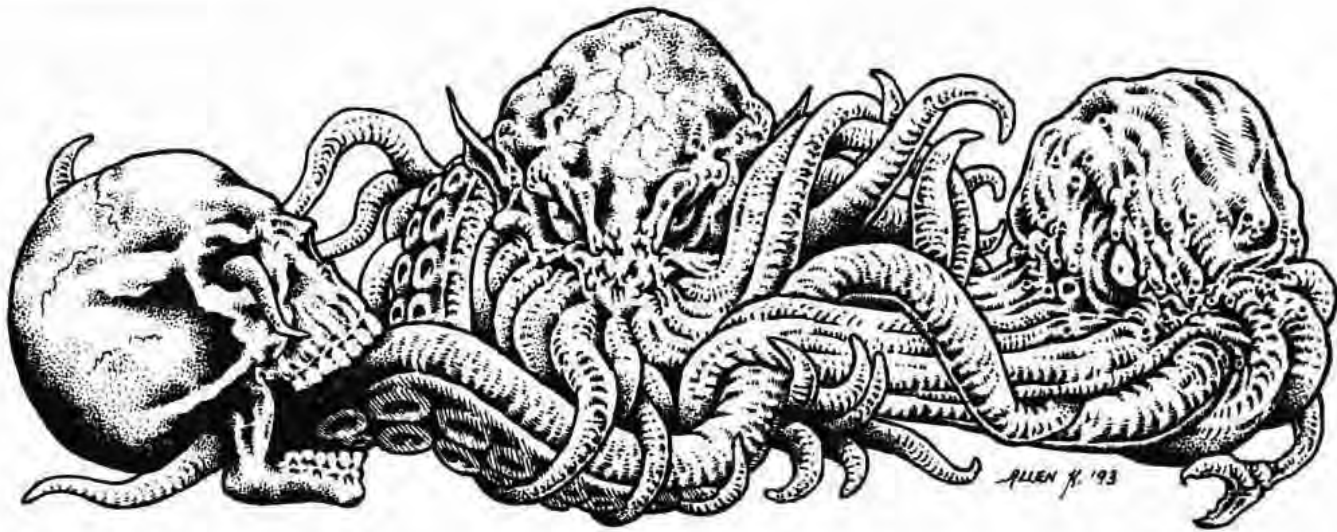
This is dedicated to my friend and colleague.

Kevin A. Ross

the Grand Archivist of the *Call of Cthulhu Circle*.

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ABOUT MONSTRES

ENTRIES ARE ALPHABETICAL, USUALLY by key word or phrase: thus you'll find *Brothers of Chaugnar Faugn* entered under *C* as *Chaugnar Faugn, Brothers of*. The exact forms for entities occur in the Deities and Monsters box, nearby. There the entries are also classified according to one possible Mythos hierarchy.

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

MONSTER CLASSIFICATIONS

THE MONSTERS AND ENTITIES in this volume are classified in one of nine categories: Outer Gods, Elder Gods, Great Old Ones, Great Ones, Avatars, Servitor Races, Independent Races, Fabulous Creatures, and Unique Entities.

OUTER GODS

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

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

ELDER GODS

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

GREAT OLD ONES

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

GREAT ONES

The Great Ones are the gods of earth's Dreamlands. Do not confuse them with the Great Old Ones. The Great Ones are the weakest of all the deity types, and a wise

YE BOOKE OF MONSTRES

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

AVATARS

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

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

SERVITOR RACES

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

INDEPENDENT RACES

Certain species are servitors to no particular god or Great Old One, although individuals may certainly worship such beings. Certain species neither desire nor instigate

Deities and Monsters in This Book, By Type

OUTER GODS

ANCIENT ONES, the Ultimate Gate
GHROTH, the Harbinger
TRU'NEMBRA, the Angel of Music
YIDHRA, the Dream-Witch

GREAT OLD ONES

BUGG-SHASH, He Who Comes in the Dark
BYATIS, the Serpent-Bearded
CYNOTHOGLYS, the Mortician God
GOL-GOROTH, the God of the Black Stone
HYDRA, the Thousand Faced Moon
IOD, the Hunter of Souls
JUK-SHAB, the God of Yekub
LLOIGOR, the Star-Treader
M'NAGALAH, the Devourer
Q'YTH-AZ, the Crystalline Intellect
RLIM SHAIKORTH, the White Worm
SAAITII, the Hog
SUMMANUS, the Walker in Darkness
VULTHOOM, the Sleeper
YTHOGTHA, the Abomination in the Abyss
ZU-CHE-QUON, the Dark Silent One

AVATARS

(primary deity in parentheses)
AFORGOMON (Yog-Sothoth)
BLOATED WOMAN (Nyarlathotep)

THE DARK DEMON (Nyarlathotep)
THE FACELESS GOD (Nyarlathotep)
FEASTER FROM AFAR (Hastur)
HAUNTER OF THE DARK (Nyarlathotep)
KEEPER OF THE MOON-LENS (Shub-Niggurath)
MADAM YI (Yidhra)
MESSENGER OF THE OLD ONES (Nyarlathotep)
SHUGORAN (Nyarlathotep)
TAWIL AT'UMR (Yog-Sothoth)
XADA-HGLA (Azathoth)

ELDER GODS

VORVADOSS, the Kindler of the Flame

GREAT ONES

HAGARG RYONIS
KARAKAL
LOBON
NATH-HORTHATH
TAMASH
ZO-KALAR

SERVITOR RACES

CHAUGNAR FAUGN, Brothers of
CRAWLING ONES
DWELLERS IN THE DEPTHS
FOSTERLING OF THE OLD ONES

GOATSWOOD GNOMES
SEEKERS
SHUGORAN, CHILDREN OF
SPECTRAL HUNTERS
SPHINX, CHILDREN OF
WENDIGO
YOG-SOTHOOTH, SONS OF
YUGGS

INDEPENDENT RACES

ADUMBRALI
CATS FROM SATURN
HYPERBOREANS
LENG, MEN FROM
L'GY'HX, INHABITANTS OF
NIOTH-KORGHAI
NY'GHAN GRII
SPAWN OF THE GREEN ABYSS
VOORMIS
YADDITH, DENIZENS OF
YEKUB, INHABITANTS OF
ZY'TL Q'AE

FABULOUS CREATURES

GOBLINS

UNIQUE ENTITIES

THE MILLION FAVOURED ONES
THE THING HANGING IN THE VOID
THE WORM THAT WALKS

any interaction with other races of the Mythos, while others may actively associate with or war against other species or even the gods and Great Old Ones.

FABULOUS CREATURES

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

UNIQUE ENTITIES

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

ENTRY FORMAT

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

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

THE STATISTICS

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

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

HIT POINTS

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

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

MOVE

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

DAMAGE BONUS

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

WEAPONS

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

LOSS OF CHARACTERISTICS

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

ARMOR

The creature may have a hard shell, thick hide, be able to regenerate flesh, or be immune to certain sorts of attacks.

If so, this will be explained in an accompanying note. Many Great Old Ones, Great Ones, or gods regenerate hit points. Most can be dispelled if attacks lower their hit points to zero or less. Subtract the amount for armor from the hit points cost by a successful attack.

SPELLS

This entry notes the chance or the normal capacity for an individual monster or a an average species member to cast spells or particular spells. Any spells listed are intended to be more or less appropriate to the entity: a Goatswood gnome is more likely to Summon a Dark Young than Call Hastur, for instance. Additional spells are always possible, and always left to the keeper's discretion.

The use of magic is never required, for a powerful entity may notice humans no more than humans notice crouching mice. To speak of the Great Old Ones, Outer Gods, Elder Gods, or Great Ones as knowing specific spells is handy but reductionist—aspects of their wills are expressible as spells, but these entities are mostly seamless and

indefinable; they know what they want to know. The idea of a god sitting down to learn some spell or other is a laughable one.

SKILLS

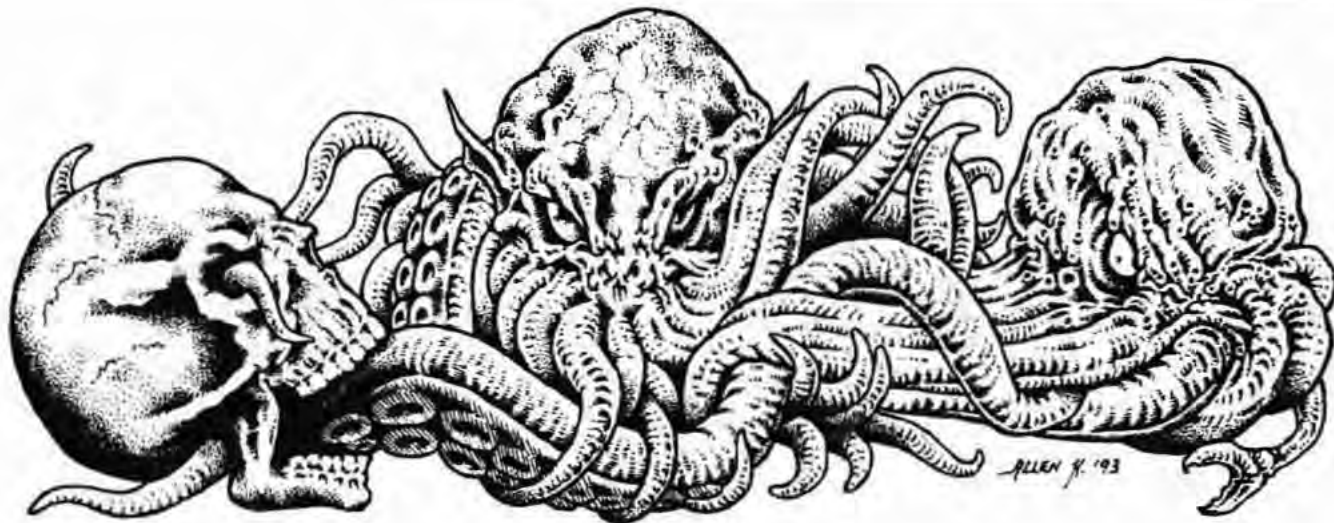
Most monsters do not have skills shown, though most or all might have a few physical skills such as Listen, Sneak, Spot Hidden, or Track. Keepers should add skills as needed and desired, and similarly adjust the chances for success.

SANITY LOSS

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

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





CREATURES OF THE MYTHOS

ADUMBRALI

LESSER INDEPENDENT RACE

THERE WERE THINGS in the abyss, he said in hoarse tones, great shapes that were like blobs of utter blackness, yet which he knew to be alive. From the central masses of their beings he could see them shoot forth incredibly long, filamentine tentacles. They moved themselves forward and backward-horizontally, but they could not move vertically, it seemed. They were, he thought, nothing but living shadows.

ROBERT A.W. LOWNDES, "THE ABYSS".

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



Adumbrali

ing down their prey before killing them. The eyes of adumbrali victims are forever frozen open in a stare which seems to see into another plane.

When they feed, the adumbrali extend tentacles of blackness to engulf their victims, draining them of all body fluids. These entities drain 1D6 STR and CON each time they successfully attach their filaments to a victim. Once a victim's STR reaches zero, he or she is permanently bed-ridden; once a victim's CON reaches 0, he or she is dead. STR and CON drained by an adumbrali regenerates at a rate of 1 point per week of bed rest.

Anyone killed by the vampiric aliens is left totally dehydrated. Although there are no visible wounds left on the corpse, it is marked with disturbing geometric pat-

terns of eerie luminescence which shift and move across the skin.

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

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

ADUMBRALI, Other-Dimensional Shadow-Vampires

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

Av. Damage Bonus: n/a.

Weapons: Filament 30%, damage 1D6 STR drain.

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

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

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



Aforgomon

trespass in its domain suffer ageless tortures and agony. Aforgomon is never seen by anyone, except those who have offended the god and brought its wrath upon themselves. It prefers to inhabit the body of a follower and communicate from there.

Typically, someone who has angered Aforgomon finds himself in the Dreamlands, chained naked into a huge stone chair suspended over a gaping abyss. Bound by heavy chains, the condemned may sit for eons awaiting the wrath of Aforgomon. When the time-god finally appears to the transgressor, the chains heat to incandescence, charring the body and killing the mortal who was foolish enough to anger an Outer God. The corpses of such victims of the Chain of Aforgomon are found in the waking world, their bodies scarred with concentric rings of charred flesh but their clothing strangely undamaged. Very soon these victims of Aforgomon cease to exist, all knowledge, memory, and record of them fading from what we know.

As Lord of Time, Aforgomon has the ability to halt time or pass into and out of it at will. It can also transport other items and beings through time. The Outer God attacks with bolts of strange fire which instantly char and kill. Because it is one with time, Aforgomon is capable of moving at speeds which are beyond the understanding of the human mind, moving forward and backward through time in less than a heartbeat.

AFORGOMON, The Time-God

STR n/a	CON 250	SIZ varies	INT 35	POW 100
DEX 20	Move infinite			HP 250

Damage Bonus: n/a.

Weapons: Fire Bolt 100%, damage instant death.

Armor: Aforgomon is immune to all physical attacks.

Spells: any desired.

Sanity Loss: 1D10/1D100 Sanity points to see Aforgomon.

AFORGOMON

AVATAR OF YOG-SOTHOTH

... AND HAPLY TO CONFRONT the dark divinity of Aforgomon. At length, from the abyss into which his position forced him to peer, a light would dawn, and a bolt of strange flame would leap upward, striking the many-coiled chain about him and heating it instantly to the whiteness of candescent iron.

CLARK ASHTON SMITH.
"THE CHAIN OF AFORGOMON".

AFORGOMON IS WORSHIPPED in other dimensions, worlds, and in the Dreamlands, although it may also have a few interested followers in the waking world where its powers and influence also extend. As Lord of Time, Aforgomon's favor is sought by those seeking to change what has gone before—or to see what is yet to come. Dealing with the Outer God, however, is very dangerous, and those who



ANCIENT ONES

OUTER GODS

... *THE SHAPES ON THE* quasi-hexagonal pedestals became more clearly defined. As they sat more erect, their outlines became more like those of men, though Carter knew that they could not be men. Upon their cloaked heads there now seemed to rest tall, uncertainly colored miters... while grasped in certain folds of their swathings were long scepters whose carven heads bodied forth a grotesque and archaic mystery.

H.P. LOVECRAFT AND E. HOFFMAN PRICE,
"THROUGH THE GATES OF THE SILVER KEY".

THE ANCIENT ONES ARE not worshipped, although sorcerers and adventurers interested in journeying to other times and places seek them out. They are the Ultimate Gate. The Ancient Ones eternally dream atop their hexagonal pedestals, stirring only when disturbed in some way, or when visited by a worthy traveller who has found his or her way through the First Gate. These entities dwell in a mighty temple beyond space and time, between the planes.

The Ancient Ones know all things, and communicate through telepathy. They may turn people's dreams to reality, or send dreamers to other times and places.

When they must move, the Ancient Ones glide over the ground, their heavy cloaks waving and billowing ominously. Totally concealed by these cloaks, utter madness and destruction befall any who would see an Ancient One unveiled.



Ancient Ones

These beings are neither good nor evil, and they would welcome and assist a worthy traveller just as they would destroy an imprudent trespasser.

ANCIENT ONES, The Ultimate Gate

characteristics	rolls	averages
STR	n/a	n/a
CON	1D100+100	150-151
SIZ	3D6+9	19-20
INT	2D10+17	28
POW	5D10+20	47-48
DEX	2D10+10	21
Move 25		HP 85

Av. Damage Bonus: n/a.

Weapons: Touch 100%, damage transport or instant destruction.

Armor: none, but only magic and enchanted weapons can harm an Ancient One.

Spells: the Ancient Ones know all spells.

Sanity Loss: none while cloaked. 1D20/1D100 Sanity points if their true form is revealed.

BLOATED WOMAN

AVATAR OF NYARLATHOTEP

... *NYARLATHOTEP*, horror of infinite shapes and dread soul and messenger of the Other Gods....

H.P. LOVECRAFT, *THE DREAM-QUEST OF UNKNOWN KADATH*.

THIS DISGUSTING AVATAR of Nyarlathotep appears as a 600-pound, seven-foot tall female monstrosity with sickly yellow-gray flesh. Thick, rugose tentacles sprout from the shoulders of the Bloated Woman. Smaller tentacles grow from rolls of blubbery flesh. A pair of lovely female eyes adorn the goddess' face and from below them waves another anemic tentacle. Five lumpy chins, each sporting a mouth full of fangs, complete the ghastly face. The alien goddess wears a silk tunic of yellow and black.

This nauseating avatar of Nyarlathotep is worshipped almost exclusively in the Orient. Cult sacrifice consists of the mutilation and dismemberment of the victim with the sacred cult sickle.

The belt of the Bloated Woman's tunic holds six sickles and the enchanted Black Fan which, when held just under its eyes, permits the goddess to take on the semblance of a slim and beautiful Chinese maiden. The Black Fan draws all attention to the beautiful and delicate eyes



Bloated Woman

of the Bloated Woman and somehow shield its bulk and true hideous form. When the enchanted fan is removed the goddess' full monstrousness is gruesomely apparent. Assisted by its Black Fan, the Bloated Woman can seduce men, giving victims unearthly and degenerate pleasures before smothering them in its flabby bulk. Humans can not wield the enchanted Black Fan.

