

CALL of CTHULHU®

MALLEUS MONSTRORUM

CTHULHU MYTHOS BESTIARY



VOLUME I

MONSTERS OF THE MYTHOS

MIKE MASON, SCOTT DAVID ANIOLOWSKI,
LOÏC MUZY, AND PAUL FRICKER



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VOLUME I: MONSTERS OF THE MYTHOS

MIKE MASON, SCOTT DAVID ANIOLOWSKI,
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This supplement is best used with the *Call of Cthulhu* (7th Edition) roleplaying game and optionally the *Pulp Cthulhu* sourcebook, both available separately.

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Dedication

I'd like to dedicate this tome to the people who were a part of my 15-year Call of Cthulhu group/campaign. Over the years, players came and went, and we had many strange adventures together (some of which ended up in print). My scenarios weren't always as successful as I'd wanted, but a few did genuinely scare some people, and those are moments I shall treasure forever! The major players in my Call of Cthulhu gaming group to whom I owe so much to are: Amy Adkins, Steve Aniolowski, Karen Beningo, Tim Bush, Will Ehgoetz, Clif Ganyard, Paula Ganyard, Paula Garlock, Greg Gerstung, Brian Hutchens, Nathan Hutchings, Bill Koonz, Mike Lesner, Lisa Leverock, Dan Long, Scott Mawhiney, Mike Szymanski, Rob Watkins, and Greg Zuba. It was many years and many people, and I'm sure I've forgotten some names: to those fine folks I sincerely apologize.

—Scott David Aniolowski, 2006

Dedicated to Matt Anderson, a fellow seeker of monsters and secrets.

—Mike Mason, 2020

Clear Credit

This book is a redevelopment, revision, and update of *Malleus Monstrorum* first published in 2006. The original edition was developed and written by Scott David Aniolowski, with supporting material written by Sandy Petersen and Lynn Willis. In addition, the following authors contributed to the original work: David Conyers, Keith Herber, Kevin Ross, Chad J. Bowser, Shannon Appel, Christian von Aster, Joachim A. Hagen, Florian Hardt, Frank Heller, Peter Schott, Steffen Schuütte, Michael Siefner, Jan Cristof Steines, Holger Göttmann, Wolfgang Schiemichen, Ingo Ahrens, and friends. This new publication would not have been possible without the work of these individuals, and our eternal thanks goes to them.

All material has been revised or is new to this edition, with monster profiles initially revised by Paul Fricker, and later developed by Mike Mason. The main text revised and supplemented by Mike Mason. Artwork throughout crafted by Loïc Muzy. Assistance gratefully received from James Lowder and Matt Sanderson in identifying original sources and appropriate copyrights.

The details and mechanics of the monsters presented in this book were based upon the initial *Call of Cthulhu* game creations of the following authors:

Marion Anderson: Hippopotamus and Petesouchi. Marion and Phil Anderson: Dho-spawn. Scott David Aniolowski: Bear (Black, Grizzly, Polar), Beings from Xiclot, Black Dogs, Blighted Ones, Bobcat, Brood of Ubbo-Sathla, Broodlings of Eihort, Brothers of Chaugnar Faugn, Child of Shubb-Niggurath, Cold Ones, Denizens of S'gllhuo, Denizens of Yaddith, Dwellers in the Depths, Fishers from Outside, Fosterlings of the Old Ones, Ghoul Hounds of Leng, Giant Octopus, Gnoph-Keh, Goatswood Gnomes, Gof'nn Hupadgh, Golem, Guardians of Crystallizers of Dreams, Horses of the Invisible, Hyperboreans, Inhabitants of L'gy'hx, Jersey Devil, Killer Whale, Lake Monster, Larvae of the Great Old Ones, Lynx, Man-Eating Plant, Martense Kin, Megalodon, Million Favoured Ones, Mind Parasites, Miri Nigri, Moose, Nioth-Korghai, People of K'n-yan, Piranha, Reanimates, Rhino, Sasquatch, Scarecrow, Scions of Tsathoggua, Scorpion, Servants of Y'golonac, Shaggai (Human Hybrids), Shan (Insects from Shaggai), Sharks, Snapping Turtle, Spawn of Abhoth, Spawn of Hastur, Swine Folk, Voor, Wild Boar, and Xo Tl'mi-go. Scott David Aniolowski and Mike Mason: Spiders. Scott David Aniolowski and Lynn Willis: Shoggoth Lord. Scott David Aniolowski and Wesley Martin: Snakes. Bruce Ballon: Tindalosian Hybrids and Lords of Tindalos. Fred Behrendt: Desh. John Carnahan: Spectral Hunters. Larry DiTillio: Chakota. Larry DiTillio and Lynn Willis: Children of the Sphinx. Scott Dorward: Terrors from Beyond. Mark Eley with Mike Mason: Hell Leeches. Clifton Ganyard: Spawn of the Green Abyss. Keith Herber: Children of Yig and Daughters of Atlach-Nacha. Doug Lyons: Thralls of Cthulhu. Mike Mason: Ashen Ones, Camel, Corpse Lights, Devil Creepers, Lurkers. Mike Mason with Scott David Aniolowski: Adherants of the Unpeakable Oath (based on Unspeakable Possessors) and Spawn of Ithaqua. Mike Mason, Scott David Aniolowski with Gary Sumpter: Mutated Voormis. Mike Mason with Chad Bowser: Courtiers of the King in Yellow (based on Pallid Dancers). Mike Mason with Sandy Petersen: Satyrs. Randy McCall: Proto Shoggoths. Sandy Petersen: Byakhee, Cat, Chthonian, Colours Out of Space, Crawling Ones, Dark Young of Shubb-Niggurath, Death Vines of Xiclot, Deep One Hybrid, Deep Ones, Dholes, Dimensional Shamblers, Elder Things, Fire Vampires, Flying Polyps, Formless Spawn, Ghosts, Ghoul, Great Race of Yith, Hounds of Tindalos, Hunting Horrors, Mi-Go, Nightgaunts, Sand-Dwellers, Serpent People, Servants of Gla'aki, Servitor of the Outer Gods, Shantaks, Shoggoth, Spawn of Nyogtha, Spawn of Yig, Star-Spawn of Cthulhu, Star Vampires, Tcho-Tchos, Wasp & Bee Swarm, Wind-Walker, and Worms of the Earth. Sandy Petersen and Steve Perrin: Alligator & Crocodile, Bats, Big Cats (Lion, Mountain Lion, Panther, Tiger), Bird (Eagle, Condor, Vulture), Dog (Hyena, Jackal, Wolf), Elephant, Giant Squid, Gorilla, Ghost, Horse, Mummy, Rat Swarm, Skeleton, Vampire, Werewolf, Wraith, and Zombie. Glenn Rahman: Lloigor (race). Kevin Ross: Larvae of the Outer Gods, Ny'ghan Grii, Space Eaters, Tomb-Herd, Worm that Walks, Yuggs. Kevin Ross and Scott David Aniolowski: Larvae of Other Gods. Marcus L. Rowland: Voormis. Brian Sammons: Nagäae. Brian Sammons and Glynn Owen Barrass with Mike Mason: Mi-Go (variant forms). Brian Sammons and Mike Mason: Dark Crawler (based on Tunnelers Below). Justin Schmid: Dark Sargassum and Moray Eel. Lynn Willis: Child of Yog-Sothoth, Rat-Things, Mr. Albert Shiny.

