

Cthulhu Dark Ages Patch

Errare humanum est

Frequently Asked Questions

Wasn't Cthulhu Dark Ages originally a supplement?

The original text – written in English – was indeed a supplement to Call of Cthulhu. So was the published German translation “Cthulhu 1000 AD”. Chaosium published Cthulhu Dark Ages as a stand-alone role-playing game. This version contains rule material from Call of Cthulhu, Elric!, Stormbringer, etc.

Does "Dark Ages" really refer to the era 950-1050 AD?

Yes and no. There is no absolute definition of "Dark Ages". Here "Dark Ages" refers to the poorly documented era around 1000 AD, marked by political turmoil and social change, which announced the middle ages *per se*. The entire period after the fall of the Roman Empire can be said to be a "Dark Age". 950-1050 AD is also "dark" because it saw the birth of the Greek *Necronomicon* and its subsequent dissemination!

Why is there no "What is role-playing?" section?

The book seems aimed at people who are familiar with role-playing. Novice keepers are referred to the Call of Cthulhu rulebook: please read the Introduction, the Example of Play, and the Keeper's Lore.

Aren't Dark-Age Investigators doomed at the outset?

Cthulhu Dark Ages and Call of Cthulhu share Sandy Petersen's dark vision: they are games of mood and horror. Most Mythos creatures are too terrible to be defeated using the combat system. For routine monster bashing and character growth, go play Dungeons & Dragons.

Without Psychoanalysis and insane asylums, how can indefinitely insane investigators recover?

After 1D6 months of rest and private care at home or in a monastery, an investigator should have regained enough self-control to be released into the world. At the Keeper's discretion, add 1D3 Sanity points per month of unbroken spiritual care by a well-intentioned priest. Conversely, lose 1D6 Sanity points per month of seclusion in the hands of insane or perverse guardians.

If in 1000 AD Mi-Go and Deep Ones are roaming the world more freely, and peasants are more likely to believe in the supernatural, should sanity rules work the same?

Yes. I don't think that believing in the supernatural makes one more prepared against an "actual" supernatural event or encounter. In Cthulhu Dark Ages as in modern times, Mythos encounters are so rare that nobody can be prepared for the horror of it. Remember that in Cthulhu Dark Ages, the incredulous are preserved: perversely, it is the "believers" (i.e. people who succeed an Idea Roll) that succumb to temporary insanity.

Is an investigator's minimum age 15 whatever the EDU?

You can rule that the minimum age is EDU+6 years.

Isn't calculus in the Accounting skill an anachronism?

"Calculus" is a Latin word meaning pebble. Pebbles were used with the abacus, a calculating device, to perform additions and simple multiplications.

Should illiterate characters get EDU x2% base chance in Library Use?

You may assign 01% base chance to illiterate characters.

Some rules are sketchy, why isn't there more detail?

The level (or lack) of system detail in Cthulhu Dark Ages is similar to that in Call of Cthulhu. For instance, Potions is no sketchier than the "modern" Pharmacy skill. It is true however that Dark Ages sciences and skills are often unfamiliar to us, and sometimes warrant better definitions and more explanation for in-game use.

Can't a character Dodge and attack in the same round?

In theory, a character can attempt any 2 of 3 actions in a single combat round: attack, parry, or dodge. However, dodging missile attacks takes an entire combat round, therefore the dodger cannot attack nor parry in the same round. Note in passing that arrows, quarrels, and sling stones cannot be parried (thrown weapons can be).

How can shields be used against missile fire?

Carried as for hand-to-hand combat, a small shield has a 15% chance to block a missile, a full shield 30%, and a large shield 60%. Knelt under, a full shield has 60% chance to block a missile, and a large shield 90%.

Should POW be allowed to increase?

It contradicts Call of Cthulhu's pessimistic philosophy. Please ignore the “How Sorcerers Get That Way” section.

What distinguishes Mythos from non-Mythos magic?