The Bloated Woman can attack with both arm tentacles each round. When first grabbed by one of these larger tentacles the victim suffers 3D3 points of damage. On subsequent rounds the victim is gripped by the tentacle and mouthed by one of the slobbering maws of the goddess. This mouthing—the Kiss of the Bloated Woman—destroys the victim's INT at a rate of 1D6 per round. This loss is permanent. As long as the victim has INT remaining he can try to escape by overcoming the Bloated Woman's STR with his own on the Resistance Table. When a victim's INT is reduced to zero his skull bursts open under the Bloated Woman's slobbering lips and the corpulent goddess slurps down the living brains.

The Outer God has a thicket of smaller tentacles with which it can also attack. Each round 1D6 of the smaller tentacles attacks with a sickle.

BLOATED WOMAN, Goddess of the Black Fan

STR 31 CON 44 SIZ 26 INT 86 POW 100
DEX 19 Move 12 HP 35

Damage Bonus: +3D6.

Weapons: Arm Tentacle 85%, damage 3D3 + hold for Kiss.

Sickle 50%, damage 1D4+3+db.

Kiss auto. when held, damage destroys 1D6 INT.

Armor: none, however if slain in this form Nyarlathotep transforms into a mass of reflexively-writhing tentacles which bore into the ground and there disintegrate. The Bloated Woman rises again from this tentacular ruin in 1D6+2 months.

Spells: the Bloated Woman knows all Mythos spells.

Sanity Loss: 1D8/1D20 Sanity points to see the Bloated Woman.



BUGG-SHASH

GREAT OLD ONE

CREeping UP ON all sides, to the very line of the chalked circle, the Thing came: a glistening, shuddering wall of jelly-like ooze in which many mouths gaped and just as many eyes monstrously ogled! This was Bugg-Shash the Drowner. The Black One. The Filler of Space... The eyes were... beyond words, but worse still were those mouths. Sucking and whistling with thickly viscous lips, the mouths glistened and slobbered and from out of those gluttonous orifices poured the lunatic chitterings of alien song—the Song of Bugg-Shash...

BRIAN LUMLEY, "THE KISS OF BUGG-SHASH".

BUGG-SHASH HAS NO known organized cult. Instead it is sought out by lone sorcerers and madmen for purposes of grim vengeance and murder.

Once called to earth, the Great Old One concentrates its efforts wholly upon trying to catch its victims. Reluctant to obey the commands of its summoner, Bugg-Shash immediately attacks any who call it forth unless restrained by a specially-enchanted pentagram drawn on the floor, one long enough to be provided with a sacrificial victim. If either of these is lacking, the summoner suffers attack.

The Great Old One is dispelled by light; its chosen victims are relatively safe during the daylight. Any time



Bugg-Shash

an intended victim enters an area of darkness, however, Bugg-Shash instantly appears. Once summoned, Bugg-Shash does not return to its alien lair until it has found and killed at least one victim, either the person intended, or possibly the summoner.

Bugg-Shash has the ability to animate corpses by immersing them in its slimy excretions. Such zombies are completely under the control of Bugg-Shash until the deity is permanently dispelled, or until it tires of them and allows them to die. An undead slave of Bugg-Shash appears as an animated corpse covered in viscous slime.

The Great Old One attacks by enveloping its victims then bestowing its "kiss". The more victims it takes, the less its frenzy and the less effective its attack. For every victim after the first, Bugg-Shash's chance to successfully envelop is reduced by ten points. An enveloped victim may escape only by overcoming the Great Old One's STR with his own. If more than one victim is enveloped at a time Bugg-Shash must divide its STR among them. Once it has a victim successfully enveloped Bugg-Shash bestows its kiss, smothering the unfortunate with slime. Victims suffer as per the drowning rules.

Bugg-Shash appears to have some connection to the Outer God Yibb-Tstll, and both are referred to as "parasites attached to the Old Ones" in the *Cthaat Aquadingen*. Bugg-Shash may be dispelled only by reducing its hit points to zero, or with a special spell found only in the *Cthaat Aquadingen* and the *Necronomicon*. While light drives it off, it does not truly dispel Bugg-Shash.

BUGG-SHASH, He Who Comes in the Dark, The Black One

STR 50 CON 45 SIZ 65 INT 15 POW 25
DEX 10 Move 6 HP 55

Damage Bonus: +6D6.

Weapons: Envelop 90%, damage 6D6 or hold.

Kiss automatic when enveloped, damage as per drowning.

Armor: none, but only magic, enchanted weapons, fire, or electricity harm Bugg-Shash. Cold, acid, explosives, and non-enchanted weapons are useless.

Spells: any as the keeper desires.

Sanity Loss: 1D6/1D20 Sanity points to see Bugg-Shash and 1/1D6 Sanity points to see its undead slaves.

BYATIS

GREAT OLD ONE

... IT HAD BUT ONE eye like the Cyclops, and had claws like unto a crab. He said also that it had a nose like the elephants... and great serpent-like growths which hung from its face like a beard, in the fashion of some sea monster...

...they heard a sound of wings, like the flapping of a great bat... For the snake-like thing that had reached for me, that thing as wide as a human body and impossibly long, had been merely the face-tentacle of the abomination Byatis.

RAMSEY CAMPBELL, "THE ROOM IN THE CASTLE".

NO HUMAN CULT IS associated with Byatis, it is mentioned in several books of occult lore concerned with the British Isles. According to Ludvig Prinn in *De Vermis Mysteriis*, the deep ones originally brought Byatis' image to earth. Few deep ones still worship Byatis for it is unable to roam due to its imprisonment.



Byatis

Presently Byatis is held at bay behind a door inscribed with an Elder Sign in an ancient castle in Britain. If released, Byatis' characteristics of STR, CON, and SIZ each increase by 1D3 points whenever it feeds. Byatis' STR can increase only to 98, its CON to 85, and its SIZ can increase only to 175. If brought to zero hit points Byatis assumes a toad-shaped cloudy form and cannot reform until summoned or again released from behind the door. When Byatis reappears it is with its original statistics.

The Great Old One can be summoned by touching one of its statues. Any who gaze into the eye of Byatis are hypnotically drawn into the clutches of the alien god. To avoid looking into the eye of the Great Old One an investigator must successfully roll his POW x5 or less on D100 each round while in the presence of the monstrous creature.

Byatis attacks with either two claws, or its nose-tentacle, or a bite on any given round. Byatis' damage bonus changes according to its current STR and SIZ. The reach of the nose-tentacle is equal to Byatis' current SIZ in feet. A victim caught by Byatis' proboscis can only break free by winning a STR:STR battle on the Resistance Table against the god's current damage bonus. If this roll fails, the victim is automatically bitten the round after being captured.

BYATIS, The Serpent-Bearded

STR 35* CON 60* SIZ 30* INT 20 POW 32
DEX 15 Move 8/10 flying/8 swimming HP 45*

*These are Byatis' original statistics, which increase each time it feeds.

Damage Bonus: +3D6*.

Weapons: Claws 85%, damage 1D10 + db.

Nose-tentacle 80%, damage 1/2 db.

Bite 55%, damage 1D8.

Armor: 10 points of scaly hide.

Spells: Byatis can Summon or Contact all of the races and gods of the Mythos except the Elder Gods and their minions, plus any others as the keeper desires.

Sanity Loss: 1D6/1D20 Sanity points for seeing Byatis.

CATS FROM SATURN

LESSER INDEPENDENT RACE

... *THE VERY LARGE* and peculiar cats from Saturn, who for some reason have not been oblivious of the charm of our moon's dark side.

H.P. LOVECRAFT, *THE DREAM-QUEST OF UNKNOWN KADATH.*

THESE DREAMLANDS CREATURES are vaguely cat-like. Their bodies are almost abstract, formed of arabesques and filigrees in many bright hues. At one end is a baroque object identifiable as a head only by its great round multi-colored eyes. A reticulated tail is at the other end. From their complex bodies these cats can unfold two, four, or more legs, each ending in a long whip-like paw.



Cat From Saturn

These creatures are one foe which earth cats fear. Like earth cats, they frequent the Moon's dark side. The cats from Saturn are allied with the moon-beasts.

In each combat round, a cat from Saturn can attack with a bite and 1D4 whip-like hooked paws.

CATS FROM SATURN, Abstract Alien Cats

characteristics	rolls	averages
STR	4D6	14
CON	2D6	7
SIZ	3D6	10-11
INT	2D6	7
POW	4D6	14
DEX	2D6+10	17
Move 9		HP 8-9

Av. Damage Bonus: +1D4.

Weapons: Bite 40%, damage 1D6.

Paw 40%, damage 1D4 + db.

Armor: none, but due to the nature of the creature's body, all impaling-type weapons do minimum possible damage.

Spells: each cat from Saturn has a chance of knowing 1D3 spells equal to their INTx2 or less on 1D100.

Sanity Loss: 0/1D4 Sanity points to see a cat from Saturn.

CHAUGNAR FAUGN, Brothers Of

GREATER SERVITOR RACE

ITS BROTHERS WHO will come down from the mountains ravening for ecstasy when it calls to them. Chaugnar and its Brothers converse by means of thought-transference....

FRANK BELKNAP LONG.
"THE HORROR FROM THE HILLS".

THE BROTHERS OF Chaugnar Faugn appear as lesser forms of the Great Old One: bloated elephantine horrors with skeletal heads endowed with webbed ears and a trunk that ends in a great, flaring disk. Long intertwined crystalline tusks sprout from the mouths of these creatures. The bodies of the Brothers of Chaugnar Faugn are human-like, although mottled and stained.

Like their sire, the Brothers of Chaugnar Faugn appear at first to be statues, totally motionless until driven to gorge upon blood or attacked. These elephantine horrors are not nearly as powerful as their Master, although they do possess some of Chaugnar Faugn's psychic attacking capabilities. These Brothers of the Great Old One can cause a victim to experience horrible nightmares about



Brother Of Chaugnar Faugn

themselves and their sire. They can also entice their victims to come to them where the monstrosities brutally murder and feed upon the hapless human. This attack costs the Brother of Chaugnar Faugn three magic points and it must first overcome its victim with its own magic points.

In combat this creature attempts to grasp the victim and then hold him tightly as the Brother's weird trunk mauls the target's face, draining him of blood. This blood drain costs the victim 1D6 CON each round. This CON is forever gone.

These creatures dwell within caves in the Pyrenees mountains in Spain.

Statistics for Brothers of Chaugnar Faugn are half those of their sire plus or minus 1D6. To determine the plus or minus the keeper should roll 1D10: even is +1D6 and odd is -1D6 to the characteristic value.

BROTHERS OF CHAUGNAR FAUGN, Vampiric Elephantine Horrors

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

Av. Damage Bonus: +2D6.

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

Bite 100%, damage 1D6 hit points each round

Armor: none, however only magic or enchanted weapons can harm a Brother of Chaugnar Faugn.

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

Sanity Loss: inert, Brothers of Chaugnar Faugn costs 0/1D4 Sanity points to see; animated and active, they cost 1D3/1D8 Sanity points.



CRAWLING ONES

LESSER SERVITOR RACE

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

H.P. LOVECRAFT, "THE FESTIVAL".

A CRAWLING ONE IS composed of thousands of worms and maggots. Each worm is individually alive and constantly moves though they generally hold the shape of a human body. Due to the soft and resilient quality of the crawling ones' bodies, normal weapons do minimum damage to the things. A bullet only does a single point of damage upon striking a crawling one, except for shotgun pellets which do minimum damage for that type of gun.

Crawling ones cannot speak but can write messages. It is unnecessary for them to use spoken words in performing spells or when communicating with their alien masters. Crawling ones must utilize weapons for attack and have no natural form of attack.



Crawling Ones

CRAWLING ONES, Wormy Things

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

Av. Damage Bonus: none.

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

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

Spells: all crawling ones know 1D10 spells.

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

CYNOTHOGLYS

GREAT OLD ONE

...A DARK, MONOLITHIC object whose twisting shapelessness has placed it beyond simple analogies in my imagination. Yet there was something in its contours—a certain dynamism, like that of great, crablike roots springing forth from the ground... Toward the summit of the mutilated sculpture, a crooked arm-like appendage extended outward in a frozen grasp, as if it had held this position for unknown eons and at any time might resume, and conclude, its movement.

THOMAS LIGOTTI, "THE PRODIGY OF DREAMS".

CYNOTHOGLYS IS AN ancient and obscure entity associated with death. Any contact with this Great Old One or one of its statues produces a dreamy, hypnotic state in all who cannot resist the entity's POW with their own. Those who fall under the hypnotic power of the Mortician God experience visions or daydreams about their own demise. Such individuals are eventually visited by the Great Old One, calmly awaiting their end and walking willingly into the waiting clutches of the entity. A thick fog heralds the arrival of the Mortician God, forming sometimes days before Cynothoglys appears. Animals in an area about to be visited by the Great Old One exhibit unusual behavior, such as carnivores killing prey and arranging it in neat patterns instead of eating it.



Cynothoglys

Those under Cynothoglys' influence suffer no ill effects to their Sanity from the being's presence. If a victim is successfully Psychoanalyzed the Great Old One's mental hold is broken and he suffers the 1D10/1D100 Sanity loss, whether Cynothoglys is present or not. Cynothoglys makes absolutely no sound and its fog obscures it from view at -50% to Spot Hidden rolls.

CYNOTHOGLYS, The Mortician God

STR 85 CON 78 SIZ 152 INT 30 POW 30
DEX 12 Move 9 HP 115

Damage Bonus: n/a.

Weapons: Touch 100%, damage is automatic death.

Armor: none but Cynothoglys cannot be harmed by any normal weapons. Enchanted weapons and magic harm the Great Old One normally.

Spells: any desired by the keeper.

Skills: Sneak 100%.

Sanity Loss: 1D10/1D100 Sanity points to see Cynothoglys.

DARK DEMON

AVATAR OF NYARLATHOTEP

HE LOOKS SOMETHING like a medieval conception of the demon Asmodeus. Black all over, and furry, with a snout like a hog, green eyes, and the claws and fangs of a wild beast.

ROBERT BLOCH, "THE DARK DEMON".

THIS MINOR AVATAR of Nyarlathotep manifests by possessing a faithful follower. Those candidates for demonic possession generally dream of their dark god several nights before it takes dominion over their bodies. The transformation from human to the Dark Demon takes 1D4+2 rounds. It is at this time that



Dark Demon

the avatar is most vulnerable—only when it has fully manifested can the Dark Demon utilize its powers and spells. Witnessing the transformation into the Dark Demon costs 1/1D6 Sanity.

If reduced to zero hit points the Dark Demon lets out a single eldritch scream and dissolves into a fiery cloud of stinking black smoke. This noxious cloud is five yards in diameter. Everyone in the roiling smoke loses 1D6 hit points per round and must resist against the cloud's poison or die. The POT of the smoke equals the POW of the Dark Demon when it was killed. This fiery toxic cloud dissipates in 1D4 rounds.

DARK DEMON, The Dark One

STR 21 CON 79 SIZ 19 INT 30 POW 25
DEX 17 Move 9 HP 49

Damage Bonus: +1D6.

Weapons: Claws 80%, damage 1D8+db.

Tusk Gore 65%, damage 1D4.

Hoof Kick 75%, damage 1D10+db.

Armor: none, but the Dark Demon can fully regenerate any damage with the expenditure of a single point of POW. Reduced to zero hit points, the avatar dissolves to a fiery cloud of stinking black smoke that dissipates in 1D4 rounds. Anyone in the roiling smoke suffers 1D6 points of damage and must resist against the smoke's poison POT each round.

Spells: all.

Sanity Loss: 1D2/1D8 Sanity points for seeing the Dark Demon.

DWELLERS IN THE DEPTHS

GREATER SERVITOR RACE

THE THING HAD EIGHT major arm-like appendages protruding from an elliptical body,

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

RAMSEY CAMPBELL, "THE HORROR FROM THE BRIDGE".

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

These creatures live in cities beneath the waves of oceans and rivers. They are sometimes freed to rise to the



Dweller In The Depths

surface world where they wreak havoc upon those they encounter. The rubbery, half-gelatinous flesh of these beings is immune to most physical harm, although damage taken to the brain-organ instantly kills the creatures. The body of a slain dweller quickly decomposes, leaving behind nothing more than a foul, fishy stain.

DWELLERS IN THE DEPTHS, Aquatic Horrors

characteristics	rolls	averages
STR	4D6+6	20
CON	4D6+6	20
SIZ	2D6+16	23
INT	2D6+6	13
POW	3D6+6	16-17
DEX	2D6+6	13
Move 7/12 swimming		HP 21-22

Av. Damage Bonus: +2D6.

Weapon: Tentacle 35%, damage 1D6 + db.

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

Spells: all dwellers know 2D6 spells.

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



Faceless God

hold. Those driven to insane deaths whisper homage to Nyarlathotep with their final breath.