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FOREWORD AND INTRODUCTION

FOREWORD

If there's one thing you need above all else to make this game fun, it is a positive enthusiasm to make stuff up and create conflict and drama. That spark of life trumps all the rules and advice that anyone can give you on how to run a game. On its own, enthusiasm will not make you a great Keeper, but without it you will never be one. If anything in this book excites you, focus on that. Get fired up, get excited, and share that with your players so they feel it too

Scott David Aniolowski
2006

INTRODUCTION

This book contains detailed information concerning the monstrous and frightening horrors of the Cthulhu Mythos. Drawn from the history of the *Call of Cthulhu* game, the entries herein present a diverse range of creatures and foul abominations to haunt and terrorize your games.

Many favorites of the Mythos can be found within these pages—dimensional shamblers, Tindalosians, mi-go—as well as plenty of less common creations—dark crawlers, ghouls, hounds of Leng, blighted ones, and hell leeches, to name but a few. While not every Mythos monster or race to ever grace the pages of fiction and game are here, there are over 150 entries all told, comprising a significant representation of otherworldly beings, monsters from folklore, and beasts to bring fear and madness to investigators of the unknown.

The alphabetical entries have been tweaked, revised, and updated for use in games. Further depth is provided for


many monsters, including variant forms, alternative names, and special abilities. Combat profiles have been tweaked for clarity and effectiveness, with clear guidelines on the use of special attacks, maneuvers, and immunities.

Each entry is designed to help Keepers bring these monsters to life at the gaming table and inspire the design of plots and scenarios. Advice for describing, using, and creating your own Mythos monsters is included, posing appropriate questions to assist and guide in this process, and hopefully making monster design a little easier to accomplish.

Real world myths are full of inconsistencies and contradictions, and this is also true of the Cthulhu Mythos. It is beyond the scope of humans to classify and catalog the Cthulhu Mythos. Thus, in the main body of the book, no classification is given to any monster; however, we have included, in Chapter 1, the old-style classifications as a reference point, although these should be taken with a pinch of salt as the Mythos is malleable, changeable, and subjective. Each Keeper is expected to fashion the Mythos to their design, and all things are possible.

This work builds on the dedication and research of Scott David Aniolowski, who compiled the first edition of the *Malleus Monstrorum* in 2006. As with that first edition, this new version aims to provide players and those seeking insights into the Cthulhu Mythos with much to digest. We hope you find something new, unexpected, and stimulating in these pages, and can bring the Mythos to life in all its terrible glory within your games.

Finally, thanks to all the authors, designers, and creators, who from Lovecraft onward have shared their dreams and nightmares with us, as without them there would be no Cthulhu. Take their inspirations and be inspired yourself.



THE JOURNALS OF SIR HANSEN POPLAN

Scattered throughout this volume are excerpts from the journals of Sir Hansen Poplan, the noted researcher, who in his own words said:

"My studies began with investigations into the nature of a deity named Cthulhu, arising from certain records I was party to in respect of a spectacular shipping accident in the Pacific Ocean in early 1925 related to the freighter Vigilant. Little did I know that this avenue of research would consume my life thereafter!"

"My surprise was great when I learned that Cthulhu was at the center of a complex mythology that seemed to span much of the world. Consequently, I have spent the eight years since scouring the globe for information relating to this curious cycle of mythology."

"Most of my research came from conversations with those learned in ancient myths and folklore, as well as from consultation of certain rare and hard to find books. My endeavor has not been without peril, as such lore is often hidden or kept tightly controlled by those for whom such mythologies are considered real and tangible. Such research has led me to some strange places to treat with some most unwelcoming people, although at times I was surprised by the willingness of folk to talk openly about their beliefs. Indeed, I have encountered those who actively believe in the existence of Cthulhu and other arcane truths, and who found my research to be at odds with their worldview. From time to time, I have feared for my life and had to make a hasty departure to ensure my safety—lest I meet with an unfortunate end on the end of a cultist's ceremonial dagger!"

"I have sometimes been asked whether Cthulhu is real? While I do not claim to be able to offer empirical evidence, my conversations with certain people believed have led me to believe that this god-like being may be significantly more than a figment of the imagination. Certainly, there are those who truly believe that Great Cthulhu shall, one day, be resurrected. And, of all the groups I have dealt with, the worshippers of

Cthulhu have been the most unnerving and, at times, most terrifying in their utter devotion. There is good reason why I shall never return to Innsmouth.

"I offer my journals as a compilation of the insights and wisdom I have learned, and as a gloss and testament to the secrets that most "mainstream" scholars refuse to accept. My writings are also a warning, though I fear that I am a modern-day Cassandra, cursed to know the truth but never to be believed by my peers.

"While most have ridiculed or ignored my findings, I urge those reading my journals to view them with an open mind. The totality of human science and knowledge remains riddled with holes and gaps, and there is much about the world and the universe, let alone life itself, we do not know. My research has uncovered a wealth of hidden wisdom pertaining to the cosmic orders of life beyond current human understanding and perception. Even if just a fraction of this wisdom is true, then it opens new and frightening vistas of possibility that demand serious consideration and exploration for the sake of the future of this world and humanity in general."