As far as the game goes, only spells that explicitly address a Mythos creature or deity are called “Mythos spells”. By default, all other spells are non-Mythos or Occult spells. This distinction can be pretty nebulous at times, since many Mythos creatures and deities also have a non-Mythos front. It is up to the keeper to choose the most appropriate qualifier based on circumstances.

Don't forget that insanity stemming from the casting of non-Mythos spells yields no Cthulhu Mythos knowledge.

Where can I find more info to prop up my Dark Ages?

Try Dark Age Keeper resources and downloads at www.yog-sothoth.com, or Google for specific questions. I recommend two books: "Atlas of the Year 1000" by J. Man and “The Year 1000” by R. Lacey and D. Danziger. The atlas covers the entire world, which offers exciting perspectives for "exotic" investigations, in the best spirit of Call of Cthulhu. The second book is a perfect primer to *what life was like at the turn of the first millennium*.

Errata

Thanks to Aitor Solar, Paul Maclean, Dan Harms, and the many cultists lurking at www.yog-sothoth.com.

Page 14 states that Magic Point regeneration is 1 MP/hour. Isn't that inconsistent with the rest?

Please ignore the 1 MP/hour rule: Cthulhu Dark Ages uses the same MP regeneration rule as Call of Cthulhu, i.e. full regeneration every 24 hours. Pro-rate the return of partial losses, e.g. one-fourth MP's every 6 hours (p. 12).

The Head Butt entry p. 15 mentions a "bar" and there is a reference to "firearms" in the Shoggoths entry!

Read respectively: "tavern" and "missile weapons".

What is a "targeted" spell (p. 19)?

"Targeted" spells match caster and target magic points and on the Resistance Table to learn whether they succeed (see p. 80). Targeted spells cost less skill points because their success rate is less than that of "automatic" spells.

Are occupation money entries and incomes consistent?

Some variability is acceptable, but there are outliers: the craftsman/shopkeeper's money is too high with respect to his income rank and the scholar's is too low. I suggest attributing 1D3 * 100 deniers to the scholar, and 1D2 * 100 deniers + 100 in product to the craftsman/shopkeeper.

What is the base % of Climb and Library Use?

Trust the skills definitions but not the investigator sheet. You can use the vintage sheet at: <http://ad1000.cjb.net>.

Why do horses never belong to the driver (p. 24)?

Ambiguous assertion. Disregard it.

In skills p.25, a Listen vs. Sneak match is resolved on the Resistance Table and by lowest-result-wins. Which is it?

I would go by the more orthodox Resistance Table match.

The Throw skill (p. 28) has a rule to determine the range of thrown weapons. Does it contradict Weapon Tables?

This is a mix-up. Call of Cthulhu relies on the Throw skill for the base chance and range of thrown weapons. Not so in Cthulhu Dark Ages: each thrown weapon is represented by a skill; trust the missile table (p. 45), and disregard the reference to knives, daggers, and javelins in the skill entry.

Is Syriac the same as Greek (Write Language, p. 28)?

No. The confusion comes from the original write-up, which listed "Syriac or Greek", meaning that both were used, not that the languages were the same. See also "languages written" in the glossary p. 67. In passing, add Gaelic to written languages pp. 28 and 67.

Is the upper diagonal of the Resistance Table reliable?

No. It should read 95% all along and not 85%.

What is a POT roll (p. 37)?

It is a typo: "requiring successful Potions rolls to..."

Hospitals are mentioned pp. 16, 26, and 39. Hospitals?

Good point. There were neither "hospitals" nor "doctors" as such in the Occident around 1000 AD, only in the Arab World. A few educated priests and monks could provide basic medical care at the patient's home or in monasteries. In passing, a dark-age Medicine base chance of 05% is too high. Please stick to a base chance of 01%.

Isn't the sample armor table (p. 40) inconsistent with the weapon and man-made obstacles tables (pp. 31, 45)?

Indeed. It contains inconsistencies and anachronisms (e.g. plate armor). Please ignore this Call of Cthulhu reference.

Is the cathedral the same as the bishop's palace (p. 60)?

They are different; replace the parentheses by commas.

What are the "eight disciplines" (p. 78)?

A typo. Magic is known as the eight discipline or art.