FACELESS GOD, Lord of the Desert.

STR 70	CON 58	SIZ 88	INT 63	POW 80
DEX 24	Move 12/12 flying			HP 73

Damage Bonus: +9D6.

Weapons: Claw 80%, damage 1D6+db.

Armor: none, but normal weapons do only minimum damage to the Faceless God.

Spells: all.

Sanity Loss: 1D8/1D20 Sanity points to see the Faceless God.

FACELESS GOD

AVATAR OF NYARLATHOTEP

...A LIFE-SIZED SPHINX with the wings of a vulture and the body of a hyena. There were talons and claws, and upon the squatting, bestial body rested a massive, anthropomorphic head, bearing the ominous triple crown whose dread designs had so singularly excited the natives. But the worst and by far the most hideous feature was the lack of a face upon the ghastly thing.

ROBERT BLOCH, "THE FACELESS GOD".

THE FACELESS GOD is the lord of the desert and master of delirium. Although capable of physical attack, the Faceless God prefers to mentally torment its victims. It causes realistic and frightening hallucinations in those whose POW it overcomes with its own. Typical hallucinations include being followed by dark and ominous figures, stalked by horrible monsters, or of being lost in the desert. Sanity losses are incurred as though the hallucination were real. Successful Psychoanalysis breaks the avatar's mental

FEASTER FROM AFAR

AVATAR OF HASTUR

HE FELT IT COMING. The air grew frigid, as if it blew out of the black interstices of interstellar space.... It glided down out of that icy sky like the final concentrated essence of all nonhuman horror. It was black, infinitely old, shriveled and humped like some kind of enormous airborne monkey. A kind of iridescence played about it and its fixed blazing eyes were of no color known on earth.... As it grew close to the knoll, it extended appendages which resembled tentacles tipped with knifelike talons.

JOSEPH PAYNE BRENNAN,
"THE FEASTER FROM AFAR".

THIS STRANGE AVATAR of Hastur is little worshiped on earth. Once called to earth the Feaster from Afar can return to the area of its summoning at will as long as Aldebaran is above the horizon and it is dark. Anyone with one or more points of Cthulhu Mythos in the area experiences vivid nightmares of being chased over an alien landscape by an unseen pursuer. The terror in these dreams is so intense that 0/1D2 Sanity points are lost each time the investigator has the nightmare.



The Feaster From Afar

The Feaster's approach is signaled by an icy wind that blows out of the night sky. This form of Hastur appears to be independent of the servant byakhee.

The Feaster attacks by puncturing holes in its victim's skull with its knifelike talons and draining out his brain. The bodies are left otherwise unharmed. Each round the Feaster can attack with 2D10 talons to a single target. Each talon inflicts one hit point of damage and drains one point of INT. When a victim's INT is reduced to zero the Feaster turns its attention to another victim, or departs. If a victim has any hit points left after his INT has reached zero he does not immediately die. If the mindless individual is attached to life-support devices with an hour or so of his attack he may live. Such mindless individuals live out their lives as total vegetables incapable of thought, movement, or sound.

THE FEASTER FROM AFAR, Devourer of Brains

STR 49 CON 105 SIZ 33 INT 10 POW 25
DEX 33 Move 10/30 flying HP 69

Damage Bonus: +4D6.

Weapons: Talons 90%, damage 1 point + 1 INT drain per talon.

Armor: 20 points of thick, wrinkled hide.

Spells: any as the keeper desires.

Sanity Loss: 1D8/1D20 Sanity points to see the Feaster from Afar.



FOSTERLINGS OF THE OLD ONES

GREATER SERVITOR RACE

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

RAMSEY CAMPBELL.
"THE FACES AT PINE DUNES".

THE FOSTERLINGS OF the Old Ones are the mutant offspring of matings between a human and an Outer God or a Great Old One. Through a special ceremony an Outer God or Great Old One sends out dreams which reach into the womb of a pregnant woman, altering the genetic structure of the unborn fetus. The child is born and spends many years as a normal human until one day it mutates into something closer resembling its alien parent. The transformation from human to monster occurs in a single evening.

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

Such genetic mutations and transformations are passed from generation to generation; each successive generation becomes more like the parent deity. Carriers of the tainted genes experience dreams and nightmares of odd cult ceremonies and Mythos activities. These dreams are the memories of the ancestors' confrontation with the Mythos deity passed along with the mutating genes.



Fosterlings Of The Old Ones

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

In some instances the characteristic rolls listed below might be higher or lower, depending upon the Outer God or Great Old One involved in the creation of the fosterling. For example, an entity with no INT would produce a fosterling with very low (less than 3D6) or no INT.

FOSTERLINGS OF THE OLD ONES, Bastard Children of Alien Gods

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

Av. Damage Bonus: +3D6.

Weapons: Crush 75%, damage 1D6 + db.

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

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

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

GHROTH

OUTER GOD

IT WAS RED AS RUST, featureless except for bulbous protrusions like hills.... Except that of course they weren't hills if he could see them at this distance; they must be immense. It seemed to hang ponderously, communicating a thunderous sense of imminence, of power.... Then it moved.... The surface of a planet doesn't move... the surface of a planet doesn't crack, it doesn't

roll back like that, it doesn't peel back for thousands of miles so you can see what's underneath, pale and glistening.

RAMSEY CAMPBELL, "THE TUGGING".

GHROTH HAS A FEW worshipers, mostly astrologers and others interested in the stars. The Outer God is a sort of "Nemesis Star": a planet-sized, star-like entity made up of gas and ash and molten iron. It appears as a vast rust-red sphere, its surface split with faults or cracks. Ghroth occasionally forms great eyes out of vast seas hidden below its crust. Its absence from the restraints of Azathoth's mindless court is due to the eternal duty it must perform. Ghroth is the herald of songs which only the pitiless stars and the dead Old Ones can hear. The stars are urged to rightness and the Old Ones awaken on the worlds which Ghroth passes.

Ghroth is the Harbinger and the Maker of the Doom of Worlds. As the Outer God nears a world, tides change, horrific storms, earthquakes, and tidal waves are experienced, volcanos erupt, etc. The arrival of Ghroth signals catastrophe for solar systems as the Outer God begins to pull planets into new orbits and awaken dark, slumbering gods with its music of the spheres.

There is some speculation that the appearance of Ghroth was the cause of the destruction of Shaggai.

GHROTH, Nemesis, The Harbinger and Maker

STR n/a	CON n/a	SIZ n/a	INT 14	POW 100
DEX n/a	Move n/a			HP n/a

Damage Bonus: n/a.

Weapon: n/a.

Armor: n/a. Ghroth could, theoretically, be destroyed if it was inflicted with an immense amount of damage. If somehow reduced to zero hit points Ghroth's body shatters into a cloud of lifeless rock and dust. The Harbinger appears somewhere else in another galaxy or dimension totally regenerated.

Spells: none.

Sanity Loss: 1D10/1D100 Sanity points to see Ghroth.



Ghroth

GOATSWOOD GNOMES

LESSER SERVITOR RACE

THE EYES WERE grey globes set deep in pits; the noses were hooked like those of childhood witches she'd leafed over; the mouths grinned, revealing pointed teeth.

RAMSEY CAMPBELL, "MADE IN GOATSWOOD".

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



Goatswood Gnome

GOATSWOOD GNOMES, Enchanted Creatures

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

Av. Damage Bonus: n/a.

Weapons: Claws 30%, damage 1D2.

Bite 40%, damage 1D3.

Armor: 9 points.

Skills: Hide 75%, Sneak 50%.

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

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

GOBLINS

FABULOUS CREATURES

FROM DEEPS UNVISITED, a dull, dank air
That sears the leaves on certain stunted trees
Which stand about, clawing the spectral gloom
With evil boughs. To this accursed dell
Come woodland creatures, seldom to depart...

H.P. LOVECRAFT, "THE POE-ET'S NIGHTMARE."

DREAMLANDS CREATURES, goblins are short, deformed, humanoid fairies. All are different. One might have a nose a foot long and a gaping tusked grin stretching three-quarters of the way round his head. Another might have two heads, or legs like stilts.

Goblins live in haunted forests and ruins. They steal children, cook magic food which they try to sell to unwary humans, and play cruel pranks on hapless travelers. When they appear in groups it is usually for peasant-type festivities such as marriages, dances, games, carnivals, etc. The famous Goblin Market is in the hills southwest of Teloth.

Goblins fight with gnarled clubs, sharp two-pronged forks, stone hammers, leads balls swung at the end of chains, and less describable weapons.



Goblins

GOBLINS, Dark Dreamlands Fairies

characteristics	rolls	averages
STR	1D20	10-11
CON	1D20	10-11
SIZ	1D8	4-5
INT	4D6	14
POW	1D20	10-11
DEX	2D20	21
Move 8		HP 7

Av. Damage Bonus: none.

Weapons: Club 25%, damage 1D10.

Fork 25%, damage 2D3.

Hammer 25%, damage 1D6+2.

Ball & Chain 25%, damage 1D10+1.

Armor: goblins have no natural armor, although some might wear armor.

Spells: all goblins know at least 1D3 spells.

Skills: Hide 90%, Sneak 70%.

Sanity Loss: 0/1D6 Sanity points to see most goblins. An especially vile specimen might cost more.

GOL-GOROTH

GREAT OLD ONE

A HUGE MONSTROUS toadlike thing squatted on the top of the monolith! ...in those grisly eyes were mirrored all the unholy things and vile secrets that sleep in the cities under the sea, and that skulk from the light of day in the blackness of primordial caverns. And so that ghastly thing that the unhallowed ritual and sadism and blood had evoked from the silence of the hills, leered and blinked down on its bestial worshipers....

ROBERT E. HOWARD, "THE BLACK STONE".

THIS GREAT OLD ONE resembles a large, slobbering, tittering toad with a slimy, scaly hide and a fanged mouth. Gol-goroth's hindquarters terminate in hooves. In place of arms, several ropy tentacles dangle from its neck and shoulders. Gol-goroth usually squats or crawls, but can move upright for brief intervals.

The Great Old One was worshipped by many bestial prehuman cults in various parts of the world, notably Hungary and the Yucatan. The toad-thing's worship usually involves orgiastic dancing, copulation, flagellation, and human sacrifice. The god itself is believed to reside in subterranean temples or alien castles with extensions deep into the earth.



Gol-goroth

Each round Gol-goroth can either make 1D4 tentacle attacks, one trample/kick/stomp with a hoof, or one bite. A victim grasped by a tentacle is automatically bitten the next round unless his or her player rolls STR or less on D100 to escape Gol-goroth's grasp.

GOL-GOROTH, The God of the Black Stone

STR 50	CON 65	SIZ 45	INT 17	POW 30
DEX 15	Move 6/9	stalking		HP 55

Damage Bonus: +6D6.

Weapons: 1D4 Tentacles 45%, damage 3D6 each.

Hoof 50%, damage 3D6.

Bite 30%, damage 1D6.

Armor: due to Gol-goroth's non-terrene nature all physical attacks do only minimum damage; Gol-goroth can not be impaled. The Great Old One is immune to cold damage but is otherwise affected by magic.

Spells: Create Gate, plus those dealing with subterranean-dwelling races and entities; others as the keeper desires.

Sanity Loss: 1D4/2D8 Sanity points to see Gol-goroth.



HAGARG RYONIS

GREAT ONE

THEY POINTED OUT that the Great Ones had shown already their wish, and that it is not agreeable to them to be harassed by insistent pleas. They reminded him, too, that not only had no man ever been to Kadath, but no man had ever suspected in what part of space it may lie....

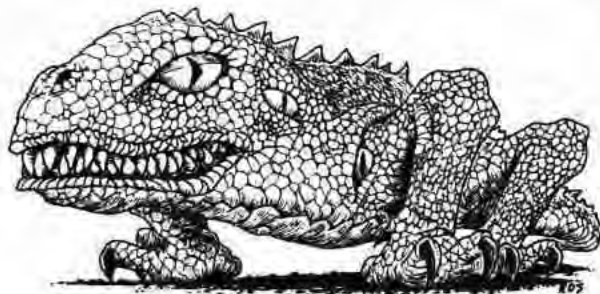
H.P. LOVECRAFT, THE DREAM-QUEST OF UNKNOWN KADATH.

HAGARG RYONIS doubtless resembles her fellow Great Ones and like them is comely and human-like. However, her statues always show her in the form of the Lier-in-Wait, a loathsome reptilian creature with black, horny scales. In that form she has six glowing greenish eyes spaced irregularly over her body. Her teeth and talons are made of razor-sharp obsidian.

Hagarg Ryonis is rarely worshipped by Dreamlands inhabitants except in pleas to avoid her notice. On the rare occasions that impiety or depravity becomes so rampant as to disturb the Great Ones' sensibilities, Hagarg Ryonis is sent to slay and slay until the people have repented. If the Great Ones themselves are threatened (rather than just their sensibilities), Nyarlathotep usually arrives to protect them.

When sent forth, Hagarg Ryonis prowls the land at will in the form of the Lier-in-Wait. She prefers to strike from ambush - hence her title. She can shrink her size at will, down to the size of a house-cat or even an insect, to sneak through cracks or to escape notice.

When attacking she strikes with both foreclaws and her bite simultaneously. Her claws inject an unusual venom. If the victim fails to resist against the venom's POT of 12 he



Hagarg Ryonis

falls into a deep sleep for 1D6 hours. Otherwise he becomes nauseous and loses 10% off all his physical skills for the next 1D6 hours. If a victim is clawed more than once any nausea losses are cumulative and time spent asleep or nauseous is cumulative.

HAGARG RYONIS, The Lier-in-Wait

STR 35 CON 32 SIZ 33 INT 15 POW 20
DEX 35 Move 15 HP 33

Damage Bonus: +3D6.

Weapons: Claws 90%, damage 1D4 + db + venom. Bite 70%, damage 1D8.

Armor: 10 points of horny scales.

Spells: all Contact spells for her fellow Great Ones, plus Contact Nyarlathotep, and any as the keeper desires.

Sanity Loss: 1/1D10 Sanity points for seeing Hagarg Ryonis in her Lier-in-Wait form.

HAUNTER OF THE DARK

AVATAR OF NYARLATHOTEP

'I SEE IT—coming here—hell-wind—titan blur—black wings—Yog-Sothoth save me—the three-lobed burning eye....'

H.P. LOVECRAFT, "THE HAUNTER OF THE DARK".

IN THIS FORM Nyarlathotep somewhat resembles a gigantic man-bat. Its only facial feature is a single red three-lobed burning eye. The Haunter of the Dark is only semi-material and appears to be composed of thick smoke. It can fly through solid objects at need, though it can also hold and move such objects. This form of Nyarlathotep is also known as the Fly-The-Light or the Father of All Bats, and is well-known to the fungi from Yuggoth. It is worshipped as the Father of All Bats in Australia and perhaps other parts of the world.

It can only endure extremely dim light such as starshine. Any brighter light sources inflict harm upon the Haunter of the Dark. It appears only in total darkness. Even candle light does one point of damage per round to the Haunter of the Dark. Other light sources harm the being as follows: flashlights and torches do 1D6 damage per round; light of a full moon does 2D6 damage per round; headlights and street lights inflict 3D6 damage per round; full daylight does 10D6 per round. Steady light causes the avatar to disintegrate much like sunshine burning off a morning fog. Very brief (even if powerful) light sources such as lightning or flashbulbs do not harm the Haunter of the Dark.



Haunter Of The Dark

The Haunter of the Dark attacks by psychically clutching a victim. Such attacks appear as though the Haunter has extended a smokey limb and reached into the body of its victim. This attack burns and dissolves flesh and bone while boring a hole through the top of the skull and devouring the victim's brain. Such victims are left charred and marked with yellow stains. The avatar is also able to grasp a victim and fly off with him through walls or other solid objects. Such victims are either carried off to dismal and horrible places and never seen again or are unceremoniously dropped from impossible heights.

The Haunter of the Dark is intimately connected with an ancient and alien artifact known as the Shining Trapezohedron. A ritual performed with the Shining Trapezohedron summons the Haunter of the Dark. Exposing the queer stone to light temporarily dispels the entity.

HAUNTER OF THE DARK,

The Fly-The-Light, Father of All Bats

STR 28 CON 22 SIZ 24 INT 20 POW 22
DEX 23 Move 10/20 flying HP 23

Damage Bonus: n/a.

Weapons: Engulf and Burn 100%, damage 2D6 per round, no escape.

Devour Brain automatic, damage 1D6 per round every round after Engulf.

Grapple 95%, damage carried off or dropped from great heights.

Armor: none, however no physical weapons can harm the Haunter of the Dark. Cold, fire, chemicals, and electricity also do not harm it. Only light and magic affect the Haunter of the Dark.

Spells: any, as desired by the keeper.

Sanity Loss: 1D6/1D20 Sanity points to see the Haunter of the Dark.