It should be noted that Sir Hansen's essays and notes are speculative in nature and must be taken with the proverbial grain of salt—but still, their insights are nevertheless intriguing and thought-provoking. The excerpts herein do not conform to any particular order of composition, and their placement is thought appropriate to the main text and arranged accordingly.

Note: for those wishing to contact Sir Hansen Poplan for further insights into his writings, the publisher directs readers to Mr. R. H. Waddeston of Waddeston and Flitick, Mayfair, London, who administrate the Poplan Estate. The search continues for the whereabouts of Sir Hansen, last seen leaving London and headed toward Colchester and the Essex coast for a walking tour of the Naze. The publisher asks that any correspondence concerning Sir Hansen's whereabouts should also be directed to Waddeston and Flitick.



HORRIFIC: USING AND CREATING MONSTERS

The alien and other-dimensional creatures of the Cthulhu Mythos are terrifying, mysterious, and unpredictable. Usually, they do not fall into easily recognizable patterns of behavior, while their very presence threatens the sanity of humanity—their existence shatters our safe and constructed worldview, while their absolute inhumanity traumatizes and opens minds to the dark secrets of reality. Here, lurk the horrors from outside: waiting and watching, uncaring and brutal. For some, we are but pests to be ignored or culled. For others, we are the food upon which they prey.

DESCRIBING MONSTERS

One of the challenges of running *Call of Cthulhu* is in describing the alien and mind-numbing horrors of the Mythos. The Keeper does not simply say, “you go around the corner and come face to face with three shoggoths,” or “from out of the cold night sky swoop half a dozen mi-go.” Although experienced players may recognize certain monsters from the Keeper’s descriptions, if their actual names are not used, it leaves room for doubt; thus, players can never be totally sure what they are encountering if you choose your descriptions wisely. Being creative in how you illustrate monsters may give your players some pause, and enhance the experience of the game.

Vary your descriptions so that recurring monsters do not become mundane. Focus on all the senses: vision, smell, sound, and touch. Use darkness to hide or obscure details, and play up the mystery—the motto “less is more” is a useful one to remember when presenting mind-blasting entities from beyond space and time. Try describing monsters vaguely, hinting at their otherworldliness and letting each player’s imagination fill in the blanks. Don’t forget to assign emotional or physical responses where appropriate, such as a sudden feeling of panic or uncertainty, or a shiver running down the spine.

Using images to present the horrors of the Cthulhu Mythos can be problematic. While the internet and books can sometimes provide approximations of some of the monsters of the Mythos, they are not always ideal, and sometimes detract from the sense of horror that you as Keeper are trying to portray. Likewise, popping a miniature figure of an elder thing onto the gaming table is more likely to have the effect of breaking any tension you have built thus far (optionally, such miniatures can be useful later on, once you have fully set the scene and engaged the players with a sense of dread or horror).

If the monster is invisible, play on the atmosphere and its effect on the surroundings. Does it leave strange marks on the floor as it moves or does air vibrate in an uncanny way? Perhaps its smell is that much stronger or its chittering sound fills the ears with dread?

Each time you present a monster, present it afresh. Make the description intense and visceral. A deep one is never just a deep one. It is a creature from the depths of the sea and old as time itself, a creature whose very presence hits you deep in the gut, repelling humanity in a profound manner causing revulsion and nausea. Just like every human looks different, so do monsters. Each deep one or ghoul will look different to a greater or lesser degree. Play on this, and give monsters some character where it’s feasible to do so.

The easy identification of a monster takes away the mystery and reveals details about the plot. Don’t let investigators get too much information early on, and let the uncertainty and tension build. If they get closer to the thing, it is still not a deep one—it is a dark, wet shape, half-submerged, draped with seaweed, stinking like long-dead fish.

Did the monster leave a trail of noxious slime behind? Describe its texture. Does it expel disagreeable odors? Does it emit a strange, high-pitched wail as the slime dissolves? Don’t strain for effect or break off the narrative to try to come up with the right word, but keep in mind texture, smell, taste, and quality of light as possible factors.

Opposite: Confronting a monster of the mythos

Smell is particularly evocative, perhaps because it cannot be communicated by second-hand stimuli such as photographs, radio, or television; we know a thing is physically present with us when we can smell it. Sometimes the mere proximity of a Mythos monster can make the hairs on the investigator's neck stand up.

Looking away won't save you! Given the alien nature of the Mythos, we might even perceive its presence through some primal sense beyond the known five we recognize. Averting one's eyes from the TV screen may shield us from the sight of unwanted scenes of horror, but this is rarely enough when confronted with the tangible, unspeakable presence of a Mythos monster.

The evidence that a creature leaves behind—pools, prints, fragments, flakes, and so on—or the damage it has done provide a much more interesting way to lead to the deduction of its identity or purpose. Sets of clues that add up to a baffling monster can make for fascinating play.

How Does One Describe Something Supposedly Indescribable?

When describing Mythos monsters, use familiar references and paint mental pictures with lots of adjectives. Although few players will have actually seen or smelled a decayed human corpse, most of us know what spoiled meat smells like or what the decayed and bloated corpse of a small animal along the side of the highway looks like. So, while we have no true reference for what some alien horror smells like, the Keeper could tell the investigators they smell the nauseating stench of rotten chicken. Or, maybe the sweet and musty scent of a freshly carved jack o' lantern. Describe a dimensional shambler's exoskeleton as being like the iridescent sheen of gasoline on water. Use terms such as bear-like fur, elephantine skin, and fish scales. Relay the sound, which might be like a cross between a wolf's howl and a racing diesel engine, or the deep hum of 100 bees. By using such universally understood terms, you can convey an approximation of those things that are not meant to be understood.

Another useful device is to describe a monster partially rather than fully. Let the investigators catch a glimpse of the thing as it darts behind a tree or lopes off into a dark cemetery, or as it swoops down out of the dark night sky and flies over the investigators in a blur. Perhaps they hear a far-off piping of outré flutes, or some foul odor wafts in on a cold fog. Allow these snippets of information to cast a spell of atmosphere and mystery. The investigators may eventually fully confront the terror but allow time to build up to it gradually. Tease and tantalize so that the investigators are at once intrigued and terrified to find out what they are chasing (or is chasing them).