If the Old Grimoire is non-Mythos, where can I find the Mythos spells listed under Mythos books?

There is a bit of a mix-up between Call of Cthulhu material and the Old Grimoire, which is non-Mythos only in that it does not explicitly address Mythos creatures and deities. Firstly, change the opening sentence of Learning Spells (p. 78) as follows: "Learning a ~~Mythos~~ spell..." Similarly in casting Spells (p. 79): "Manipulating the forces of the Mythos and of the Occult..." Below: "Having the ~~Mythos~~ entity gnaw away..." The following additional paragraph may help:

"Keepers can easily compile a Mythos Grimoire using Old Grimoire spells such as Contact, Compel, and Dismiss. The only Call of Cthulhu Mythos spell currently missing in Cthulhu Dark Ages is Contact Deity."

Call of Cthulhu

Call/Dismiss Deity
Contact ...
Contact Deity
Summon/Bind ...

Cthulhu Dark Ages

Contact Creature/Dismiss Spirit
Contact Creature
Pray to Deity (new spell)
Contact/Compel Creature

Can spells change the POW characteristic or not (p. 80)?

Yes, see for instance Bless/Curse (Characteristic).

Why is the range of spells that rely on vocalization sight?

Please revert to "earshot" for: Bless/Curse, Compel, Dismiss, Enthral, Exaltation, Fear, and Soul Singing. Earshot spells can be cast within about 100 feet and the target of the spell must be able to hear the caster.

Does Curse Characteristic (p. 85) cost MP's or POW?

1D3 MP if failing to overcome the target.

Is the duration of Curse Skill Class (p. 85) one day?

No, 1D6 combat rounds.

Why does Demon Sight cost 3 MP?

Align Demon Sight with Demon Hearing and Bless Skill (2 MP per 1D6 duration and 5% increase to Spot Hidden).

What is "Temporary Sanity relief" in Exaltation?

A typo. Replace by "Temporary Insanity relief."

Page 98 states that creature abilities work like spells: does a werewolf lose 1 POW every time it changes form?

Oversight. Assume that werewolves, as well as vampires and goblins, use a *temporary* variant of Body Warp. The cost of it is 12 magic points (no POW loss), and typical duration is one night, after which the target changes back.

The Bestiary lists spells that I cannot find anywhere!

Some spells were renamed in the Old Grimoire but not in the Bestiary. The “Gate” spell known to Goblins is now called “Create Mystic Portal”. The Mist (of Releh) spell said to resemble the Nameless Mist is renamed “Death’s Breath”. The Old One’s and Lilith’s “Steal Life” is “Curse POW” (causes aging and decay).

Skills addendum

Sciences

I limit the scope to the Occidental system of knowledge, known as the seven “liberal arts”. They are called “liberal” because they were originally intended for the free man who had the luxury to seek pure knowledge, as opposed to applied sciences that serve some trade or industry. In the middle ages, the distinction between sacred and temporal knowledge blurred. For gaming purposes, the seven liberal arts are split into two “skills”: the *Quadrivium* (physical sciences) and the *Trivium* (language sciences). For completeness, I also list medicine, law, and theology.

Trivium (01%): formally grammar, rhetoric, and dialectic. The *Trivium* covers the theory of language, knowledge of literature, and logic. In terms of skills, the student learns eloquence and practical logic, both useful to achieve success in political spheres. To resolve a heated debate or difficult negotiations, the Keeper can request a *Trivium* skill roll instead of Persuade, Idea, or even Status. A successful *Trivium* roll may be required in order to identify a particular classical writer or one of his books, before an effective Library Search. In effect, the *Trivium* starts where Read/Write Language and Persuade stop.

Quadrivium (01%): formally arithmetic, music, geometry, and astronomy. The common denominator of the *Quadrivium* is mathematics, which covers the theory of numbers, shapes, movement, and sounds. In terms of skills, the student can perform advanced calculations (divisions, fractions, areas, etc.), knows the position of stars and planets, and by extension is familiar with geography and architecture. The physicist can design musical instruments and ingenious war machines. In effect, the *Quadrivium* skill starts where Accounting and Repair/Devise stop.