HYDRA

GREAT OLD ONE

IT SEEMED MERELY a sea of gray slime, protoplasmic and featureless. But the dark blobs became recognizable as heads.... There were human heads bobbing and nodding from the gray sea, uncountable thousands of them, but by far the greater number of the heads were not human.... The heads lived. Their eyes stared with awful agony; their lips writhed in soundless laments; tears coursed down the sunken cheeks of many. Even the horribly inhuman heads – bird-like, reptilian, monstrous things of living stone and metal and vegetable matter – showed traces of the unceasing torment that gnawed at them.

HENRY KUTTNER, "HYDRA".

THIS VERY STRANGE entity is not worshiped by any race of beings and should not be confused with the enormous matriarch of the deep ones by the same name. It is a vampiric entity living by absorbing the heads and brains of intelligent species. Hydra dwells within an alien dimension outside conventional time and space.

The only known way to reach Hydra is through astral projection. Although a special ritual for journeying to Hydra's dimension is described in the pamphlet *On the Sending Out of the Soul*, anyone experiencing an out-of-body experience may inadvertently stumble upon Hydra's weird plane. Entering into Hydra's dimension, the astral traveler first feels a numbing cold and sees nothing but thick, gray fog whirling everywhere. The alienness of this place is oppressive and the traveler is filled with a



Hydra

numbing dread. Soon the fog lifts and the astral traveler sees that he is floating above a surging sea of gray slime. The traveler is drawn down toward the leaden sea and as he nears he sees the countless heads of the thing.

Hydra cannot attack those who come to its plane, however, it matches its POW against its visitor's on the Resistance Table. If Hydra overcomes the POW of its guest then a part of the Great Old One can follow the traveler out of the alien dimension—usually unknown to the visitor. Once the psychic traveler leaves Hydra's domain and returns to his own plane anyone he visits astrally is attacked by Hydra.

Victims first see the ghostly form of the astral traveler and then the surging gray mass of Hydra. Hydra engulfs its victims, drawing them down into its roiling mass where it decapitates them. The Great Old One returns to its plane with its victim's still-living head as a part of its own mass. The victim's dead, headless body is left behind, gray slime coating the body and everything in the vicinity. As Hydra sweeps away from its dead victim and back to its lair the astral traveler wakes, returning to his physical body. The only protection from Hydra's attack is the Elder Sign.

Once someone has visited Hydra's dimension he can return there simply by willing his astral body there. Each visit to the Great Old One's domain costs additional Sanity points and allows the entity access to the traveler's home plane.

HYDRA, The Thousand Faced Moon

STR n/a CON 59 SIZ 783 INT 100 POW 50
DEX n/a Move 0 HP 421

Damage Bonus: n/a

Weapons: Engulf 90%, damage is decapitation.

Armor: none, but as a living mass of slime physical weapons do no harm to Hydra. Magic, enchanted weapons, fire, electricity, and chemicals inflict normal damage to Hydra.

Spells: although capable of using any spells, Hydra generally does not do so.

Sanity Loss: 1D8/5D10 Sanity points to see Hydra.

HYPERBOREANS

LESSER INDEPENDENT RACE.

THE MAN WAS a stranger; possibly a traveling merchant from outland realms, the usurer thought - or else an outlander of more dubious occupation. His narrow, slanting, beryl-green eyes, his bluish, unkempt beard, and the uncouth cut of his sad raiment, were sufficient proof of his alienage...

CLARK ASHTON SMITH, "THE WEIRD OF AVOOSL WUTHOQQUAN."

SMALL AND SLENDER, Hyperboreans are seldom more than five feet tall. Their hair is light blond to white and their eyes are gray or straw-colored. They have large, straight noses and earlobes longer than most humans.

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

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

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



Hyperborean

HYPERBOREANS, Builders of a Once-Great Civilization

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

Av. Damage Bonus: none.

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

Armor: none.

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

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

IOD

GREAT OLD ONE

GRADUALLY IT SWAM into view from a blaze of blinding light... It was not a homogenous entity, this unholy specter, but it partook hideously of incongruous elements. Strange mineral and crystal formations sent their fierce glow through squamous, semi-transparent flesh, and the whole was bathed in a viscid, crawling light that pulsed monstrosously about the horror. A thin slime dripped from the membranous flesh... and as this slime floated down, hideous, plantlike appendages writhed blindly in the air, making hungry little sucking noises. A great faceted eye watched emotionlessly....

HENRY KUTTNER, "THE HUNT".

A WEIRD CONGLOMERATION of animal, mineral, and plant, Iod was worshipped by early humans but is mostly unknown today. When Iod appears a great black shadow or veil first forms in the air followed by a blinding light from which emerges the Great Old One. Iod paralyzes its victims and then drops writhing tendrils on them, draining away their soul at a rate of 2D10 POW per round. When a victim's POW reaches zero they are dead, although their brain lives on, trapped forever within the corpse. To immobilize victims, Iod must first overcome their POW with its own. To break free of this paralysis a victim must overcome Iod's POW with their own. A victim



Iod

can attempt to break free of Iod's mental hold each round until successful or dead, or until Iod is driven off. Iod may paralyze any number of victims at a time.

Those who escape Iod find themselves hunted by the Great Old One in their dreams as well as in the waking world. A target may escape Iod's hunt by dispelling the Great Old One, either by arcane means or by inflicting eighty hit points of damage to the entity. Standing within a newly prepared Elder Sign (or, if the keeper must, a pentagram or Star of David) protects against Iod.

Iod is mentioned in *The Ishakshar*, *The Book of Iod*, and Prinn's *De Vermis Mysteriis*.

IOD, The Hunter of Souls, The Shining Pursuer

STR 75 CON 60 SIZ 100 INT 25 POW 30
DEX 16 Move 20 flying HP 80

Damage Bonus: n/a.

Weapons: Tendril automatic to paralyzed victims, otherwise 85%, damage 2D10 POW drain.

Armor: Iod has 20 points of armor.

Spells: all Summon, Bind, Call and Contact spells, all Dreamlands spells, plus any as desired by the keeper.

Sanity Loss: 1D6/3D10 Sanity points to see Iod.

JUK-SHABB

GREAT OLD ONE

THE ULTIMATE TIER was a purple cone, from the apex of which a blue smoky mist drifted upward to a sphere that poised in mid-air - a sphere that shone like translucent ivory.

H.P. LOVECRAFT, A. MERRITT, ROBERT E. HOWARD, C.L. MOORE, AND FRANK BELKNAP LONG, "THE CHALLENGE FROM BEYOND".

JUK-SHABB IS A bizarre and obscure Great Old One worshipped by the worm-like creatures of the planet Yekub. Juk-Shabb appears as a sentient sphere of metal or energy. It communicates with its followers telepathically and by changing color. Juk-Shabb wields no physical attack and is one of the least malevolent of the Great Old Ones. It does possess great mental powers and can utilize any spell desired.

One of the Great Old One's mental attacks includes a powerful mindblast. If it overcomes its target's magic points with its own the victim loses 2D10 Sanity and falls into a state of stupefaction for 1D100 hours. Each use of this power costs Juk-Shabb 1D6 magic points. The Great Old One undoubtedly has other unique mental abilities.

Juk-Shabb allows favored minions to tap into its awesome power, gaining access to its INT, POW, and spells.



Juk-Shabb

JUK-SHABB, God of Yekub

STR n/a CON n/a SIZ 20 INT 30 POW 50
DEX n/a Move 0 HP 100

Damage Bonus: n/a.

Weapons: Mindblast Magic Points vs Magic Points, damage 2D10 Sanity loss and stupefaction for 1D100 hours.

Armor: none, but Juk-Shabb is immune to physical attacks. Enchanted weapons and magic harm the Great Old One normally.

Spells: any, as desired.

Sanity Loss: 0/1D4 Sanity points to see Juk-Shabb.

KARAKAL

GREAT ONE

...FOR THOSE LONG narrow eyes and long-lobed ears, and that thin nose and pointed chin, all spoke of a race that is not of men but of gods.

H.P. LOVECRAFT, "THE DREAM-QUEST OF UNKNOWN KADATH".

IMAGES OF KARAKAL portray a handsome smiling man nude from the waist up and encircled by blazing flames. His temples keep an eternal flame burning. The priests intently watch the flickering of this flame and claim to thus be able to discern Karakal's will.

He is the Dreamlands' fire god. The minions of Karakal, commonly summoned by wizards, are his creatures.

Karakal rarely leaves his sacred Hall of Flowing Stones in distant Kadath. On the rare occasions he leaves Kadath he always travels incognito, though a clever observer might guess the god's presence upon, say, seeing an old tinker start a campfire with a touch of a finger. Karakal can emit a burst of flame from his hand by spending one magic point. Each such flame burst not only

causes damage but sets clothing and hair of the target on fire. He can also create immobile walls of fire which last for hours by spending one magic point per ten yards of wall. Anyone passing through such a barrier loses 2D6 hit points.

KARAKAL, The Fire-God of the Dreamlands

STR 35 CON 50 SIZ 15 INT 14 POW 30
DEX 15 APP 16 Move 15 HP 33

Damage Bonus: +2D6.

Weapons: Flame Burst 95%, damage 2D6 + sets target on fire. Fist 95%, damage 1D3 + db.

Armor: at will Karakal can invoke divine sanctity which protects him as 10 points of armor. He is immune to all forms of heat or cold damage.

Spells: Karakal can summon a minion of Karakal at a cost of one magic point and he can always command all minions present. He knows all Contact spells for his fellow Great Ones, as well as Contact Nyarlathotep. More spells as the keeper desires.

Sanity Loss: there is no Sanity loss for seeing Karakal.



Karakal

KEEPER OF THE MOON-LENS

AVATAR OF SHUB-NIGGURATH

...THAT PILLAR OF WHITE flesh supported on many-jointed bony legs tipped with great circular pads.... It had no arms, merely three spines which dug into the ground. But the head was the worst-formed of thick coils of white jelly, covered with watery eyes, and at the center was a huge toothed beak.... Those great yellow eyes peered in different directions, and all the coils were twisting and jerking, sometimes transparent so that he could see into



Keeper Of The Moon-Lens

the head. ...The three spines moved with a grotesque rowing motion to heave the body forward. The beak opened, and from it a voice issued—sibilant and high-pitched, it spoke to its worshippers...

RAMSEY CAMPBELL, "THE MOON-LENS".

THE KEEPER OF THE Moon-Lens is worshipped by the people of Goatswood, England in connection with their Shub-Niggurath adoration. This colossus may be worshipped elsewhere as well.

The Keeper of the Moon-Lens is an avatar of the Dark Mother, Shub-Niggurath. This creature dwells in an expansive underground complex beneath the Goatswood area. It comes to the surface only at certain times when the moon shines through an alien device known as the Moon-Lens—a large convex lens surrounded by an arrangement of pivoting mirrors, high above the ground on a fifty foot high metal pylon. When the moon shines through the Moon-Lens and onto a particular hillside a great stone slab slides away and the Keeper can then answer the summoning of its worshippers.

When this avatar accepts a sacrifice it swallows the offering, holding it in its transparent, gelatinous head. The colossus retreats back into its dark subterranean lair where the victim is "born" out of the avatar having suffered strange mutations. These individuals drafted into the service of Shub-Niggurath are seldom seen again. These mutated sacrifices are the Blessed of Shub-Niggurath.

The Keeper of the Moon-Lens can attack with its beak or crush a victim beneath its great and cumbersome bulk.

KEEPER OF THE MOON-LENS, Fertile Mother of the Hill

STR 55 CON 135 SIZ 95 INT 21 POW 70
DEX 16 Move 12 HP 115

Damage Bonus: +8D6.

Weapons: Beak 90%, damage 1D10 or swallow.
Crush 75%, damage 1D6+6D6.

Armor: none, but the Keeper takes no more than a single point of damage from any successful attacks with any weapons: two

points on an impale. Fire, electricity, or magic can do normal damage to the creature. This avatar of the Black Goat regenerates 1D10 hit points each round.

Spells: all spells dealing with the Outer Gods, as well as any connected with the forces of nature and the elements, and others as the keeper desires.

Sanity Loss: 1D10/1D100 Sanity points to see the Keeper of the Moon-Lens.

LENG, MEN OF

LESSER INDEPENDENT RACE

THEY LEAPED AS THOUGH they had hooves instead of feet, and seemed to wear a sort of wig or headpiece with small horns. Of other clothing they had none, but most of them were quite furry. Behind they had dwarfish tails, and when they glanced upward he saw the excessive width of their mouths. Then he knew what they were, and that they did not wear any wigs or headpieces after all.

H.P. LOVECRAFT, *THE DREAM-QUEST OF UNKNOWN KADATH*.

THE ALMOST-HUMANS of Leng were conquered by the moon-beasts long ago, whom the almost-humans received as gods. The men of Leng are vulgar, grotesque creatures, with dubious tastes and desires.

The moon-beasts eat their plumper almost-human slaves, using the leaner slaves to perform menial tasks not requiring strength, such as fetching and carrying, cooking and steering, and serving as go-betweens for the moon-beasts' trade with humankind, for which purpose the almost-humans wear humped turbans to conceal their



Men Of Leng

horns. They trade primarily with the city of Dylath-Leen, sailing long black galleys with the powerful moon-beasts as rowers.

It is uncertain what the dream reflections of the half-men of Leng are in the waking world. Perhaps they are the dream-form of the vile Tcho-Tcho people; perhaps there are no waking equivalents. Or perhaps they are a foul breed not yet discovered on earth.

MEN OF LENG, Satyr-Like Half-Humans

characteristics	rolls	averages
STR	3D6	10-11
CON	3D6	10-11
SIZ	2D6+6	13
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
APP	1D6	3-4
Move 8		HP 11-12

Av. Damage Bonus: none.

Weapons: Fist 50%, damage 1D3 + db.

Spear 25%, damage 1D8+1.

Whip 25%, damage 1D3.

Armor: none, naturally, but they may wear armor.

Spells: if a native of Leng's INT + POW totals 32 or more he knows at least 1D6 spells.

Sanity Loss: there is no Sanity loss for seeing a native of Leng who covers up his deformities. An unclothed man of Leng costs 0/1D4 Sanity points to see.



L'gy'hx

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

INHABITANTS OF L'GY'HX, Metal Cuboid Aliens

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

Av. Damage Bonus: +1D6.

Weapons: Knife* 25%, damage 1D8 + db.

Whip** 30%, damage 1D4+2D10 electrical shock.

*These knives can cut through metal as easily as through soft flesh.

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

Armor: 19 points of metal skin.

Spells: if the L'gy'hxian's INT or less insrolled on 1D100 it knows that many spells.

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

L'GY'HX, Inhabitants of

LESSER INDEPENDENT RACE

... *THE NATIVE RACE* of cuboid, many-legged metal beings was not openly hostile...

RAMSEY CAMPBELL
"THE INSECTS FROM SHAGGAI".

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

L'gy'hxians are not a hostile race, although they are a curious species. These creatures utilize various weapons constructed of a strange gleaming metal unknown to earth, including many not listed below. They may have certain technologically advanced weapons and devices as well.



LLOIGOR

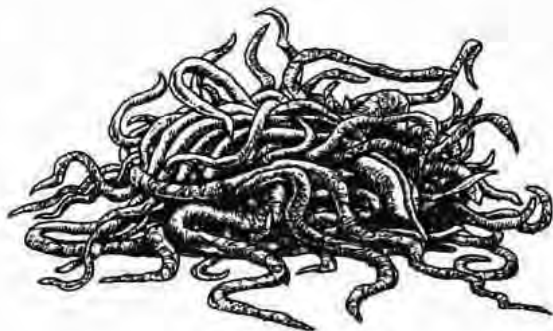
GREAT OLD ONE

...*A STRANGE SHAPELESS* procession of marks—snake-like, some of them... all lead back to that tiny break in the pane of the attic window; something had come in and something more had gone out.... For of my uncle there was no trace save one—the ghastly remnants of what stood for him, rather than of him. ...The man who, by all the evidence, was drawn or sucked out of [his clothes] as by some frightful, malign being who employed in his aid the terrible wind heard within the rooms....

AUGUST DERLETH, "THE SANDWIN COMPACT".

LLOIGOR IS WORSHIPPED by the degenerate Tcho-Tcho folk of the Tibet region. The Great Old One is generally mentioned as having a twin named Zhar which is also worshipped by the Tcho-Tcho.

Lloigor attacks by grasping victims in tentacles, disintegrating them, and drawing them up into its mass. All non-living objects are left behind, found perfectly intact and mysteriously undisturbed. The Star-Treader's approach is signaled by high winds which the alien god somehow creates and is transported by. The Great Old One has the ability to seep through the tiniest cracks to get at a victim.



Lloigor

LLOIGOR, the Star-Treader

STR 100 CON 100 SIZ 100 INT 30 POW 28
DEX 30 Move 20/50 flying HP 100

Damage Bonus: +1D6.

Weapons: Tentacle 100%, damage is death on second round.

Armor: 22 points of blubbery flesh.

Spells: Summon/Bind Byakhee, Call Hastur, all others dealing with air, winds, or Zhar.

Sanity Loss: 1D6/1D20 Sanity points to see Lloigor.