Sight

Probably the easiest and most relied-upon sense to employ in *Call of Cthulhu*. Everyone understands, "the monster is over seven feet tall and covered in thick white hair." But what is the hair like? Is it matted and filthy? Is it damp and musty? Is it coarse and bear-like? Fine and catlike? Silky and rabbit-like? Does it move in the wind or is it plastered to the monster's body?

What else can we say about our monster? Does it stand perfectly erect or does it stoop? How does it move? Does it limp? Lumber? Stalk? Sway? Stagger? It is fast and scampering or slow and methodological? What are its extremities like? Claws and hooves? Are the claws like long-nailed human-like hands or massive like a bear's paw or tiger's? What of the hooves? Cloven? Enormous and heavy or small and agile-looking? Or, perhaps it has human-like hands and feet? And, what of the face? Is it obscured by long hair or can the investigators see it? Does it have what we recognize as a face at all? What color are the eyes? Do they glow in the dark? What sort of nose does the thing possess? And, what of the mouth(s)? Wide and full of long fangs? Just a pair of tusks protruding from the corners of the mouth? Use things that can add to the realism of the monster.

Some creatures may affect the senses (in this case, the sight) of those nearby. Perhaps viewing the monster causes the eyes to burn or blur. Maybe it constantly shifts and changes so that the investigator cannot truly see the thing but only elements or ever-changing bits of it. Viewing some horrors may cause headaches or dizziness, or might stun or mesmerize the investigators who suffer Sanity loss. Nausea and vomiting might occur. Looking upon some monsters may cause temporary damage to the eyes—maybe blinding the investigator for a few rounds.

Sound

Quite often a monster will be heard before it is seen, providing an excellent opportunity for the Keeper to set the stage. What does it sound like?

High-pitched and painful to hear, deep and vibrating, or eerily melodic? Do the investigators feel a pounding in their chest? Does it make noise all the time or only when it moves? Does it crackle like electricity or rustle like crinkled foil? Maybe, it makes a squelching sound like walking through thick mud. Is it harsh, like metal scraping on metal? It might creak or crack like walking across old floorboards or treading on fallen branches. Does it whistle, sigh, weep, moan, groan, howl, scream, cry, sigh, or hum? Is the sound faint and nearly undetectable, or is it loud and thunderous?

The sounds emitted by Mythos entities may affect the investigators in various ways. Hearing some things may cause sudden dizziness or pain. Some sounds might mesmerize the investigators. Temporary deafness might be caused by the noises emitted by a Mythos creature.

HORRIFIC: USING AND CREATING MONSTERS

Smell

Many of the monsters of the Cthulhu Mythos give off some sort of scent. Smell is another sense that can be used before sight. Quite often a horror is heard first, then smelled, and then finally seen. Smell is where comparisons with familiar things are important. No one really knows what a deep one smells like, but we all know what fish smell like. But, to say something is fishy isn't quite enough. Fish can smell slightly sweet, with a pleasant and fresh ocean-like scent. Rotten fish, on the other hand, has a pungent, nauseating stink. Deep ones are amphibious, so they probably do not actually smell like fish, strictly speaking, but more a cross between fish and frogs. Frogs have a sort of mustiness about them, so maybe we could say deep ones carry a musty and fishy smell?

Body odor is a consideration. Personal hygiene has varying standards throughout the world, and what is thought acceptable in one culture might be offensive in another. While a ghoul smells of rotten flesh caked with mold and the dust of ages, an otherworldly creature's smell could well be bizarre, such as a star vampire having a scent reminiscent of burning plastic. With extraterrestrial horrors, use jarring and unexpected smells, suggestive of things out of place or "wrong."

There are plenty of odors you might use. Here are a few examples: grassy, herby, earthy, burnt, sulfurous, musty, sharp, moldy, sweet, yeasty, flowery, and so on. The smell of rotting meat products—indeed those things with blood—is strong, pungent, and nauseating. Decaying plant and vegetable material tends to be musty, subtle, and sometimes almost sweet. Probably the most common effect produced by the strong smell of a Mythos being is nausea and vomiting.

Touch

Touch may be a moot point with some Mythos creatures, as once an investigator feels its tentacles or claws upon them, they are likely doomed. So, consider opportunities to present an investigator with a close but not fatal encounter. Perhaps, the monster brushes against them in the dark, a clawed hand emerges to rip a sleeve, or they feel the wet slime left by the monster on the banister of the staircase.

Consider the sensation of touch. Some things are smooth while others are rough. Something might be slippery, wet, slimy, fuzzy, coarse, bumpy, grainy, leathery, viscous, splintery, sharp, soft, hard, cold, warm, and so on. If a monster grabs an investigator, the Keeper might describe the grip as hard and cold, or as moist and soft. The tentacle of a dark young might be firm and slim, while a ghoul's hand could be leathery and boney.

Touch is another case where descriptive comparison can be useful and important. Things could be said to feel like sandpaper, glass, tree bark, moss, stone, chalk, seaweed, leather, glue, egg whites, and so on. Again, try to go against preconceptions and use unexpected sensations to promote a sense of the other, the alien, and the horrific.

Taste

In some instances, a Mythos being may emit gases, aromas, or pheromones that can be tasted in the air. Some of these will be strong enough to leave an unpleasant taste in the mouth. The Keeper might want to have the investigators develop a strange taste in their mouth before they ever see or hear the monster. Maybe, it's a salt water-like taste or it's sour, or perhaps sweet. Chemical tastes like sulfur, salt, or copper may apply. Perhaps the investigators have the sensation of something burned upon their tongues or a hot and spicy feeling that is almost painful. Use taste in concert with the other sense to build up to a patchwork of horrific description.

The Sixth Sense

Lastly, we come to the power of the mind. The Keeper may or may not wish to utilize this "sixth sense" when describing the terrors of the Cthulhu Mythos, although bear in mind that, on a primal level, human senses sometimes seem capable of detecting when a threat is present. Perhaps the sixth sense is purely the accumulation of various and tiny pieces of sensory and observational information, warning us that something isn't quite right and that we should be on guard. Or, we accept that science does not fully understand the human mind or brain, and that certain vibrations or other pieces of unseen data help to alert us to threats.

In use, an investigator might "feel" something: their skin tingles, their hair stands up, they have the feeling of being watched, they get a headache, and so on. All these things might be referred to as getting "the creeps." Maybe an investigator "hears" something in their mind? A voice, outré music, howling, or just "white noise."