Medicine (01%): as per Cthulhu Dark Ages rulebook. The keeper can request a successful Medicine roll as a precondition to brewing a specialized healing potion or an antidote.

Law (01%): the knowledge of canonical law, civil law codes, procedures, and by extension, of local customs. In combination with a high Status, the practice of Law can lead to great rewards. The skilled jurist has the ability to understand and edict charters, contracts, administrative capitularies, and diplomas. In another country, halve the chance for success with this skill.

Theology (01%): the “science of ultimate cause”, often assimilated to wisdom. Theology also covers the knowledge of holy and apocryphal scriptures, ceremony lore, and dogma. Local heresies and folklore may be understood at half chance. The Theology and the Occult skills are complementary to some extent.

Potions (01%)

Here is a suggested outline for using the Potions skill:

1. **Find the ingredients:** allow one Natural World skill roll per day to find the required ingredients. Adjust upwards or downwards at the keeper’s discretion, in accordance with availability.
2. **Prepare the potion/ointment:** requires one successful Potions roll for a POT 10 dose or fraction thereof. Preparing an herbal potion or poison takes 1D3 days. Preparing animal venom takes 1 day, and preparing an infectious agent takes up to 2 weeks. At the Keeper’s discretion, a failed roll produces an ineffective potion or ointment, and a fumbled roll creates a mixture with unintended or even opposite results - or the maker accidentally ingests the potion!
3. **Ingest/apply the potion/ointment:** a potion takes one combat round to drink; applying an ointment to a weapon or to an unarmored person takes one minute.

Parameters like reaction times and potency (POT) vary greatly and are therefore left at the Keeper’s discretion. However, there are general principles to be adhered to:

- POT is proportional to the dose. Remember that most poisons taste (very) bad.
- Do not allow POT ratings higher than 10 per successful Potions roll. POT 10 is the toxicity of a salad of fresh hemlock leaves, which contains little more than a few drops of the toxic agent *coniine*.
- Only fresh ingredients have full potency. Prepared ingredients typically have half potency.

Potions and ointments have a wide range of uses. Successful potions typically affect one characteristic, one skill class, or perceptions. Here are popular examples of potions that the keeper - and players - can elaborate upon:

- Increase/decrease all skills of one skill class by 5%.
- Emotional aberrations: aggression, fear, euphoria, hallucinations, increased libido, pain, and somnolence.
- Impairment of one sense.
- Poison/infectious agent: as per rulebook.
- Poison antidote: requires an extra Medicine or Potions roll in order to first identify the poison. Proceed with ingredient finding and preparation as usual. In the end, subtract the antidote’s POT from that of the poison.
- Antiseptic to clean wounds and fight off infections.
- Symptom relief against pain, fever, fatigue, etc.

Potions can be used as First Aid skill in cases of poisoning (restores 1D3 HP on the spot). In itself, it does not grant the ability to diagnose diseases.

Revised Costs

Listed prices are for new goods. Two factors that influence the price of an item are availability and quality.

FOOD (FOR THE BODY AND MIND)

2 pounds (loaves) of wheat bread	1 denier
2 pounds of cheese	1 denier
3 dozens eggs	1 denier
Food, 1 day	1 denier
Food and lodging, 1 day	1-5 deniers
Horse fodder, 1 day	3-6 deniers
Book, regular (e.g. law book)	100 deniers

CLOTHING

Linen piece	12 deniers
Woolen pelisse - cheap	12 deniers
Hooded cloak or robe	60 deniers
Short cloak - superior	120 deniers
Double cloak, hooded - winter	140 deniers
Marten cloak, bonnet - noble	360 deniers

TOOLS

Bucket	12 deniers
Awl, plane, auger, file, pliers, shears, hammer, saw	4-24 deniers
Sickle, hand ax, pickax, spade	24 deniers
Swing plow	72 deniers
Plow (iron plowshare and colter)	140 deniers

WEAPONS, SHIELDS AND ARMOUR

24 arrows or 12 bolts	12 deniers
Fine scabbard	72 deniers
Helm	200 deniers

Price updates for the weapon tables, pp. 44-45:

Hand-to-Hand Weapons	cost
Ax	40 deniers
Ax, Frankish	?
Ax, Great	100 deniers
Knife, Small	10 deniers
Knife, Large	15 deniers
Lance	40 deniers
Mace	20 deniers
Spear, Short	20 deniers
Spear, Long	25 deniers
Sword, Short	120 deniers
Sword, Long	180 deniers
Sword, Frankish	?