LOBON

GREAT ONE

NOT LIKE THE EIKONS of other gods were those of Zo-Kalar and Tamash and Lobon. For so close to life were they that one might swear the graceful bearded gods themselves sate on the ivory thrones.

H.P. LOVECRAFT, "THE DOOM THAT CAME TO SARNATH".

LOBON IS PORTRAYED as a bearded youth, graceful and curly-haired. Crowned with ivy, he dresses in a robe of white samite. The spear is his personal symbol and his statues always show a spear in his right hand.



Lobon

At one time Lobon and his brothers Tamash and Zo-Kalar were worshiped widely in the Dreamlands. With the destruction of Sarnath his cult has dwindled.

Lobon dislikes conflict. When faced with danger to himself or present followers he tries to retreat to another dimension taking anyone loyal to him along. He will fight if faced by some creature capable of following him through the dimensions. Lobon fights by emitting beams of clear yellow light from his hands.

His spear is not a weapon but an emblem. It is rendered impure and loses all its power if it is stained by blood or even the ichor of an alien race. It cannot regain its powers until Lobon cleanses it in the great Fountain of Alath-Zann

at Kadath. Lobon sometimes temporarily lends his spear to valued servants, sometimes for the length of the servant's life. The spear is an extension of Lobon and, if the god lost his power or was destroyed, the spear would vanish.

LOBON, God of the Sacred Spear

STR 45 CON 48 SIZ 12 INT 16 POW 22
DEX 21 APP 21 Move 10 HP 30

Damage Bonus: +3D6.

Weapons: Light Beam 100%, damage is the destruction of 3D6 of the target's magic points.

Armor: none, but the spear can emit a shimmering glow at the will of the holder which repels damage at a cost of one magic point per three points of damage.

Spells: Lobon's spear can repel damage, as noted above. It can also provide four magic points per round to the wielder, which cannot be saved up. The spear can fly and move about at the wielder's mental direction and can carry objects or animals up to SIZ 4 when doing so. Lobon can summon any creature native to the Dreamlands and not connected to another deity by expending one magic point per SIZ point of the being summoned. He also knows all Contact spells for the other Great Ones and Contact Nyarlathotep, and any other spells as the keeper desires.

Sanity Loss: there is no Sanity loss for seeing Lobon.



Madam Yi

quires a constant supply of fresh genetic material to absorb. Followers must also frequently provide it with young men to mate with. During the act of mating Madam Yi shreds her young consorts to death with her razor claws. The product of this union results in the birth of one or more deformed or monstrous offspring. Madam Yi occasionally allows followers to raise the bastard young, but usually it just reabsorbs the children.

The features of Madam Yi's followers assume an almost porcelain, doll-like appearances and their fingers become elongated and claw-like. The goddess communicates with her followers telepathically.

MADAM YI

AVATAR OF YIDHRA

YIDHRA, the Dream-Witch, clouding the minds of her followers:

Dream-Witch, hiding her shape in illusion.

Dream-Witch, cloaking her shape in strange beauty.

Yidhra, the Shrouder, wreathing the faithless in shadow:

Shrouder, devouring the errant and hostile ones,

*Shrouder, who hides men forever...**

WALTER C. DEBILL, JR., "WHERE YIDHRA WALKS".

MADAM YI IS one of the many avatars of the Outer God Yidhra. This being appears as a human female dressed in billowing white, red, and black robes. Madam Yi's beautifully delicate face is like the painted face of a porcelain doll. Its blood-red lips and closed almond-shaped black eyes are frozen on a smooth and bone-white face. Its long black hair is braided into a single ponytail. The avatar's hands end in very long, razor-like black finger nails.

This avatar of the Outer God is known almost exclusively in China where its sects are lead and dominated by women. Like all other avatars of Yidhra, Madam Yi re-

MADAM YI, Mother of Woe

STR 27 CON 69 SIZ 17 INT 25 POW 60
DEX 36 Move 10/15 flying HP 43

Damage Bonus: +2D6.

Weapons: Razor Claws 90%, damage 1D6+db.

Armor: none, but Madam Yi cannot be harmed by normal weapons.

Spells: any desired by the keeper.

Sanity Loss: 1/1D8 Sanity points to see Madam Yi.



MESSENGER OF THE OLD ONES

AVATAR OF NYARLATHOTEP

IF IT HAD A DEFINITE shape, that shape was not easily aparent, because it continually flowed in upon itself contorting and writhing... In size, it was enormous. [It was like] a team fo six or eight black horses, somehow joined together and all attempting to gallop off in different directions at once...

JOSEPH PAYNE BRENNAN,
"THE WILLOW PLATFORM".

THE MESSENGER OF THE Old Ones is an enormous translucent mass of writhing tentacles that crawls across the sky, continually throwing out glutinous streamers. In form it is best described as looking like a mass of eight or ten black horses all fused together and galloping in different directions at the same time.

The Messenger of the Old Ones is a harbinger of great cataclysmic events and only appears to herald some important occurrence such as the rise of R'lyeh. The Messenger will not otherwise be encountered for it is its sole job to spread the news of portentous Mythos activity. The Messenger is never worshiped.

Just before the Messenger of the Old Ones appears the sky darkens and appears to become leaden and all becomes very still and quiet. An enormous black shadow falls across everything and a gigantic writhing mass appears, clawing its way across the sky. As it is watched the thing pulses green and then a pale corpse-white. The entity then breaks up and small twisting masses fly from it to all sectors of the sky. Within an hour nothing remains of the original mass but a single chunk.

The Messenger attacks by dropping long, knotted tendrils and strings onto a victim. It moves over a proposed target, then suddenly whips a cluster of strands around it, pulling him or her up into its body where the victim is consumed. Each round that a victim is held in the strands, he or she loses 1D3 hit points, 1D4 points of APP, and 1D6 points of SAN, as caustic enzymes eat away flesh and face.

The APP loss comes from the terrible acid burns sloughing away the victim's skin and face. If the victim takes over one-third of total damage from the acid, he or she is rendered completely blind. Any APP lost is permanently gone.



Messenger Of The Old Ones

MESSENGER OF THE OLD ONES, the Herald of Cataclysm

STR 25 CON 20 SIZ 50 INT 4 POW 16
DEX 14 Move 35 HP 35

Damage Bonus: n/a.

Weapons: Tendrils 80%, damage 1D3 hit points, 1D4 APP, and 1D6 SAN each round.

Armor: none, but the Messenger of the Old Ones is immune to all non-enchanted weapons.

Spells: none.

Sanity Loss: 1/1D10 Sanity points for seeing the Messenger of the Old Ones.

THE MILLION FAVOURED ONES

...NYARLATHOTEP. Great Messenger, bringer of strange joy to Yuggoth through the void, Father of the Million Favoured Ones...

H.P. LOVECRAFT, "THE WHISPERER IN DARKNESS".

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

The Million Favoured Ones are unique beings or especially powerful members of various races. Many exhibit god-like abilities though they are neither gods nor Great Old Ones. Being one of the Million Favoured does not necessitate the worship of Nyar-



Nath-Horthath

Each round Nath-Horthath can cast a fist-sized fireball from his hand at a cost of one magic point per 1D10 damage done by the ball. The fireballs always hit at any range unless the target successfully Dodges.

If Nath-Horthath engages in close combat he can pluck an enchanted silver war hammer out of the air with which to fight. At the conclusion of the fight the hammer disappears again.

NATH-HORTHATH, God of Celephais

STR 60 CON 45 SIZ 21 INT 14 POW 20
DEX 24 APP 18 Move 1 HP 33

Damage Bonus: +4D6.

Weapons: Fireball 100%, damage 1D10 per magic point expended.

Hammer 90%, damage 3D6 + db.

Armor: 15 points of chain mail armor. In addition, it doubles Nath-Horthath's magic points for the purpose of defending against attacking spells only.

Spells: Nath-Horthath can summon a lion by expending one magic point. He knows all Contact spells for the other Great Ones, as well as Contact Nyarlathotep, and any other spells as the keeper desires.

Sanity Loss: there is no Sanity loss for seeing Nath-Horthath.

NIOTH-KORGHAI

LESSER INDEPENDENT RACE

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

COLIN WILSON. *THE SPACE VAMPIRES.*

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

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

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

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



A Nioth-Korghai

NIOTH-KORGHAI, Space Vampires

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

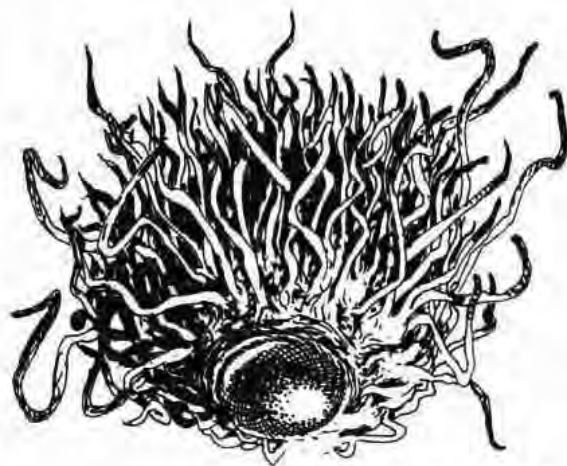
Av. Damage Bonus: +3D6.

Weapons: Tentacle 40%, damage 1D6+db or hold. Lifeforce Drain automatic when held, damage 1D6 POW, 1D3 CON, and 1D3 APP drained per round.

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

Spells: none, normally.

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



A Ny'ghan Grii

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

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

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

NY'GHAN GRII, Extra-Dimensional Invaders

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

Av. Damage Bonus: +1D6.

Weapons: Tentacles 35%, damage db. Chilling Blast 65%, damage 1D6 to all in a five-foot diameter.

Armor: the ny'ghan grii's tough, fleshy hide provides four points of armor. They are not affected by cold.

Spells: on a roll of its INTx5 or less on 1D100 a ny'ghan grii knows 1D6 spells.

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

NY'GHAN GRII

LESSER INDEPENDENT RACE

AT FIRST I GOT THE impression of a globe, oddly flattened at the top and bottom, and covered with what I thought at first was a sparse growth of very long and thick hairs. Then I saw that they were appendages, slender tentacles. On the rugose upper surface of the thing was a great faceted eye, and below this a puckered orifice that corresponded, perhaps, to a mouth.... A squamous, glowing ball covered with squirming, snake-like tentacles—translucent ivory flesh, leprous and hideous—a great faceted eye that held the cold stare of the Midgard Serpent.

HENRY KUTTNER, "THE INVADERS".

THE NY'GHAN GRII ARE luminous spherical creatures from another dimension. They move by floating or crawling, and are accompanied by thick fog and icy cold.

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



Q'YTH-AZ

GREAT OLD ONE

THE ALIEN MINERAL formation towered above the assembled group, a cluster of colossal crystals, glinting with an unnatural inner-light. Shifting and growing—expanding and shrinking. Enormous faceted crystals sprouted like blossoms from the towering mass. An insane display of color and light sparkled and flashed through the looming, translucent entity.... From out of the formation swept long tendrils of sharp crystal, spreading frost-like across the ground.... Wherever a tendril touched a living thing, it caused the minerals to change—to take over. Every living thing touched was frozen into hard, glassy rock, preserved forever in mineral formations.

SCOTT DAVID ANIOLOWSKI, "AN EARLY FROST".

Q'YTH-AZ HAS NO organized cult on earth although it may be worshipped on distant worlds. In the modern era a few proponents of the New Age movement may unwittingly serve the Great Old One. Such individuals, frequently in contact with crystals and stones, may be duped into service by Q'yth-az through its psychic dreams and visions.

The alien dwells upon the distant, lightless world of Mthura. This sentient crystalloid being has the ability to send its thoughts and influence through any mineral formations anywhere. Psychically sensitive humans can pick up on Q'yth-az's projected thoughts if they come into contact with crystal formations. Often the Great Old One's influence manifests in these sensitive people as dreams. The alien crystalloid can possess especially sensitive humans who



Q'yth-Az

have had prolonged exposure to crystals and use them as conduits to the earth. Q'yth-az transforms and totally absorbs its human hosts when it manifests.

The Great Old One cannot move; however, it can extend and absorb frost-like tendrils. Any living cells touched by the frost-like crystalline tentacles of Q'yth-az are transformed into solid mineral formations. Q'yth-az can also use its great size and weight to crush victims by putting out great clusters of sharp, heavy crystals and minerals.

Q'yth-az can manifest and remain on earth only when the sky is clear and Mthura is visible on the horizon. Any obstruction—heavy clouds, for example—prevent the Great Old One from manifesting or dispel it back to lightless Mthura.

Q'YTH-AZ, The Crystalloid Intellect

STR 200 CON 95 SIZ 115 INT 15 POW 25
DEX 6 Move 0 HP 105

Damage Bonus: +19D6.

Weapons: Tendril 90%, damage is transformation into crystal, Crush 80%, damage 19D6.

Armor: 15 points of hard crystal. Additionally, Q'yth-az regenerates 1D10 hit points per round.

Spells: Q'yth-az utilizes spells which affect the mind (Mental Suggestion, Mesmerize, etc.), however, it may have any spells, as desired by the keeper.

Sanity Loss: 1D8/5D10 Sanity points to see Q'yth-az.

RLIM SHAIKORTH

GREAT OLD ONE

SOMETHING HE HAD of the semblance of a fat white worm; but his bulk was beyond that of the sea-elephant. His half-coiled tail was thick as the middle folds of his body; and his front reared upward from the dais in the form of a white round disk, and upon it were imprinted vague lineaments. Amid the visage a mouth curved uncleanly from side to side of the disk, opening and shutting incessantly on a pale and tongueless and toothless maw. Two eye-sockets lay close together above the shallow nostrils, but the sockets were eyeless, and in them appeared from moment to moment globules of a blood-colored matter having the form of eyeballs; and ever the globules broke and dripped down before the dias. And from the ice-floor there ascended



Rlim Shaikorth

two masses like stalagmites, purple and dark as frozen gore, which had been made by this ceaseless dripping of the globules.

CLARK ASHTON SMITH,
"THE COMING OF THE WHITE WORM".

RLIM SHAIKORTH IS RARELY worshipped today but long ago was sought out and propitiated by Hyperborean wizards and certain mystical sects. The White Worm often devours worshippers.

It dwells in a frozen citadel on an unmelting iceberg called Yikilth, which came down to earth from the stars. Frozen Yikilth floats on the lonely northern seas around Greenland, occasionally entering the waters of coastal towns where Rlim Shaikorth seeks out worshippers. The presence of Yikilth causes temperatures to fall and frost to form on these towns. An extended stay causes plants and animals to freeze solid, and possibly humans as well. Those frozen by the White Worm never thaw out, remaining forever statues of ice.

The White Worm attacks by swallowing its prey, usually while the victims are asleep. Those swallowed by the Great Old One can not be saved; they become one with the deity. Rlim Shaikorth also has the ability to freeze victims by matching its POW against the victim's. If overcome, the victim loses one CON point every round thereafter as he or she grows colder and colder. When the victim's CON has fallen to zero they are frozen solid, forever dead. Those who resist Rlim Shaikorth's POW simply lose 1D3 CON.

The blood of the Great Old One causes 1D10 points of damage per round, making injuring the god dangerous in itself.

RLIM SHAIKORTH, The White Worm

STR 25 CON 65 SIZ 25 INT 18 POW 20
DEX 12 Move 10 HP 45

Damage Bonus: +2D6.

Weapons: Swallow 75%, damage death.

Armor: Rlim Shaikorth has 10 points of armor in blubbery flesh. Any piercing or slashing wounds cause a flood of deadly blood to pour forth, causing 1D10 points of burning damage each round. Water rinses the caustic blood away.

Spells: all Call and Contact spells, plus any that the keeper desires.

Sanity Loss: 1D4/2D8 Sanity points to see Rlim Shaikorth.

SAAITII

GREAT OLD ONE

I SAW IT PALE and huge through the swaying, whirling funnel of cloud - a monstrous pallid snout rising out of that unknowable abyss... It rose higher like a huge pale mound. Through the thinning of the cloud curtain I saw one small eye... A pig's eye with a sort of hell-light of vile understanding shining at the back of it."

WILLIAM HOPE HODGSON. "THE HOG"

SAAITII MANIFESTS AS a swine-like horror with a bloated, cadaverous body covered in thick, wrinkled, rhino-like flesh. The Great Old One has a dozen or more cloven-hoofed legs, a single tiny black eye, and three mouths full of boar-like tusks and teeth beneath its pig-like snout.

Saaitii has no organized cult among men.

This minor god dwells in an outer realm of darkness and labyrinth tunnels. The Great Old One attacks its victims' souls, possessing them and dragging their souls off



Saaitii

into its hellish lair where it devours them. Saaitii does this by first overcoming a victim's POW with its own. If successful, the Hog begins draining 1D3 POW from its victims each night. Once a victim's POW drops to zero he is dead, his or her soul devoured by the alien god. Those who have been attacked in this way experience horrible and vivid dreams of descending into hellish labyrinths and darkness, and of the maddening sounds of countless howling, squealing swine. During such dreams the Great Old One's victim behaves strangely, falling into a coma-like state and grunting like a hog. The eyes of Saaitii's dreaming victims remain partially open and filled with chilling terror. Once they enter the Great Old One's dream scape nothing will wake a victim.