The realm of the psychic is left to the Keeper's discretion. Sometimes a POW roll might be called for to determine if an investigator can detect the strangeness around them, while at others the sense is overpowering and affects everyone. More details on psychic senses can be found in *Pulp Cthulhu* for those wishing to make these a larger part of their games.

SANITY AND THE SENSES

The Keeper can describe monsters before or after the investigators have made their appropriate Sanity rolls. The decision varies from Keeper to Keeper, and no one must employ Sanity rolls always in the same manner in each adventure.

If calling for the Sanity roll before giving a description, the Keeper can opt to describe the horror differently, using the Sanity loss result to amplify or decrease the description. A greater Sanity loss suggests a more vivid and frightening description, whereas a minor or zero loss may be presented in less descriptive terms, almost in a mundane manner, echoing the effect on the investigator. In addition, having the roll first allows the Keeper to provide a specific or unique description to a player whose investigator suffered significant Sanity loss and who may have gone insane as a result. A monstrous encounter might be described differently to each investigator in the scene, depending upon their Sanity loss, mental stability, and personal backgrounds. For example, if an investigator already has a fear of snakes, the Keeper may decide to accentuate the snake-like qualities of the monster before them (even if the monster isn't in actuality very snake-like), perhaps its tentacles or pseudopods are reaching forward and sensing the air in a snake-like fashion, perhaps its skin appears scaled, or its body seems to be an enormous mound of writhing snakes. Another example, the monster seems to possess the face of a loved one, or has the investigator's own face!

If describing before the Sanity roll, the Keeper is presenting the monster in common terms to all, with everyone seeing it more or less the same. The stage is set, with everyone having a baseline description of the horror before them. Then, the Sanity rolls are made. Now, the Keeper can fine tune the picture, providing each investigator with something specific that they have become aware of, such as one of them (who lost a lot of Sanity) believing that the monster is coming specifically for them, fixing their gaze so that now they see the horror in greater detail, while another (who lost little to no Sanity) now finds their adrenaline kicks in, masking their senses so it is all like a blur and allowing them to act with reason.

MONSTER NAMES

Try to build upon the names given to monsters in this book. Avoid calling a monster by the same name in different scenarios. Vary the terms to keep the players on their toes. Use the terms a person who knows nothing about the truth of the monster would use; a deep one might be called a "thing from the sea" by one person, while another calls it a "water devil." The residents of Insmouth may well call their cousins from the sea the deep ones, but another coastal

community elsewhere probably would not, and instead have their own name for these fish-frog demons.

You might take inspiration from human folklore and mythology, as such monsters from human historical "fantasy" have a certain currency among humanity. In Ireland, a ghoul might be considered a banshee, a grogach, or a pooka, while in China it might be thought of as a mogwai. While we aren't saying a ghoul is a banshee, humans in your scenario might attribute the nighttime escapades of a ghoul to some lore in their local tradition. Use such cultural nomenclature to diversify and localize monster descriptions and names.

Rather than produce a proper name, use the effect of a monster to describe it. The "chill-bringer," the "shifting darkness," or the "howling things" might be used where names are not easy to find. The effect of such terms tends to inspire the imagination, allowing the players to imagine the monster in their head (usually, this has a stronger and more personal effect).

PLAYING MONSTERS

"Then, too, there was the upsetting of the larder, the disappearance of certain staples, and the jarringly comical heap of tin cans pried open in the most unlikely ways and at the most unlikely places. The profusion of scattered matches, intact, broken, or spent, formed another minor enigma—as did the two or three tent cloths and fur suits which we found lying about with peculiar and unorthodox slashings conceivably due to clumsy efforts at unimaginable adaptations."

—H. P. Lovecraft, *At the Mountains of Madness*

Only you, as the Keeper, know how the monsters of the Mythos behave. Anything they do may be important. They are capable of influencing investigators in all sorts of ways. Avoid monsters simply turning up, growl or pipe in an eldritch tone, and then attack. This presentation is limiting, predictable, and unworthy of the Mythos.

Intelligent creatures build, eat, experiment, worship, learn, perform magic, question, torture, or do anything else humans might do. They do much more as well—things that are odd, inexplicable, or incomprehensible. The horror, mystery, and tone of the game are best served if behaviors are dark, unusual, and unpredictable. The actions of such creatures are beyond the imagination, so try to strive to portray them as sinister, threatening, and unwholesome.

Remember, nearly all Mythos races, such as mi-go, serpent people, and deep ones, are of human intelligence or greater, lead longer lives, and are more knowledgeable of the world and cosmos around them. Who among these semi-immortals

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would willingly risk death for some momentary victory over beings who are to them the equivalent of chimpanzees? Lacking reasons to fight, intelligent creatures retreat before danger.

In the main, avoid negotiation between investigators and their inhuman adversaries—such actions suggest that the monsters operate on a human level and can diminish their horror. Most monsters have alien minds, their actions and goals incomprehensible to the average human. Of course, there are some monsters with more in common with humanity than others, such as ghouls and deep ones, some of whom may once have been human, and alongside these, are creatures like the mi-go and the serpent people, who sometimes use human operatives or form temporary alliances to progress their schemes. Such monsters may be more prepared to negotiate, at least to determine and size up the opposition presented by the investigators. Usually, any truces or agreements may appear to favor the investigators but, in practice, the terms will be one-sided to the advantage of the non-humans. Deals may be broken, ignored, or otherwise used to ensure the monsters come out on top. Occasionally, a monster (usually an individual) may be a temporary ally due to sharing a common enemy with the investigators, with help and assistance coming from an unlikely and horrific source. With this latter notion, such allies will appear only from near-to-human monsters, like ghouls, as things like star vampires or dark young tend to have very alien concepts and agenda that do not easily align with human interests.

Shoggoths and other entities of lesser intelligence should be terrifyingly unpredictable and rancorous. Such monsters may launch all-out attacks or ignore the investigators entirely. Here, the threat of physical injury and death is most possible, and the Keeper is obliged to give “some” reasonable warning of impending doom if the investigators continue down a particularly dangerous track. Not all monsters can or must be dealt with immediately. The shoggoth lurking in the cave can be an episodic problem, one that can be returned to until the investigators can destroy it, contain it, or find some other solution to the problem it poses.