Missile Weapons

Bow	40 deniers
Crossbow	100 deniers
Sling	5 deniers

Shields

Shield, Small	25 deniers
Shield, Medium	60 deniers
Shield, Large	80 deniers

MISCELLANEOUS

Resinous torch, lamp oil, candle for 2-hours worth of light	1 denier
Creeper rope, 30-ft	2 deniers
Fiber rope, 30-ft	12 deniers
6-persons tent, incl. 2 10-ft poles	360 deniers
Traveler's pack: outer wear, water-skin, knife, fishing line & hook, felt blanket, sack, flintstone & iron, whetstone	240 deniers
Hungarian or Moorish-type saddle	200+ deniers
Warrior gear: war-horse, saddle, horn, sword, spear, helm, chainmail, shield	2400 deniers

DAILY WAGES

Farmer, priest, servant	1-3 deniers
Craftsman, sailor	3-5 deniers
Guard, cleric, mercenary	5-12 deniers
Warrior, merchant, maitre-d'oeuvre	12-24 deniers

ANIMALS

Farm dog	12 deniers
Sheep	12-15 deniers
Cow	24 deniers
Mule	36 deniers
Sow	12-54 deniers
Ox	24-108 deniers
Horse	240+ deniers
War-horse	600 deniers
Young slave, boy or girl	< 3000 deniers
Freeman or -woman's life (e.g. ransom)	±15000 deniers

VEHICLES

Wheelbarrow	12 deniers
Two-wheeled cart	120 deniers
Four-wheeled wagon	240 deniers
Four wheeled cart (leathered)	360 deniers

Four-wheeled carts in the Dark Ages lack a pivoting beam. Ox carts covered with leather are watertight.

CONSTRUCTIONS

Commoner's hut	24 deniers
Commoner's house	120 deniers
Short wooden bridge	140 deniers
Fishery	160 deniers
Timber hall	240 deniers
Water mill	270 deniers
Small farm with land	2400 deniers
Earth and timber castle: tower, moat, stockade, ditch, bailey and gatehouse	12000 deniers

BOATS

Rowboat	120 deniers
Raft	12 deniers
Viking Drakkar	9000 deniers
Norse Knorr	3000 deniers
Merchant boat (rowboat/pump optional)	12000 deniers
Byzantine merchant ship (incl. rowboat)	24000 deniers

Natural Disasters & Occult Events

Here are a few additional milestones worth mentioning:

before 1000 introduction of the *camshaft* in medieval industry.

ca. 935-975 Roswitha of Gandersheim writes six plays, which make her one of the first Occidental playwrights.

975-976 Great famine in England.

976 First usage of Arabic numerals in Occidental books.

986 Great pestilence among English cattle.

987-996 First French beer-mill.

989 Terrifying star (Halley's comet) brightens the night sky for three months. Many Occidental cities, incl. Rome, are devastated by fire. Heresies outburst in Sardinia.

996 First record of sugar cane import into the Occident (Venice).

1000 Chinese perfect gunpowder formula for fireworks.

1010 First human to fly: Brother Elmer jumps off the tower of Malmesbury Abbey and with the aid of wings, flies 125 paces before breaking his legs. Brother Elmer also foretells the Norman invasion.

1008 First known novel: "the Tale of Gengi", Japan.

1014 A great sea-flood comes to England. It drowns settlements and countless people.

1040 Hemp-mill reported.

1041 Bad weather and various diseases destroy English crops and cattle.

1041 Chinese alchemist devises a movable-type print.

ca. 1050 Articulated flails.