The Hog's victims often act as a focal point for the Great Old One to enter this dimension. Saaitii's arrival is heralded by strange pools and clouds of shadow and the sounds of far-off squealing of swine.

The hog may attack by trampling its victims, biting with one of its mouths, or goring them with great tusks.

SAAITII, The Hog

STR 45 CON 75 SIZ 35 INT 20 POW 25
DEX 12 Move 10 HP 55

Damage Bonus: +4D6.

Weapons: Trample 80%, damage 3D10+db.

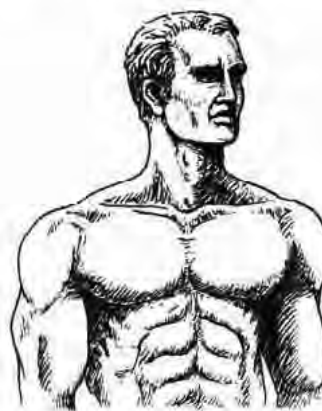
Bite 50%, damage 2D6.

Gore 70%, damage damage 1D10+db.

Armor: 10 points of thick hide.

Spells: Cloud Memory, Create Gate, Enthrall Victim, Implant Fear, Mesmerize, Mindblast, and any others the keeper feels appropriate.

Sanity Loss: 1D8/1D20 Sanity points to see Saaitii.



A Seeker

the adumbrali. These victims appear as though hypnotized, although they see and experience things in the strange dimension.

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

SEEKERS, Adumbrali Hunters (human form)

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

Av. Damage Bonus: none.

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

Armor: none.

Spells: none.

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

SEEKERS

LESSER SERVITOR RACE

...BUT MORE DREADFUL than these are the seekers which they send out into other worlds and dimensions, beings of incredible power which they themselves have created and guised in the form of those who dwell within whatever dimension, or upon whichever worlds where these seekers be sent....

ROBERT A.W. LOWNDES, "THE ABYSS".

SEEKERS APPEAR AS unusually-perfect members of whichever race they were sent to infiltrate. By overcoming an intended victim's POW with its own, a seeker shifts its victim's mind to the dimension of



SHUGORAN

AVATAR OF NYARLATHOTEP

A KIND OF BOGEY-MAN... its wings were black... peering through the window at her, what she described as a large Negro man wearing a gas mask or scuba outfit. ...near the window they've discovered footprints that may have been made by a heavy man in swim fins.

T.E.D. KLEIN, "BLACK MAN WITH A HORN".



Shugoran

SHUGORAN IS A DEMON or a bogey-man known in parts of Asia and Africa. It is a creature all black, with rough catfish-like hide, tiny wing-like fins, webbed feet, and a long proboscis. Certain tribes of Tcho-Tchos worship Shugoran as Death's Herald—a messenger or harbinger of doom.

It attacks by attaching its black proboscis to a victim's mouth and nose, then sucking their lungs out, causing instant death. A victim of this attack is left with horrible purple bruises on the face and lungs protruding from his or her mouth, as though the body had been turned inside out. A successful Dodge roll allows the target to avoid this attack.

SHUGORAN, The Black Man with a Horn, Death's Herald

STR 45 CON 128 SIZ 22 INT 45 POW 40
 DEX 30 Move 14/20 swimming HP 75
 Damage Bonus: +3D6.

Weapons: Claw 75%, damage 1D6+3D6.
 Proboscis 90%, damage is automatic death on following round.
Armor: 10 points of slime and hide. Shugoran can regenerate 1 hit point for every magic point it expends to heal.
Skills: Sneak 85%.
Spells: any the keeper desires.
Sanity Loss: 1D6/1D20 Sanity points to see Shugoran.

SHUGORAN, CHILDREN OF

LESSER SERVITOR RACE

I WELL RECALL the hide which hung over the bar at the Traders' Club in Singapore, and which, according to tradition, represented the infant of this fabulous creature: its wings were black, like the skin of a Hottentot.

T.E.D. KLEIN, "BLACK MAN WITH A HORN".

THE BLACK MAN with a Horn can produce a smaller version of itself, servant creatures or guardians, sometimes given to favored followers. The members of this created servitor race are identical to their sire in all respects, although smaller and less powerful.

CHILDREN OF SHUGORAN, Amphibious Horrors

characteristics	rolls	averages
STR	3D6+8	18-19
CON	3D6+12	22-23
SIZ	2D6+8	15
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6+8	18-19
Move 8/10 swimming		HP 18-19



A Child of Shugoran

Av. Damage Bonus: +1D6
Weapons: Claw 25%, damage 1D6+db.
 Proboscis 30%, damage is automatic death on following round.
Armor: 3 points of slime and hide.
Skills: Sneak 50%.
Spells: none.
Sanity Loss: 0/1D6 Sanity points to see one of the children of Shugoran.

SPAWN OF THE GREEN ABYSS

GREATER INDEPENDENT RACE

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

C. HALL THOMPSON,
 "THE SPAWN OF THE GREEN ABYSS".

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



A Spawn Of The Green Abyss

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

The spawn sing alien songs that can influence those who hear it. Those failing a POW:POW struggle are overcome and fall under the creatures' spell, obeying their every command. Thereafter the victim can attempt to break the spell every round by rolling their POW or less on D100. A successful Psychoanalysis roll by a companion can also break the trance.

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

SPAWN OF THE GREEN ABYSS, Entrancing Entities of the Deep

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

Av. Damage Bonus: +4D6.

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

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

Spells: every spawn has a chance equal to INT or less on D100 to know 1D6 spells.

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



SPECTRAL HUNTERS

LESSER SERVITOR RACE

EACH MONSTROUS creature marks the wondrous glare.

Drops, fades, and vanishes in empty air!

H.P. LOVECRAFT, "PSYCHOPOMPOS: A TALE IN RHYME."

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

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

The spectral hunters are formidable foes but are easily destroyed by those who know how. They can become invisible at will, at which time they lower their opponent's chances of striking them by the hunter's POW x5%. When in immaterial form the spectral hunters take damage only from enchanted weapons or spells. Their major disadvantage is that certain forms of light make them visible. Certain types of lenses can reveal the creatures, assuming that they are in direct line of sight of the lens. Another weakness of the spectral hunters is that they are always tied to some kind of



A Spectral Hunter

artifact or ceremonial device which holds their soul. They can never leave the one-mile area around this object, and if the artifact is destroyed properly the spectral hunter dies.

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

SPECTRAL HUNTERS, Monstrous Guardians

characteristics	rolls	averages
STR	3D6x2	21
CON	2D6+1	8
SIZ	3D6+8	18-19
INT	2D6+6	13
POW	5D6	17-18
DEX	3D6	10-11
Move 8		HP 13-14

Av. Damage Bonus: +1D6.

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

Armor: 1 point of hide.

Spells: a spectral hunters knows 1D6 spells if its INTx2 or less is rolled on 1D100.

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

SPHINX, Children of the

LESSER SERVITOR RACE

I WOULD NOT LOOK AT the marching things. That I desperately resolved as I heard their creaking joints and nitrous wheezing above the dead music and the dead tramping. It was merciful that they did not speak... but God! their crazy torches began to cast shadows on the surface of those stupendous columns. Hippopotami should not have human hands and carry torches... men should not have the heads of crocodiles...

H.P. LOVECRAFT AND HARRY HOUDINI
"IMPRISONED WITH THE PHAROS".

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



Children Of The Sphinx

All children of the Sphinx can attack in some fom. Many have special attacks, depending on their animal half.

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

CHILDREN OF THE SPHINX, Denizens of the Desert

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

Av. Damage Bonus: +1D4.

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

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

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

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

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

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

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

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

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

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

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

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

Armor: 2 points of skin.

Spells: none.

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

slid to one side near the bottom and a long, white, tapering tentacle with a blood-red tip slid into view.

BRIAN LUMLEY, "WHAT DARK GOD?"

SUMMANUS IS A MINOR Great Old One who appears as a very tall, thin man with chalky-grey skin and no mouth. A single tentacle sprouts from Summanus' abdomen, used for feeding.

When the Great Old One feeds or takes a sacrifice its tentacle slices into its victim's flesh, draining them of all of their blood. Summanus may also put victims into a strange trance by overcoming their POW with his own. Those overcome are fully conscious and aware of their surroundings yet unable to move any part of their body. The Great Old One may put as many people under his trance as he desires, as long as they are visible and within fifty feet. Victims are freed from Summanus' trance only when the Great Old One releases them, or if he is driven off.

Information about Summanus is found in an exceedingly rare tome called The Tuscan Rituals.

SUMMANUS, The Walker in Darkness, Monarch of the Night

STR 24	CON 63	SIZ 17	INT 20	POW 25
DEX 16	Move 9			HP 40

Damage Bonus: +2D6.

Weapons: Tentacle 100%, damage 1D3 first round - 1D4 STR drain each round thereafter.

Claw 100%, damage 1D6+db.

Armor: Summanus suffers only minimum possible damage from all weapons, plus he is capable of regenerating one hit point per magic point expended.

Spells: Summanus knows most Summon, Bind, and Contact spells, as well as any others the keeper desires.

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



Summanus

SUMMANUS

GREAT OLD ONE

HIS EARS WERE THICK and blunt and his eyebrows were bushy over the most penetrating eyes.... He did not have a mouth.... His face was blank beneath the eyes and nose. His waist-coat

TAMASH

GREAT ONE

...*SINCE THE STOPPING* of the dreams shewed pretty clearly that it was something the Great Ones wished to hide from him.

H.P. LOVECRAFT, *THE DREAM-QUEST OF UNKNOWN KADATH*.



Tamash

TAMASH'S STATUES SHOW him with silver skin and coal-black hair and beard. He is small but well-muscled. He wears a robe of cloth-of-gold and carries a staff of lapis lazuli. Tamash is crowned with gilded laurel.

As with Zo-Kalar and Lobon, Tamash's cult, too, has diminished with Samath's destruction. However, as patron of wizards, he will always have worshipers.

Tamash is a master of illusion. He can create and maintain one or more illusions filling a total volume of no more than a cubic mile. These illusions are dispelled by touch. Illusions that cause SAN loss (such as the sight of Azathoth) can be created but the victim is considered to automatically succeed at his SAN roll and thus suffer the minimal Sanity loss for such illusions.

TAMASH, Master of Illusions

STR 35 CON 40 SIZ 10 INT 17 POW 40
DEX 21 APP 20 Move 10 HP 25

Damage Bonus: +2D6.

Weapons: Staff 85%, 1D8 + db.

Armor: at will, Tamash can invoke divine sanctity, which acts as 10 points of armor.

Spells: illusion powers, and he knows all Contact spells for his fellow Great Ones, as well as for Nyarlathotep. He also knows all non-Summon, non-Bind, non-Contact, and non-Call spells native to the Dreamlands.

Sanity Loss: there is no Sanity loss for seeing Tamash.

TAWIL AT'UMR

AVATAR OF YOG-SOTHOTH

THERE WAS ANOTHER shape, too, which occupied no pedestal, but which seemed to glide or float over the cloudy, floor-like lower level. It was not exactly permanent in outline, but held transient suggestions of something remotely preceding or paralleling human form, though half as large again as an ordinary man. It seemed to be heavily cloaked, like the shapes on the pedestals, with some neutral-colored fabric; and Carter could not detect any eye-holes through which it might gaze. Probably it did not need to gaze, for it seemed to belong to an order of beings far outside the merely physical in organization and faculties.

H.P. LOVECRAFT AND E. HOFFMAN PRICE, "THROUGH THE GATES OF THE SILVER KEY".

TAWIL AT'UMR, one of the forms of Yog-Sothoth, is the Most Ancient One. The guide and guardian of the gate, it is Tawil at'Umr who offers the Ultimate Gate to worthy travellers, and who initiates the ceremony that allows the worthy to pass. Preeminent among the Ancient Ones, Tawil at'Umr is the most commonly encountered of the entities and is known to act as a guide to powerful dreamers and travellers. Tawil at'Umr is the only Ancient One whose name we know.



Tawil At'umr

TAWIL AT'UMR,

Guide and Guardian of the Gate, The Most Ancient One

STR n/a CON 200 SIZ 25 INT 40 POW 100
DEX 30 Move 25 HP 113

Av. Damage Bonus: n/a.

Weapon: Touch 100%, damage transport or instant destruction.

Armor: none, but Tawil at'Umr can only be harmed by enchanted weapons or magic.

Spells: Tawil at'Umr knows all spells.

Sanity Loss: none unless Tawil at'Umr removes its protective cloaks in which case a SAN loss of 1D20/1D100 Sanity points is incurred.

THE THING HANGING IN THE VOID

UNIQUE ENTITY

...MADDENED EVER BY the fear of unknown things and the lure of the dead faces...

H.P. LOVECRAFT, "WHAT THE MOON BRINGS."

THE THING HANGING in the Void is a thin, mummified humanoid figure with murky features. The Thing is wrapped in filthy swaddling and hangs suspended by its moldering wrapping in a bottomless chasm somewhere in the Dreamlands—probably the Underworld. Closer inspection reveals the Thing to be composed of a mass of twisted, tortured, screaming faces.

This strange and malign being is mentioned in few Mythos tomes. A dweller in the Dreamlands, the Thing feasts upon, and is composed of, human souls. This entity feeds upon human souls by overcoming its victim's magic points with its own on the Resistance Table. Once overcome the victim's soul is drawn into the Thing and he or she is lost forever. Each time the Thing sucks up a soul it must expend five of its own magic points. The insatiable Thing continues to feed until it has run out of victims or magic points.

If the Thing encounters a lone dreamer it may choose to possess the luckless person instead of devouring his or her soul. The Thing then uses the possessed individual to lead other dreamers to it so that it can glut its appetite for souls. When the possessed dreamer is no longer of use to the Thing it thanklessly devours his soul. To possess a dreamer the Thing Hanging in the Void must overcome the target's POW with its own on the Resistance Table.

Possessed dreamers do not remember their encounter with Thing although they suffer from strange dreams and



The Thing Hanging In The Void

night-mares. The keeper should make a POW:POW roll each day to see if the Thing loses control of the dreamer.

Reduced to zero or fewer hit points, the Thing's essence is banished from its current body, which then dries and crumbles to dust. Eventually the disembodied spirit of the Thing possesses a new human and devours his or her soul. This new body is suspended in some dank and black cavern or chasm of the Dreamlands. With a new body, the Thing can once again feast on the souls of humans.

THE THING HANGING IN THE VOID, Living Nightmare

STR 25 CON 29 SIZ varies INT 21 POW 22
DEX 31 Move n/a HP 29

Damage Bonus: n/a.

Weapons: Soul drain

Armor: none, but physical weapons cannot harm it.

Spells: any spells which affect the mind, as well as any others desired by the keeper.

Sanity Loss: 1D6/1D20 Sanity points to see the Thing.

TRAVELERS

LESSER INDEPENDENT RACE

...IN THIS FORM WE HAVE inhabited the densest brain-webs of three hundred races, lain intricately snug within them like thriving vine on trelliswork. We've looked out from too many variously windowed masks to regret our own vestigial senses.... Far better to slip on as we do, whole living beings and wear at once all of their limbs and organs, memories and powers—wear all as tightly congruent to our wills as a glove it to the hand that fills it.

MICHAEL SHEA, "THE AUTOPSY".

TRAVELERS IN LARVAL FORM migrate from world to world through the depths of space in small, translucent vessels no larger than basketballs. To avoid detection the travelers steer their ships to planetary surfaces within the cover of meteor showers. The alien parasites can destroy their ships if they suspect detection: the explosion caused by the auto-destruct system of a traveler's ship is powerful enough to level a city block. Anyone within five yards suffers 10D6 damage; anyone with six to ten yards suffers 8D6 damage; those eleven to fifteen yards away suffer 6D6 damage, etc.

Travelers stay hidden until they invade the body of a suitable host. They savor each moment of pain and horror they inflict, patiently stalking their hosts, taunting and torturing the trapped consciousness. There are four stages in the life of the alien parasites. Only the larval form is capable of any movement beyond sluggish oozing. A larvae is equipped with crude appendages and grasping hooks used to secure itself once it has found a host. Travelers enter a host body through the mouth, usually of sleeping or otherwise immobile victims. Once inside the larvae develops through three instars, growing in power. During these transformations the traveler changes from worm-like larvae to a compact brain-like entity pulsing at the nexus of a network of whip-like filaments. These filaments interface with the host's nerve pathways and after three days a traveler has control of its host.

When attacking a traveler whips a nerve tendril from the mouth or other orifice of its host's body. The touch of this tendril exudes a powerful neuro-anaesthetic. If the alien's neuro-anaesthetic of POT 7D6 overcomes a victim he is paralyzed for D100-CON minutes. A second filament is extended into a paralyzed victim's heart so that the parasite can feed on the blood. A traveler feeds its host body on the flesh of its bloodless victim, often storing corpses and returning to them over a period of weeks to feed their host on the decayed meat. Travelers can animate corpses by inserting filaments into the brain to awaken dead memories. The parasites can also manipulate their host's body even if the host is killed, giving the creature a chance to find a new host. These special filament attacks are not possible until a traveler has reached maturity.