PLAYING MONSTERS EFFECTIVELY

Mythos monsters are, for the most part, not mindless animals. Many are of equal or greater intelligence than the investigators, with motivations and concerns beyond the scope of the average human’s understanding. Monsters do not automatically seek to engage in combat and, if they do, they may not necessarily seek to kill the investigators. Intelligent monsters may incapacitate and then move on (nullifying the immediate threat), or attempt to capture (then using captives as a food source, as sacrifices, as slaves,

or perhaps for experimental purposes). Indeed, not every encounter has to culminate in a fight, as hiding or fleeing may be the wisest option.

Monsters may be used to illustrate a threat, with their actions happening off-camera, and the investigators discovering evidence of a monster from its attacks or comings and goings. Having the players believe that the monster could jump at any time builds tension, with the threat being more powerful than an actual encounter with the monster. Use the monster as a ticking bomb—the players know its somewhere nearby and that their investigators are in danger, and unless they act to “deal” with the situation they and others will be harmed or die. With the threat layered into the plot, the investigators must find a way to kill, contain, or banish the monster without getting involved in suicidal combat; perhaps, finding and casting the right spell, using “spontaneous” Cthulhu Mythos, identifying or building the right artifact, or luring the monster somewhere to be trapped. While combat may be an ever-present threat, it does not mean that the Keeper has to resort to combat in terms of the plot or within the possible methods for the investigators to win the day. By seeking to limit or negate combat, you allow for other imaginative and creative solutions.

MONSTER COMBAT

When combat does happen, consider the monster’s motivation and objective(s). Some monsters are bestial things that wish only to feed, such as star vampires, whereas many are intelligent and have agendas to follow. For the latter group, the investigators may be insignificant or, at most, an inconvenience, neither of which requires the monster to kill all the investigators outright. If the monster’s aim is to kill, it should fight back rather than dodge in combat. If it wants to escape (or if it considers the investigators to be insignificant), it dodges in order to flee and/or move on.

By default, every monster (with a few exceptions), has the Fighting skill—a generic combat skill covering all manner of strikes, kicks, claws, teeth, tentacles, elbows, head butts, and so on. If able to use weapons, the Fighting skill should be used for those as well, unless a specific skill is noted. Be creative in portraying a monster’s attacks. Each entry describes how the monster normally attacks, and keywords, such as “bite,” “tentacle,” or “grasp” are provided to give ideas on how best to describe differing attacks. The environment can also be added into the description of attacks and damage: an investigator could be crushed between an elephant and a tree, a ghoul could crack open an investigator’s head against a gravestone, and so on.

While a monster’s standard attack could be used every time, this can become repetitive and dull. Using the damage

listed for the monster's standard Fighting attack frees the Keeper from having to adjust the damage with each variation, allowing the Keeper greater freedom to describe the monster's attacks in creative and imaginative ways. The Keeper is neither gaining an advantage or disadvantage in varying the monster's attacks—they are simply making the story more exciting and engaging.

Remember, while a monster might fight to the death, most living things have an inbuilt sense of self-preservation. If getting wounded, a monster (be it a ghoul, shoggoth, or dark young) is likely to want to avoid further injury and seek to remove itself from the combat. Thus, it may use the environment to slow things down, ripping up a tree to create a barrier between it and the investigators to enable it to escape, or causing a rockslide or collapsing a building to gain a similar outcome. It may simply run, jump down into the sewers, or open a Gate. Do the investigators take advantage of this cessation to take stock and rethink their tactics? Do they pursue (turning the combat into a chase)? Having the monster do something unexpected not only illustrates its mystery but may also provide the investigators a way out of certain death and allow them to change tact.

It is quite possible for the investigators to beat some monsters in combat; against others, however, their only chance of survival is generally to flee or hide. Deep ones, byakhees, dimensional shamblers, fire vampires, ghosts, ghouls, servants of Gla'aki, mi-go, rat-things, sand-dwellers, serpent people, and (of course) human cultists can all be "taken on" in combat by several investigators with some hope of success. This is the reason that many scenarios feature cultists and human-scale monsters as they make approximately human-scale adversaries. Such Mythos entities can, on first reflection, appear human-like in terms of their vulnerability and relative size; yet, beware of humanizing such monsters. As stated, their goals, knowledge, and abilities should be difficult, if not impossible, to fathom. A bunch of investigators with some experience may think taking on a bunch of deep ones is going to be easy, and indeed it may be—the horror is lessened through experience—so, be sure to rebuild the horror by having dozens or even hundreds of deep one begin to emerge from the ocean (perhaps they heard the cries of their kin being gunned down); the threat is suddenly real again, and with no way to take on so many horrors after their blood, the investigators must run and find some other way to stop the deep one menace. By changing the dynamic, you change the threat level and force the players into different ways of thinking.

Maneuvers

Maneuvers (mnvr) use the monster's Fighting skill. Build is an important factor for maneuvers; if the opponent is 3 Build

points above that of the attacker, a maneuver is ineffective. Any monster with Build 2 or greater is never going to suffer from a penalty dice when using a maneuver against a human being. The largest opponent a human (maximum Build 2) could take on with a maneuver would be Build 4 (horse, elder thing, and so on)—even then, the largest of humans would attack with 2 penalty dice due to the difference in Build.

In combat, monsters can use the same range of maneuvers open to humans (and sometimes more). The Keeper should visualize the monster and imagine how it might take advantage of its physical form in combat. If it has tentacles, hands, or pincers, it might seize hold of its opponent. If it has a prominent mouth, it might bite and hold onto its prey. Large creatures might simply trap their opponents with their bulk, crushing the life out of them. Opponents seized or grabbed are usually held until they can succeed in an opposed STR or DEX roll (the entries usually give a straight difficulty roll, so only the player need make the roll) or make maneuver of their own to free themselves. Some entries provide guidance for when colleagues might be able to assist and free a grabbed companion.

Usually, a monster's maneuver means they capture an investigator in one action and then deal damage (or some other effect) on the following round, which provides the investigator at least one chance to escape before being injured—giving the player an opportunity to feel like they could escape is important; it's more fun, and may result in the players coming up with a cool or crazy plan, all of which makes for dramatic and memorable scenes. If the investigators have no agency and are simply monster fodder, then the game can become stale.