Classic Spells

ENCHANT

Range: touch	Duration: permanent
Cost: 1 POW	
Sanity: 1D4	Resistance Table: yes

Enchants a device or artefact with one spell known to the caster. The target is then considered "magical". Each Enchant involves a blood sacrifice and at least a day of preparation.

Usage of a magical artefact conforms to standard spell casting procedures and conditions. In particular, the wielder of the item must spend magic points or POW, and Sanity in order to activate the spell.

PRAY TO (DEITY)

Range: indefinite	Duration: until granted
Cost: at the Keeper's discretion	
Sanity: as per deity San loss	Resistance Table: no

Appeals a specific deity (e.g. as identified by its True Name). The term "deity" is shorthand for a disembodied spirit with POW 10 or higher. The object of a prayer can be temporal (e.g. worldly goods or godly intervention) or spiritual (e.g. the answer to a question). The deity may not grant the object for an hour or a day or more (if ever) - the caster does not know when, and must continue praying.

Whether the object of the prayer is granted or not (at the keeper's discretion), the caster who seeks union with the deity is always subjected to a Sanity roll as per the deity's

Sanity loss statistics. Other prices to pay like sacrifices and expiatory exercises are at the keeper's discretion.

There is no guarantee that a deity - read "the Keeper" - would rather grant the object of the prayer than trick or even harm the caster (e.g. insanity, death, or worse), especially if the caster were to offend the deity through arrogance, pretence, or profanation.

The Keeper should prepare the effects of prayer with great care, the guiding adage being: "the ways of the deities are impenetrable". Always prefer subtle natural causes that contribute to the desired effect (e.g. tweak the outcome of die rolls or have a NPC alter the course of action), instead of overt supernatural intervention (e.g. lightning bolts). If the prayer object is spiritual, e.g. some information or the deity's wishes, bestow it by means of an unwary messenger, a scary vision or a disturbing dream.

Pray is the Dark Age variant of Call of Cthulhu's Contact Deity spell type. This spell is likely to be the first and only spell available to zealous priests and cultists of a deity.

Classic Mythos deities

The following deity entries paraphrase to a large extent the corresponding entries in Call of Cthulhu. However, Cthulhu Dark Ages stresses the invulnerability of these deities by avoiding listing physical characteristics such as hit points and weapon damage. As far as human opponents are concerned, the deities are infinitely powerful. They cannot be destroyed; at best, deities can be temporarily dispelled or sealed away by great sorcery.

CTHULHU, Great Old One. *"A monster of vaguely anthropoid outline, but with an octopus-like head whose face was a mass of feelers, a scaly, rubbery-looking body, prodigious claws on hind and fore feet, and long, narrow wings behind. This thing... was of a somewhat bloated corpulence... It lumbered slobberingly into sight and gropingly squeezed its gelatinous green immensity through the black doorway..."* - "The Call of Cthulhu", Lovecraft. *"Who can open the doors of its face? There is terror all around its teeth. Its back is made of shields in rows, shut up closely as with a seal. One is so near to each other that no air can come between them... When it raises itself up the gods are afraid."* - Job 41:14.

Cthulhu - or Leviathan as he is known in the Scriptures - is one of the "giants" who "fell from the sky" when primal chaos still reigned on earth. If we are to believe the Revelation, something vanquished him and cast him in the tomb city of R'lyeh, deep beneath the surface of the ocean. There he lies in wait, neither living nor dead. When the stars are right, the city will rise and he will wake, freed to walk the world until everything has been consumed.

Great Cthulhu's body form is not fixed. He can warp and modify at will, extending new limbs, reducing his body's size to enable flight, or elongating a single limb or tentacle to enable to writhe through yards of corridor.

Entire tribes are recorded as worshipping Cthulhu, such as degenerate Inuit of Greenland. He seems to be worshipped among sea-folks, or beings that live near the sea. The deep ones as well as the Cthulhi (star-spawn of Cthulhu) serve him. Though in millennial sleep, Cthulhu is known to send horrifying dreams to mortal men, which may have tipped some people into madness.