TRAVELER LARVAE, Parasitic Aliens

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

Av. Damage Bonus: n/a.

Weapons: none at this stage.

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

Spells: none.

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



A Traveler Larvae

TRAVELER FULL ADULT, Parasitic Aliens

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

Av. Damage Bonus: n/a.

Weapons: Filament Whip 80%, damage paralysis for 1D100-CON minutes if overcome by 7D6 POT neuro-anaesthetic discharge.

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

Spells: none.

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



TRAVELER LIFE CYCLE

characteristics	larvae	1st instar	2nd instar	adult
STR	1	1	1	1
CON	2D6	4D6	6D6	7D6
SIZ	1	1	1	1D2
INT	5D6	6D6	7D7	8D6
POW	2D6	3D6	4D6	5D6
DEX	1D6	1D6+1	2D6+1	5D6+1
MOVE	6	1	1	1
Av HP	4	7-8	11	13
Av DB	n/a	n/a	n/a	n/a
Armor	none	none	none	none
HP Regen	1D6	1D6+2	1D8	1D10
SAN Loss	Q/1D3	Q/1D4	Q/1D4	Q/1D6

TRU'NEMBRA

OUTER GOD

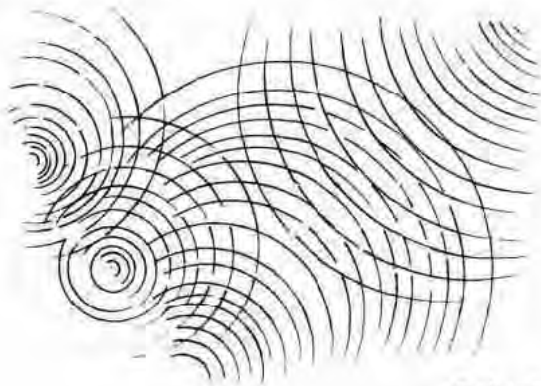
AND THEN I THOUGHT I heard a shriller, steadier note that was not from the viol; a calm, deliberate, purposeful, mock-ing note from far away in the West. ...Unimagined space alive with motion and music, and having no semblance of anything on earth.

H. P. LOVECRAFT, "THE MUSIC OF ERICH ZANN".

A FEW LONE MADMEN worship Tru'nembra. The Outer God's followers are generally mad musical geniuses who have sought out or drawn the attention of alien entity because of their remarkable talent. Once a musical prodigy has attracted the attention of Tru'nembra the Outer God visits them, singing songs in their head. The Outer God's protege gains further musical knowledge and skill but loses sanity from Tru'nembra's visits, often becoming obsessed with the Angel of Music and the songs which it sings to them. Ultimately the musician is taken away to the court of Azathoth where he can eternally play for the Demonic Sultan and its courtiers. Tru'nembra sometimes takes a victim physically to the court of chaos but often the victim's soul is carried off, leaving their lifeless body behind, still performing their beloved music even in death (witnessing this calls for a sanity roll and the loss of 1/1D8 Sanity points).

Living sound, Tru'nembra manifests as disembodied, outre, haunting music. Covering or plugging the ears is ineffectual against Tru'nembra, its attacks, and the Sanity loss associated with the Outer God. Even the deaf are not immune.

The Outer God attacks with a sonic wave powerful enough to cause physical damage at a rate of 1D10 hit



Tru'nembra

points per round to everything within a 100 yard radius. Typical effects of this attack are cracked windows, rupture of minor blood vessels, etc. Prolonged exposure is fatal. Tru'nembra can also emit a sonic blast which inflicts 1D10 hit points of damage to a single target. The effects of such an attack could be as devastating as twisted steel, or shattered bones. Tru'nembra's attacks can not be Dodged.

Tru'nembra moves at the speed of sound. Because it has no physical body the Outer God is impervious to all corporeal attacks. Certain spells which affect INT or POW may harm the entity and devices which affect sound waves may harm or stave off the Outer God. A musician could temporarily ward off Tru'nembra with his music if they could play or sing the right chords.

TRU'NEMBRA, The Angel of Music

STR n/a CON n/a SIZ n/a INT 14 POW 60
DEX n/a Move speed of sound HP 60

Damage Bonus: n/a.

Weapon: Music automatic, damage 1D10 each round in a 100 yard radius.

Sonic Blast 75%, damage 1D100.

Armor: none, however as living sound Tru'nembra can be harmed only by spells which affect INT or POW, or by mechanisms which affect sound waves.

Spells: none.

Sanity Loss: 1/2D10 Sanity points to hear or experience Tru'nembra.

VOORMIS

LESSER INDEPENDENT RACE

THEY STOOD ONLY half-erect, and their shaggy heads were about his thighs and hips, snarling and snapping like dogs; and they clawed him with hook-shaped nails....

CLARK ASHTON SMITH, "THE SEVEN GEASES".

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

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



Voormis

VOORMIS, Savage Humanoids

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

Av. Damage Bonus: +1D4.

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

Armor: none.

Spells: if a voormi's INTx1 or less is rolled on 1D100, it knows 1D3 spells: *Contact Tsathoggua* and *Contact Formless Spawn of Tsathoggua* are spells commonly known by voormis.

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

VORVADOSS

ELDER GOD

Then, out of the darkness, there rose up before us a face. I saw it through a haze of silvery mist that clung about it like a veil. It was utterly inhuman, for the half-seen features were arranged in a pattern different to mankind... Through the silver mist I made out strange hollows, fantastic curves and planes. Only the eyes were clear, unmistakable—black as empty wastes between the stars, cold in their unearthly wisdom. There were tiny dancing flames flickering in those eyes, and there were flames, too, playing over the strange, inhuman countenance.

HENRY KUTTNER, "THE INVADERS".

VORVADOSS, ONE OF THE few named Elder Gods, is worshipped on distant worlds and almost unknown on earth. Vorvadoss aids followers or those who call him but the Elder God will never attack another deity, instead speaking to those who called him and offering advice in his thin, tinkling crystal-like voice. The Elder God speaks cryptically, giving hints but never direct answers or solutions. At times Vorvadoss may grant spells to those who ask usually he requires some sort of payment: the sacrifice of POW, the destruction of some monstrous entity, etc.

Vorvadoss may transport beings to other planes, worlds, or times at will. If the target is unwilling the attempt may be resisted with a POW: POW Resistance Table roll.



Vorvados

VORVADOSS, The Kindler of the Flame

STR 45	CON 42	SIZ 28	INT 50	POW 75
DEX 20	Move 10			HP 35

Damage Bonus: +4D6.

Weapons: Fist 100%, damage 1D6+4D6.

Armor: Vorvadoss may armor himself by spending one magic point for every point of armor he desires. He regenerates damage at a rate of 1D3 hit points per magic point expended.

Spells: any desired by the keeper.

Sanity Loss: 0/1D4 Sanity points to see Vorvadoss.



VULTHOOM

GREAT OLD ONE

SOMEHOW, THE THING was like a giant plant, with innumerable roots, pale and swollen, that ramified from a bulbar bole. This bole, half hidden from view, was topped with a vermillion cup like a monstrous blossom; and from the cup there grew an elfin figure, pearly-hued, and formed with exquisite beauty and symmetry...

CLARK ASHTON SMITH, "VULTHOOM".

VULTHOOM DWELLS IN A deep cavern on Mars, where it and its followers live out an endless cycle of a thousand years of sleep followed by a thousand years of activity. Vulthoom can grant its followers immortality but at the proper time they must return to the Great Old One's cave and join it in its thousand years of sleep.

The Great Old One possesses many unusual senses and faculties, and has the ability to extend its perception over large areas of space or time at will, seeing and hearing all. Vulthoom may also mentally speak to anyone within a one-mile radius. Vulthoom's voice is incredibly sweet and sonorous, masking its true nature. Additionally, it produces a sweet-scented, hypnotic drug. Anyone inhaling the fragrance and failing to win a POW struggle against Vulthoom experiences vivid hallucinations of glorious, Eden-like gardens, the sight of which fills them with indescribable ecstasy and exhalation. Failing a second POW struggle means the victim has become enslaved to Vulthoom. Those who succeed remain under the



Vulthoom

spell of the vision for 20+D100 minutes, or until successful Psychoanalysis is performed. Vulthoom's perfume affects all within a hundred yard radius.

A similar hallucinogen is produced by a type of strange, fossilized flower from the Great Old One's home world, but effective only to twenty yards. In either case the drug is equally powerful, and victims must resist Vulthoom's POW.

VULTHOOM, The Sleeper

STR 30 CON 75 SIZ 85 INT 35 POW 35
DEX 1 Move 0 HP 80

Damage Bonus: n/a

Weapon: Tendril 65%, damage 3D6.

Armor: none, but Vulthoom suffers only minimal damage from any weapon. In addition the Great Old One regenerates hit points at a rate of 3D10 hit points per round.

Spells: any the keeper wishes.

Sanity Loss: 1/1D10 Sanity points to see Vulthoom.

WENDIGO

LESSER SERVITOR RACE

...HE FOUND NO difficulty in following the tracks for the first few miles. The stride soon began to increase in length, till it finally assumed proportions that seemed absolutely impossible for any ordinary animal to have made. Like huge flying leaps they became. The feet that printed the surface of the snow thus far had now, apparently, left the ground! ...The face was more animal than human, the features drawn about into wrong proportions, the skin loose and hanging...

ALGERNON BLACKWOOD, "THE WENDIGO".

THE WENDIGO ARE A savage race of hoofed or footless humanoids who worship Ithaqua in the cold northern regions. Feeding on humans and other live prey, they occasionally capture hunters or trappers for Ithaqua to transform into additional wendigos. Wendigo have the ability to run through the air and often accompany Ithaqua as he races through the icy night sky.

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



Wendigo

WENDIGO, Savage Beasts of the Cold Wastes

characteristics	rolls	averages
STR	3D6+6	16-17
CON	3D6+6	16-17
SIZ	2D8+10	17
INT	3D6	10-11
POW	3D6	10-11
DEX	2D6+10	17
Move 8/90 flying		HP 16-17

Av. Damage Bonus: +1D6.

Weapons: Claw 30%, damage 1D8+db.
Bite 25%, damage 1D4 + fear.

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

Spells: a wendigo knows 1D3 spells if its INT x 5 or less is rolled on 1D100. Spells are usually those concerning Ithaqua or other elemental forces native to the northern part of the world.

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

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



THE WORM THAT WALKS

UNIQUE ENTITY

WHERE BROODS alone in hideous state

A spirit dead and desolate;

A spirit ancient and unholy.

Heavy with fearsome melancholy....

H.P. LOVECRAFT, "THE NIGHTMARE LAKE".

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

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

The Worm is a blood-lusting horror. The creature must, however, have a psychic link to its victims. The thing creates this psychic link with its intended victim by overcoming target POW with its own on the Resistance Table. Once it has overcome its victim's POW with its own, the Worm that Walks immediately drains six magic points from him. These stolen magic points are used by the creature to fully manifest itself. Until it has gotten some of its intended victim's magic points it can not appear in its true form, but instead appears as a normal human.

The Worm that Walks can only glut its appetite for blood when it is fully manifested in its true form. The creature may visit its intended victim several times, its hideousness cloaked in the form of a normal person until it has managed to overcome his POW.

The Worm that Walks attacks twice each round with its great claws, rending a victim to bits. It can not be harmed by material weapons except when in its true form. In that form firearms are useless, doing no damage, although all other types of weapons inflict normal damage to the thing. In the false forms, bullets or other weapons pass through its immaterial manifestations, leaving the creature unharmed.

THE INHABITANTS OF THE planet Yaddith were a race of brilliant scientists and powerful wizards. Among the inventions of the Yaddithians were devices known as light-wave envelopes: machines capable of carrying passengers through time and space. Although Yaddith has since been laid waste by the monstrous dholes, some of the denizens of Yaddith escaped and may be encountered on earth, in the Dreamlands, or in other times or places.

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



Denizens Of Yaddith

DENIZENS OF YADDITH, Alien Sorcerers

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

Av. Damage Bonus: +1D4.

Weapons: Claw 30%, damage 1D6+db.

Armor: 2 points of chitinous shell.

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

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



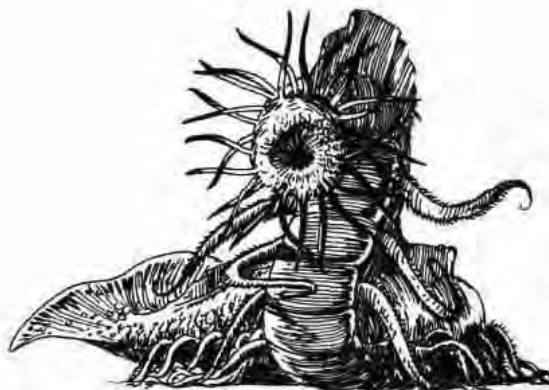
YEKUB, Inhabitants of

LESSER INDEPENDENT RACE

IT WAS A GIGANTIC, pale-grey worm or centipede, as large around as a man and twice as long, with a disk-like, apparently eyeless, cilia-fringed head bearing a purple central orifice. It glided on its rear pairs of legs, with its fore part raised vertically—the legs, or at least two pairs of them, serving as arms. Along its spinal ridge was a curious purple comb, and a fan-shaped tail of some grey membrane ended its grotesque bulk. There was a ring of flexible red spikes around its neck, and from the twistings of these came clicking, twanging sounds in measured, deliberate rhythms.

H.P. LOVECRAFT, A. MERRITT, ROBERT E. HOWARD, C.L. MOORE, AND FRANK BELKNAP LONG, "THE CHALLENGE FROM BEYOND".

THE WORM-CREATURES FROM the planet Yekub are a race of interstellar invaders who have the ability to exchange minds with other creatures, similar to the Great Race of Yith. However, while the Great Race uses natural abilities, the Yekubians employ advanced alien technology. Strange, crystalline cubes roughly four inches square, with cuneiform-inscribed disk embedded within them



Inhabitants Of Yekub

the surface of distant planets they attract the interest of any intelligent creatures who, upon looking into the cube, have their minds drawn into a machine on Yekub. There, an alien worm-creature interrogates the imprisoned mind then swaps bodies, sending its own mind into the vacated body of its prisoner so that it may explore the new world. When finished, the Yekubian uses the cube to transport its mind back.

According to the Eltdown Shards, the Great Race, while dwelling in the cone-shaped bodies of the beings of ancient Australia, found one of these cubes. Upon discovering its nature they locked it safely away. When the Great Race abandoned that time period the Yekubian cube was lost, probably left behind in the ruins of one of their cities. Other cubes may have fallen to earth, as well.

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

INHABITANTS OF YEKUB, Mental Invaders

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

Av. Damage Bonus: +4D6

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

Armor: 6 points of thick skin and blubber.

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

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

YIDHRA

OUTER GOD

YIDHRA DEVoured THE octopus and learned to put forth a tentacle; she devoured the bear and learned to clothe herself in fur against the creeping ice of the north; indeed can Yidhra take any shape known to living things. Yet no

shape can she take which is truly fair, for she partakes of all foul creatures, as well as fair. To her followers she appears in many fair and comely forms, but this is because they see not her true form, but only such visions as she wills them to see. ...Indeed it is by sending her thoughts that Yidhra remains one in soul, for in body she is many, hidden in the jungles of the south, the icy wastes of the north, and the deserts beyond the western sea. Thus it is that though her temples are many, she waits by all, combining bodily with her diverse followers, yet her consciousness is a vast unity.

WALTER C. DEBILL, JR., "WHERE YIDHRA WALKS".



Yidhra

YIDHRA POSSESSES MANY forms, all telepathically linked to create a world-spanning whole. While the Outer God has many avatars including vulturine Y'hath; Xothra, who sleeps in the earth and wakes to devour; and a beautiful woman by the name of Yolanda, her true form is unknown.

Yidhra was worshipped by the prehuman voornis, early humans, and in modern times in Laos, New Mexico, Chad, and West Texas. Yidhra's followers are supposed immortal, and their lands blessed with fertility and abundance in exchange for regular sacrifices she demands.

Followers of Yidhra—sometimes calling themselves the Children of Yidhra—experience slow genetic mutation due to their close association with the Outer God. One community of followers is known to have taken on a distinct ophidian taint but each band of worshippers seems to experience a different sort of mutation, perhaps depending upon which avatar they are in contact with. The Outer God's INT and POW are constant but all other characteristics vary from form to form.

The Outer God is essentially a protean macroorganism which survives and continually evolves by absorbing genetic material from all creatures. Yidhra sometimes absorbs victims in an obscene fusion, rearranges their genetic makeup, then gives birth to them as newly-formed creatures, monstrous in appearance and totally insane.

Yidhra is the embodiment of the survivalist aspect of evolution. Regular sacrifices are required to supply it with fresh genetic material vital to its never-ending evolution. An avatar starved of sacrifices shrivels and deteriorates, eventually dissolves into a pool of inert genetic material. Followers of a starved avatar suffer identical fates.