With a successful maneuver, a monster could:

- Knock an investigator to the floor, gaining a bonus die on its next attack if the investigator is still prone.
- Push an investigator out of a window or over a cliff.
- Disarm an investigator, knocking that annoying "boomstick" out of their hands.
- Grasp hold of an investigator with a tentacle, gaining a bonus die to cause harm by constriction or pummeling the held investigator against a wall on the next attack.
- If the monster is large enough, it could seize an investigator and carry them off next round, perhaps flying away or carrying the investigator aloft with a writhing tentacle. The scene becomes a chase to catch up and save the captured investigator, moving the story on.
- A standard car has Build 5, so any monster with Build 3+ has the potential to damage vehicles. Larger monsters might seize hold of a vehicle containing the investigators, much like an angry child throwing a cereal box.

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Monsters and Outnumbering

A monster with more than one attack per round may dodge or fight back that number of times before its enemies are granted a bonus die for outnumbering it. Thus, a ghoul with three attacks facing four investigators can fight back three times before the fourth (and last) investigator gains a bonus die to their attack. While a ghoul facing a lone investigator gains a bonus die to its second and third attack as, after its first attack, it “outnumbers” its opponent. In the main, most larger than human monsters can never be outnumbered by investigators.

MONSTER INJURY AND DEATH

Rather than declaring that a monster or opponent is dead, the Keeper is encouraged to describe what the investigators see—the monster stops moving, appears to be melting, a thick green fluid wells up from a hole in the side of its body, and so on. Remember, monsters are strange and alien beings, so determining death should not be simple. Some monsters (when reduced to unconsciousness or zero hit points) may appear to be dead, only to rise again moments or hours later to inflict a grisly revenge on their attackers. How the Keeper chooses to confirm a monster’s death is at their discretion. Sometimes it will just be obvious, while at others an investigator may have to risk getting up close to check for life signs, or a First Aid or Medicine roll might be required.

When monsters die, it is up to the Keeper whether the creature exhibits symptoms of distress, simply collapses, or vanishes. Mythos creatures that die often dissolve or evaporate—a noxious cloud soon replaced by a damp spot and clean air, as happened to Wilbur Whateley in Miskatonic University’s library in *The Dunwich Horror*. This conveniently leaves the investigators short of physical evidence.

Mythos gods and some monsters are multidimensional, existing in our plane of reality as well as others beyond our reasoning, and so cannot be truly slain. While hit points are given, should such a creature be reduced to zero hit points, the thing is not killed or rendered unconscious, but rather dispelled or forced back whence it came. Mere damage does not destroy or even harm these entities. If they are forced or persuaded to leave, they may be able to return at some later time.

Death Scenes

Describing the horrible fates of victims of the Mythos can be as gruesomely delightful as describing the monsters themselves. A death scene, either hinted at or described in graphic detail, may give clues to investigators about what possible Mythos horrors they face and how to cope with

them. It is not enough for the Keeper just to say, “you find Karl’s dead body.” Instead, try something like, “in the middle of the field you find what is left of Karl’s body, smashed to pulp and covered with a viscous black ooze.” See how much better that is! The Keeper needs to be keenly aware of what special powers, weapons, or forms of attack a particular monster has, and what—if anything—will be left of hapless investigators who stumble upon the alien horror. Of course, sometimes employing mystery can be equally if not scarier. Having the investigators discover the torn clothing of a friend or the signs of a struggle with damaged and bloodstained furniture leaves room for interpretation, allowing the players’ minds to imagine and conjure all manner of possibilities. What is unknown is food for fear.

Although there is not enough room in this book to provide death scenes for every monster, the following are some examples for inspiration.


Byakhee: we spied the body, impaled upon the church’s spire. After we had taken it down, we found the body to be quite pale. It seemed that all the blood was missing, despite the lack of it on the body or the church roof. The only sign of trauma was the throat, which has been torn open.

Chthonians: the man had obviously been crushed to death. His body looked like a deflated balloon, bits of broken bones and ruptured organs forced through burst skin and exposed to the cold night air. A thick and viscous slime was smeared over the body. Nearby, a deep gouge in the earth showed where something very large and very heavy had moved across the field. The trail led to a large hole in the ground, which appeared to descend into the earth. The hole’s sides were strange, as the rock and dirt walls looked as though they had been melted away instead of dug.

Dark Young: it was though someone, or thing, had punctured the flesh with dozens of spikes of varying size. Each wound was filled with black pus, making them look more like suppurating ulcers. Strange lash marks covered the body, as though he had been relentlessly whipped before whatever next had happened to the poor person.

Deep Ones: deep slashing wounds lined the upper torso and arms, some of which appeared to be defensive wounds. The throat had also been slashed, which appeared to be the cause of death. Each injury seemed caused by a sharp blade or, perhaps, nails, as the wounds were in parallel, suggestive of claws.

Colours Out of Space: we found old Thompson inside his shack, still sitting in his favorite rocking chair. His body



was withered and gray and gave off a weird, unhealthy glow. Cooter, his faithful hound dog, was curled up at his feet. The dog's body was in the same strange condition as its master's. When touched, old Thompson's arm crumbled to dust. The door to the shack had been locked from the inside and there was no sign of forced entry. Soon, night fell, and we were unnerved to see that the crops in Thompson's fields glowed with that same unhealthy light as his desiccated body.

Fire Vampires: the old woman was still sat in her armchair, her body burned to a twisted and blacken form. Really, only the charred bones remained, yet, in places, patches of melted skin clung onto the skeleton. Despite the tremendous heat to cause such foul injuries, the armchair and surrounding furnishings were undamaged.

Ghouls: the tomb has been ransacked, the stone casket's lid thrown off and now lay broken in two upon the floor of the mausoleum. Within, the corpse has been... disturbed. The skull had been opened, with whatever remained of the brain now gone, while the eyes appeared to have been plucked out. The chest too had been cut open, with ribs severed as though the perpetrator has used bolt cutters or a sharp blade to cut their way inside to the heart, which along with the entrails was also missing.

Hounds of Tindalos: her head was unattached and what was left of it now rested on her chest. Like an overripe fruit, the head had been chewed and then tossed aside. Perhaps, the weirdest thing was the bright blue goo or slime that covered the head and most of the body, which carried with it a strange perfume that brought to mind the scent of vinegar.

Mi-Go: the body lay strapped to a cold metal table. The young man was cadaverously-gray and obviously dead, although no wounds were evident on his body. It wasn't until we approached and saw the head that we realized that the young man's skull had been opened and his brain removed.