ATTACKS & SPECIAL EFFECTS: each round, Great Cthulhu can kill up to 4 investigators within reach of his claws or facial tentacles. Resistance is useless. Great Cthulhu is effectively invulnerable, being able to fully reform within 15 minutes of having been destroyed!

GREAT CTHULHU, Leviathan

The physical characteristics of Cthulhu are too vast to be meaningful.

INT 40 POW 42 Move 24 stride/20 swim/16 fly

Other names: The (Coiled) Serpent, Kutulu, Kthulhut, Tulu, Thu Thu, Lotan, Yamm, Tiamat (Chaldean chaos-dragon), Kul (Syrian water spirit).

Weapon: claws or tentacles 100%, damage hideous death.

Armor: rubbery scales so tight that nothing can come between them. Additionally, he regenerates any damage within 15 minutes at most.

Spells: knows hundreds of spells but not summoning spells related to Yog-Sothoth, his avatar, and his servants.

Sanity loss: 1D10/1D100 Sanity points to see Cthulhu.

NYARLATHOTEP, Outer God. *“Who he was, none could tell, but he was of the old native blood and looked like a Pharaoh... Into the lands of civilization came Nyarlathotep, swarthy, slender, and sinister... And where Nyarlathotep went, rest vanished, for the small hours were rent with the screams of nightmare...” – “Nyarlathotep”, Lovecraft.*

“Loki is handsome and good-looking, of bad spirit and very unstable in his ways.” - Snorri Sturluson, “Gylfaginning, XXXII”.

Nyarlathotep is the soul and the messenger of the ultimate gods, himself the archetype of the trickster god: he is a thief, an adulterer, a shape-shifter, and a conjuror. Several prophecies state that someday, Nyarlathotep will destroy the earth. It is written that in the last battle, “the Wolf [Yog-Sothoth] will swallow the sun, ... the Serpent [Cthulhu] will walk the land”. Then Nyarlathotep, in the form of a black fire giant, “casts fire on the earth and burns all the worlds.” Nyarlathotep claims to have a thousand different forms or “Masks”, of which only a few have been described. The human form of Nyarlathotep – the Dark Man and Father of Lies - is his best-known Mask, one that resembles the Judeo-Christian Devil, Satan. In this form as well as in others, Nyarlathotep is worshipped by numerous cults, spread across the world. Nyarlathotep is also known and feared by all Mythos creatures, chiefly the Miri Nigri (see Dark Ones) who refer to him as being their Father and occasionally make strange artifacts for Him.

ATTACKS & SPECIAL EFFECTS: in human form, Nyarlathotep may try to corrupt or trick his foes by appearing as a friend, and is generally reluctant to reveal his supernatural powers unless pressed. Nyarlathotep usually reacts to challenges by summoning “monsters” to carry off or otherwise dispose of foes. When in human form, Nyarlathotep can be slain by normal physical means. If so slain, after collapsing the body begins to quake and swell, bursting to release some monstrous form, which rises from the split corpse and disappears into the sky.

NYARLATHOTEP, The Dark Man

STR 12 CON 19 SIZ 11 INT 86 POW 100 DEX 19 Move 12 HP 15

Other names: Nyarlat, the Devil, Satan, the Messenger, Loki, Hermes, Lug, Thoth, All-Seeing-Eye.

Weapon: any weapon 100%, damage as per weapon.

Armor: none.

Spells: knows all spells; he can summon wild beasts and monsters at the rate of 1 magic point per POW point the creature has; he may summon a Dark One or a servitor of the Outer Gods at the cost of a single magic point.

Sanity loss: no loss to see the Dark Man. In many of his other 999 Masks, 1D10/1D100 to see Nyarlathotep.