Yidhra is mentioned in a few rare Mythos tomes including *Uralte Schrecken*, *Black Sutra*, *Chronicles of Thrang*, and *Cthonic Revelations*.

YIDHRA, The Shrouder, The Dream-Witch

characteristics	Y'hath	Xo'hra	Yolanda
STR	25	71	20
CON	77	107	40
SIZ	21	79	12
INT	25	25	25
POW	60	60	60
DEX	30	14	18
APP	—	—	18
HP	49	93	26
Move	8/25 flying	7/8 burrowing	9
DB	+2D6	+8D6	+1D4
Armor	5 points	10 points	none

Weapons: Fusion 95%, damage is genetic mutation.

Armor: varies, however if an avatar is slain Yidhra sends another to take its place.

Spells: all summon and bind spells and all spells which effect the mind; others as the keeper desires.

Sanity Loss: 1/1D10 Sanity points to view most of the many bodies of Yidhra, save her human form which costs no SAN. Those who see the unthinkable true form of the Outer God lose 1D20/1D100 Sanity points.

YOG-SOTHOTH, Sons Of

GREATER SERVITOR RACE

Bigger'n a barn... all made o' squirmin' ropes... hull thing sort o' shaped like a hen's egg bigger'n anything, with dozens o' legs like hogsheads that haff shut up when they step... nothin' solid abaout it - all like jelly, an' made o' sep'rit wrigglin' ropes pushed clost together... great bulgin' eyes all along the sides, big as stovepipes, an' all

a-tassin' an' openin' an' shuttin'... all grey, with kinder blue or purple rings... an' Gawd in heaven - that haff face on top!...

H. P. LOVECRAFT, "THE DUNWICH HORROR."

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

The half-breed spawn of the All in One grow rapidly and require great quantities of fresh, raw, flesh to feed upon. These creatures have an insatiable hunger for knowledge of the Cthulhu Mythos and greedily obtain and study all Mythos tomes they can, eagerly learning spells and researching ways in which their sire may be brought into the world of men.



Sons Of Yog-Sothoth

SONS OF YOG-SOTHOTH, Progeny of an Outer God

characteristics	rolls (human Sons)	averages (human Sons)
STR	2D6x5 (3D6+12)	35 (22-23)
CON	2D6x5 (2D6x5)	35 (35)
SIZ	4D6+30 (2D6+6)	44 (13)
INT	6D6 (6D6)	21 (21)
POW	6D6 (6D6)	21 (21)
DEX	3D6+6 (3D6)	16-17 (10-11)
APP	N/A (3D6)	N/A (10-11)
Hit Points	—	39-40 (24)
Av. Damage Bonus	—	+4D6 (+1D6)

Weapon: Grasp and suck 100% (monstrous sons only), damage 1D6 hit points lost to crushing every round, plus loss of 1D10 hit points of blood drain every round after the first. Fist 75% (human sons only), damage 1D3+db.

Armor: none, but monstrous sons cannot be harmed by physical weapons. Enchanted weapons do minimum damage. These creatures are susceptible to magic. They remain invisible except when feeding. Human sons may be harmed as normal humans.

Spells: all sons of Yog-Sothoth know a number of spells equal to the creature's INT.

Sanity Loss: when invisible, 1/1D8 Sanity points; when visible 1D8/3D10 Sanity points for monstrous sons; 0/1D2 Sanity points for human sons with only minor monstrous mutations; 1/1D6 Sanity points for more horrible human sons of Yog-Sothoth.

YTHOGTHA

GREAT OLD ONE

...A BIPEDAL MONSTROSITY whose hind legs resembled those of a batrachian, with forelimbs uplifted almost as if in menace, sucker-tipped, webbed hands extended toward the viewer. The head was a seething mass of pseudopods or tentacles, amidst which a single glaring eye could be discerned.

LIN CARTER, "PERCHANCE TO DREAM."

YTHOGTHA LIES imprisoned within the sunken realm of Yhe, which is contiguous to R'lyeh itself. The Great Old One is mostly unknown to humans, however, some deep ones may afford it worship.

Over the centuries, a very few statuettes of this malign entity, hewn from an unearthly grey-green mineral, have been discovered. These images were brought down from the stars when the Earth was young and somehow retain or transmit the malevolent thought-waves of Ythogtha. Anyone sleeping in close proximity to one of these images is subject to Ythogtha's "dream-pull," which appears to work on a subconscious level. Each night the victim dreams of sunken Yhe, and each night these dreams become more intense and more disturbing. Each night the victim loses 1D4 SAN from the horrible



Ythogtha

and vivid nightmares. When the victim has lost 20% of his SAN to Ythogtha's dreams the dreamer comes face to face with the terrible form of the Great Old One. This experience is so vividly horrific that the dreamer loses the same 1D8/1D20 points of SAN that he would lose for seeing Ythogtha in person.

Ythogtha also possesses a special mental attack. If the Great Old One overcomes the POW of its victims with its own, the entity appears to them as a grossly enormous monstrosity, perhaps ten times larger than it really is. Anyone seeing this giant, illusionary Ythogtha may attempt a POWx1 roll to dismiss the colossus' image from their mind. A failed POW roll indicates that the victim believes the Great Old One's enormity. Those who are overcome by Ythogtha's mental trick suffer double SAN loss for seeing the entity; 2D8/2D20. Those who dispel the illusion suffer the standard 1D8/1D20 SAN loss for Ythogtha. Ythogtha may utilize this mental attack only in person, and not through its statues.

YTHOGTHA, The Abomination in the Abyss

STR 40 CON 105 SIZ 55 INT 25 POW 25
DEX 13 Move 11/20 swimming HP 80

Damage Bonus: +5D6.

Weapon: Tentacle 90%, damage 3D6.

Claw 90%, damage 1D6+db.

Armor: 8 points of thick hide; regenerates 4 hit points per round.

Spells: all Call and Contact spells, plus any that the keeper finds appropriate.

Sanity Loss: 1D8/1D20 Sanity points to see Ythogtha.

YUGGS

LESSER SERVITOR RACE

IT... TOLD A NIGHTMARISH and rambling story of a fleet of fishing boats manned by Ponape natives caught in a thick fog off the island and attacked by monstrous and horrible sea-slugs, swollen to fantastic proportions, which slithered into the boats in some cases, catching the native fishermen in their mouths and dragging them over the side.

LIN CARTER, "OUT OF THE AGES".

THESE ARE LARGE, pale gray worm or slug-like creatures up to four feet in diameter and twelve or more feet in length. Resembling chthonians, they lack the long anterior tentacles, instead sporting a large, round sucker-mouth similar to a



A Yugg

lamprey or hagfish. The mouth contains several rows of horn-like teeth and is surrounded by a half-dozen small tentacles six inches to two feet in length. Like snails, they leave stinking trails of slime behind them.

Yuggs dwell almost exclusively in the depths of the Pacific Ocean, near the island of Ponape where a deep trench is said to hold the tomb of their god, Zoth-Ommog; but occasionally they are encountered elsewhere, usually in locations where Zoth-Ommog is worshiped.

A yugg bites and holds on, sucking fluids from its victim at the rate of 2D4 points of STR per round until dead, or the yugg is killed or driven off. If saved before death, a victim's STR returns at a rate of one point per week of rest.

Some sources claim that the yuggya have a high-priest called Ubb, a yugg of enormous size and power.

YUGGS, The Slug-Servants of Zoth-Ommog

characteristics	rolls	averages
STR	7D6	24-25
CON	3D6+6	16-17
SIZ	8D6	28
INT	3D6	10-11
POW	4D6	14
DEX	2D6	7

Move 2/6 swimming HP 22-23

Av. Damage Bonus: +2D6.

Weapon: Bite 40%, damage db+2D4 STR Drain.



Armor: 3 points of rubbery hide.

Spells: on a roll of INT or less on 1D100, a yugg knows 1D3 spells, usually dealing with Zoth-Ommog and other aquatic horrors.

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

ZO-KALAR

GREAT ONE

...Where gathered throngs in worship of Zo-Kalar and Tamash and Lobon, the chief gods of Sarnath, whose incense-enveloped shrines were as the thrones of monarchs.

H.P. LOVECRAFT, "THE DOOM THAT CAME TO SARNATH".

ZO-KALAR WAS ONCE CHIEF god in Sarnath, presiding over Tamash and Lobon. He is tall and slender. Both skin and hair are bone-white, but his eyes are solid black. He wears a robe of black satin.

Zo-Kalar is regarded as the god of birth and death, in charge of the life history of all earth's Dreamlands residents. He has little worship since the fall of Samath.



Zo-Kalar

Zo-Kalar is very melancholy and travels alone much of the time, one or more shades his companions. He is shy of mortals and keeps clear of them unless absolutely necessary. He can answer questions about the future of a mortal, but only insofar as that mortal's death is concerned. He only gives these answers grudgingly and at a terrible price.

ZO-KALAR, God of Birth and Death

STR 50	CON 40	SIZ 20	INT 20	POW 25
DEX 20	APP 18	Move 12		HP 30

Damage Bonus: +3D6.

Weapons: Touch 95%, damage is reduces target's POW by 1D6.

Armor: at will, he can invoke divine sanctity, which protects him as 10 points of armor.

Spells: he can summon a shade at a cost of one magic point. He can always command all shades present. He can turn a foe into a shade by overcoming the foe's magic points with his own on the Resistance Table and then expending magic points equal to the foe's POW. Zo-Kalar can turn any one foe within sight into a shade each round. He knows all Contact spells for the other Great Ones, as well as for Nyarlathotep, and any spells the keeper desires.

Sanity Loss: there is no Sanity loss for seeing Zo-Kalar.

ZU-CHE-QUON

GREAT OLD ONE

'FOR HE IS THE ULTIMATE doom and the undying emptiness and silence of Old Night. ...He hath naught to do with life and sunlight, but loveth the blackness and the eternal silence of the abyss, yet He can be called to earth's surface before His time. ...by ancient spells and certain deep-toned sounds which reach His dwelling-place far below... For He bringeth darkness within the light: all life, all sound, all movement passeth away at His coming.'

HENRY KUTTNER, "THE BELLS OF HORROR".

THIS ENTITY MANIFESTS itself as a vast all-encompassing darkness whose arrival is heralded by a drop in temperature and steadily worsening earth tremors. In areas where Zu-che-quon prepares to manifest humans and animals suffer a painful discomfort of the eyes, some even blinding themselves attempting to relieve the torment. When the Great Old One finally appears, all human and animal life are blinded until the dark god is somehow dispelled. In the presence of Zu-che-quon, blinded humans lose 0/1 Sanity points per round. If these losses amount to more than 20% of their current Sanity they are driven indefinitely insane and tear their own eyes out.

Zu-che-quon is sometimes referred to as Zushakon or Zulchequon and discussed in depth in *The Book of Iod*. Charles Fort's hypothetical entity Melanicus bears many similarities to this god.

The Great Old One is normally summoned by certain deep-toned sounds such as specially-prepared bells or musical notes which are capable of reaching its subterranean lair. It can only remain present as long as these summoning



Zu-Che-Quon

sounds continue but once manifested Zu-che-quon may return to this location, unbidden, during subsequent eclipses.

Zu-che-quon engulfs the surrounding countryside, affecting as few as the residents of a small farm to as many as the population of a large city.

ZU-CHE-QUON, The Dark Silent One

STR n/a CON 100 SIZ varies INT 20 POW 80
DEX n/a Move n/a HP 100

Damage Bonus: n/a.

Weapon: Blindness 100%, damage special.

Armor: Zu-che-quon cannot be harmed by any physical force, or even light. It is only affected by magic and enchanted weapons, the later causing minimal damage.

Spells: Cause Blindness, Strike Blind, and others as the keeper desires.



Chaosium Pronunciations Of Mythos Names

entity	pronunciation
Adumbrali	A-dum-BRAHL-ee
Aforgomon	a-FOER-goe-mon
Bugg-Shash	bug-SHASH
Byatis	BEE-at-ihs
Ghroth	GHROTH
Gol-goroth	GOL-goe-roth
Hagarg Ryonis	HAE-gahrg righ-OEN-is
Iod	IGH-od
Juk-Shab	JUK-shab
Karakal	kar-A-kal
Leng	LEHNG
L'gy'hx	LIKS
Lobon	LOE-bon
M'nagalah	m'nah-GAH-lah
Nath-Horthath	Nath-HOER-thath
Nloth-Korghai	GH-oth-KOER-gae
Ny'ghan Grii	NIGH-ghon GREE
Q'yth-az	KIGHTH-az
Rlim Shaikorth	R'lim SHAE-koerth
Saaitii	SAE-i-tee
Shugoran	SHU-goe-ran
Summanus	su-MAN-us
Tamash	TAM-ash
Tawil at'Umr	ta-WIHL at-OOM-r
Tru'nembra	TROO-nem-brah
Voormis	VOOR-meez
Vorvados	VOER-va-dos
Vulthoom	vuhl-THOOM
Wendigo	WEN-dee-goe
Xada-Hgla	ZAE-dah-GLAE
Yaddith	YAD-ith
Yekub	YEK-oob
Yi	YEE
Y'hath	EE-hath
Yidhra	YID-rah
Y'thogtha	ee-THOG-tha
Yugg	YUG
Zo-Kalar	ZOE-ka-lahr
Zu-che-quon	ZOO-shae-kwan
Zy'tl Q'ae	ZIGH-tihl KAE-igh

Sanity Loss: seeing Zu-che-quon's sea of darkness engulfing an area from a distance costs 1D6/1D20 Sanity points. Anyone caught within the dark-blanketed area loses 1/1D10 Sanity points the first round and 0/1 Sanity points every round thereafter.

ZY'TL Q'AE

GREAT INDEPENDENT RACE

Then came a splashing in that darkness, and a huge purple moist blossom rose from it, its petals opening and closing hungrily. But the greatest abnormality of the thing which splashed out of the pit was its green tentacles, tipped with many-fingered hands of unholy beauty, which it held yearningly toward the point where the sacrifices threw themselves off.

RAMSEY CAMPBELL,
"THE INSECTS FROM SHAGGAI".

THIS RACE OF intelligent plant-things dominate the planet Xiclotl, demanding of the other inhabitants the periodical sacrifice of a number of their race to the carnivorous plant creatures. The Zy'tl Q'ae dwell in darkness, thriving on the sustenance they derive from the living sacrifices and other prey they capture in their grasping tendrils and snapping blossoms.

The plant-creatures have a strange, hypnotic ability to lure prey into their clutches by sending out clouds of pollen-like spores. Any creature breathing in the alien pollen must match its POW against that of the plant-being that produced the spores. Those overcome by the pollen are drawn to the lair of the waiting, voracious plant-things. Those who overcome the spores temporarily lose 1D3 points of CON and suffer from headaches, dizziness, and fever which results in a penalty to all skills connected to sight, DEX or STR equal to the plant-creature's POW.

The penalty lasts only as long as the effects of the spores, and no skills are reduced below 1%. These symptoms subside and the CON returns in 1D10 hours, or in about one hour if treated by someone with medical skills.

The Zy'tl Q'ae can attack either with their snapping purple blossoms or with their grasping tendrils. A victim caught in the moist flower suffers 1D10+3 points of acid damage each round as corrosive digestive enzymes begin to dissolve the prey. The creatures' tendrils may either crush a victim, or grasp and hold them until the following round when they are automatically scooped up by one



Zyl' Q'ae

of the ghastly blossoms. Victims caught by the Zyl' Q'ae may break free if they overcome the plant-creature's STR with their own.

These carnivorous horrors reproduce by discharging hard, warty seeds about the size of a human skull. The force of this seed discharge is strong enough to propel some of the material through the atmosphere of

the planet and into space. Eventually some seeds fall into the atmosphere of other worlds and there germinate, spreading the species from world to world.

ZY'TL Q'AE, Botanical Nightmares

characteristics	rolls	average
STR	4D6+10	24
CON	3D6+6	16-17
SIZ	6D10+20	53
INT	5D6	18
POW	4D6	15
DEX	4D6	15
Move 0		HP 34-35

Av. Damage Bonus: +4D6.

Weapon: Blossom 60%, damage engulf and 1D10+3 acid damage each round.
Tendrils 75%, damage 1D6+db crush, or grasp and hold..

Armor: none, however these creatures regenerate 1D10+10 hit points each round.

Spells: none, usually.

Sanity Loss: 1D4/1D10 Sanity points to see one of the Zyl' Q'ae.



A Composite Index

These entities can be found in either the 5th edition *Call of Cthulhu* Rulesbook (CoC5) or in this book, *The Aniolowski Collection, Volume 1* (AC1)

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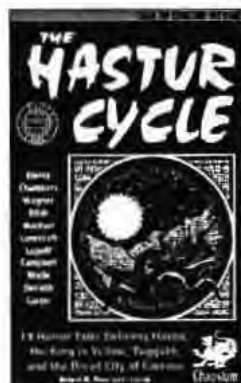
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(prior to his apprehension by
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