YOG-SOTHOTH, Outer God. *“This time it was... a force of personality which at once confronted and surrounded and pervaded him, and which in addition to its local presence, seemed also to be a part of himself, and likewise to be co-existent with all time and coterminous with all space. There was no visual image... It was an All-in-One and One-in-All of limitless being and self...” – “Through the Gates of the Silver Key, Lovecraft.*

Yog-Sothoth dwells in the infinite-dimensional Void between the Spheres that compose the universe. Yog-Sothoth is intimately linked to the Nameless Mist. Yog-Sothoth’s dark energy is invisible, yet everywhere present, maybe less than a millimeter away, *tugging at the threshold*. Yog-Sothoth can only break into our world at certain times (e.g. August 1st). When this happens, he appears as a congeries of radiant globes that expand at a prodigious rate through the air and burn all life in a flash. Because of this, Yog-Sothoth is not knowable to most mortals, except indirectly through his intersection with our four (according to some, eleven) dimensions, which are the 12 Ancient Ones that guard the First Gate to Limbo, and chiefly among them his avatar Tawil at’ Umr.

ATTACKS & SPECIAL EFFECTS: instant, permanent, and infinite destruction.

YOG-SOTHOTH, the All-in-One

The characteristics of Yog-Sothoth are infinite.

Other names: Iog-Sotot, All-in-One, One-in-All, Beyond-One, the Key and the Gate, Lurker at the Threshold.

Weapon: Sphere Touch 100%, damage death.

Armor: none, but only magic can affect Yog-Sothoth.

Spells: as many as wanted.

Sanity loss: 1D10/1D100 Sanity points.

SHUB-NIGGURATH, Outer God. *“Iä! Iä! Shub-Niggurath! The Black Goat of the Woods with a Thousand Young! - “The Whisperer in the Darkness”, Lovecraft.*

Shub-Niggurath is rarely met, but is often referred to in rituals and spells. It has been guessed that she is a perverse fertility deity. In one of her few descriptions, Shub-Niggurath is said to be a colossal cloudy mass from which protrude many-jointed “hooves” and gelatinous coils. In one instance, Shub-Niggurath appeared as a cloaked figure. She is worshipped extensively and often summoned to accept blood sacrifices in exchange of abundant harvests, fecundity, and magical spells.

ATTACKS & SPECIAL EFFECTS: each coil can catch an investigator per combat round, and whip him or her to the goddess’ body. Half an hour later, Shub-Niggurath can bud off one of her “young” (see Goblins). It is unclear what happens to victims who go down into the goddess’ body, but some have suggested that they suffer the same fate as Shub-Niggurath’s favored worshippers: to be reborn in her “vagina” as young of the Black Goat. Shub-

Niggurath may trample beings of SIZ 60 or less in her path, which averages 10-20 yards across.

SHUB-NIGGURATH, the Black Goat of the Woods

Shub-Niggurath's body is too gooey to have noticeable physical characteristics. She is effectively invulnerable.

INT 21 POW 70 Move 15

Other names: Black Goat, Shupnikkurat, Heid, Hecate.

Weapon: gelatinous coil 100%, damage dissolution, followed at best by a re-birth as an immortal *Goff'nn Hupadgh Shub-Niggurath*; Trample 75%, damage 11D6.

Armor: Shub-Niggurath has no armor, but her mist body is immune to physical weapons.

Spells: all spells pertaining to the Outer Gods.

Sanity loss: 1D10/1D100 Sanity points.

What are the rhino stats for the unicorn (p. 100)?

Move 15

HP 31

Weapons Charge 50%, damage 1D10 + db 4D6
Trample downed foe 75%, damage 3D10

Armor 10-point hide

Skills Scent danger 60%

Did you know that...

- Star-spawns of Cthulhu are also called "Cthulhi".
- Dimensional Shamblers live in the same alternate dimension where Yog-Sothoth dwells (i.e. Limbo and the Ultimate Abyss). Wizards summon them on Earth using a ritual that requires a dagger of pure metal.
- Gugs worship the Other Gods, and give special service to the Nameless Mist.
- The Hounds of Tindalos (or Tind'losi Hounds) can contact metaphysical allies in our time period, e.g. "satyrs" (Goblins), to help them gain access to a prey.
- Shoggoths are also called Shaggoths.

Excerpted from Daniel Harms' Encyclopaedia Cthulhiana