Shantaks: we heard the cries before we found the man's remains in a valley some distance from the camp. Just the lower abdomen and legs were here, the rest savagely torn away. There was little blood. Whatever had done this had cut the man in two with a single bite.

Shoggoths: it was awful to think what lay before us was once a human being. A sack of flesh wherein every bone was crushed or broken and covered in a putrescent film of green-black slime. Nothing could be found of the head.

MONSTER MAGIC

Many monsters can cast spells. The Keeper should determine what spells the monster has access to, ideally drawing up a list when preparing a scenario. Draw spells from the *Call of Cthulhu: Keeper Rulebook* or, better, the *Grand Grimoire of Cthulhu Mythos Magic*, which contains many more possibilities. In many cases, a monster may serve, follow, or worship one or more of the Mythos deities, and so may know at least one spell to contact, call, or commune with their master. Remember, these beings are not some fumbling human wizard seeking the mysteries of magic, but rather the very embodiment of the Mythos in all of its horrific splendor, so they tend to be adept in using magic.

The higher a monster's POW and INT, the more likely it is to know spells. As a guide, those with POW and INT of 50 to 100 might know 1 to 6 spells. In choosing spells, consider the purpose and the nature of the creature. The Keeper is encouraged to manipulate and alter spell effects to better suit particular monsters and take note of deeper magic versions that could be employed. No casting roll is required for the initial casting of a spell by a monster. Expend magic points as required by the spell cost, but ignore any Sanity costs or Sanity rolls.

Some monsters may, like Mythos deities teach or otherwise impart the knowledge of a spell to a human, such as a cultist or a wizard, with the spell being mentally implanted in the mind; the human would need to make a casting roll to first cast the spell successfully. The process may call for a Sanity loss and other downsides the Keeper feels are appropriate—the Mythos tends to take more than it gives.

Most monsters do not have any specific spells listed, allowing the Keeper to choose the spells they feel would best serve the scenario and plot. Following are some spells that may be used as a handy reference when preparing a scenario or can be drawn from if in need of a spell quickly in the midst of a game. The numbers given in parentheses refer to the *Call of Cthulhu: Keeper Rulebook* (before the slash) and the *Grand Grimoire of Cthulhu Mythos Magic* (after the slash).



HORRIFIC: USING AND CREATING MONSTERS

CREATING MONSTERS

Some Keepers may wish to design their own monsters. This section provides some guidance and ideas for fashioning horrors to scare the investigators, and gives two approaches to detailing a monster.

INSPIRATION

Horror, science fiction, and fantasy films, television, and books are great sources of inspiration for scary monsters. Every Keeper probably has a favorite monster they would love to pit against the intrepid investigators. With some thought and creativity, a Keeper can introduce any horrors they want.

Once you have a monster in mind, think about the following things and make a few notes to start to shape the horror. With some answers to these questions, you have formed a picture of the monster that you can use to develop its presence in the game. Devise, create, and have fun.

- Is the monster unique? A member of a Mythos species? Does it work solo or in a group?
- Does the monster serve a deity or another monster? Is it independent and works to its own agenda?

- Is it related to an existing Mythos monster (such as a different type of mi-go, serpent person, or shoggoth)?
- Is the monster a magical or scientific creation? Created by a deity? Is its origins unknown?
- What does it want or do? Does it want to consume? Does it need something to live? Is it a scientist? Does it work to support or worship a Mythos deity? Does it work with cultists or against humans in general?
- Is it intelligent or bestial? If the former, is it more intelligent than a human?
- What does the monster look like? Is it invisible? Can it change form? Does it partly resemble any earthly creatures?
- How big or small it is? Think about this on a human scale: is it man-sized, bigger, or smaller? If bigger, is it double, triple, or quadruple the average size of a human? If smaller, is it dog, cat, or mouse-sized?
- Where does it come from? Earth? Outer space? Another dimension?
- What special abilities or powers does it have? Do any of these cost magic points to use (see **Limiting the Monster**, following).
- What can and cannot hurt it? Is it vulnerable to anything specific or immune to bullets, and so on?
- Does it have natural, worn, or no armor?
- Does it use weapons or does it just possess natural attacks?
- What is it good at? What skills might it possess?

MONSTER MAGIC

Combat Spells

Breath of Pazzuzu (—/46)
Breath of the Deep (247/46)
Clutch of Nyogtha (250/68)
Dominate (254/98)
Enthrall Victim (258/113)
Fist of Yog-Sothoth (259/118)
Grasp of Cthulhu (—/125)
Implant Fear (259/129)
Incinerate (—/130)
Liquid Death (—/137)
Liquidity (—/137)
Mindblast (260/142)
Petrify Nether Limb (—/150)
The Red Sign (261/158)
Shrivelling (262/167)
Song of Hastur (263/169)
Swelling Torment (—/178)

Touch of Decay (—/179)
Utterance of Bile (—/182)
Venomous Glance (—/183)
Wither Limb (265/190)
Wrack (265/191)
Wrath of Pazzuzu (—/191)

Disguise Spells

Appear Human (—/29)
Body Warping of Gorgoroth (246/45)
Consume Likeness (250/72)

Useful Spells

Animate Flesh Thing (—/28)
Bait Human (—/34)
Barrier of Pain (—/36)
Circle of Nausea (—/65)
Cloud Memory (250/66)

Consume Memories (—/72)
Dampen Light (—/93)
Death's Breath (—/93)
Dread Curse of Azathoth (254/98)
Find Gate (256/117)
Flesh Ward (259/118)
Gate (256/120)
Mental Suggestion (260/140)
Nullify Device (—/146)
Pipes of Madness (—/150)
Pose Mundane (—/151)
Possess Corpse (—/151)
Power Drain (—/153)
Raise Night Fog (—/156)
Reach (—/157)
Send Dream (—/164)
Sense Life (—/166)
Siren's Song (—/168)

Limiting the Monster

What with Outer Gods, dark young, and shoggoths, balance isn't a large feature of *Call of Cthulhu*. Much of the time, the opposition against the investigators cannot be simply fought through a strength of arms. The player characters must be clever and try to use a varied arsenal of ingenuity, combat, magic, and luck in order to defeat different Mythos threats.

While combat may not be a solution for the investigators, there are times when a monster may strike. Such encounters are not about killing-off the investigators but should rather be concerned with sowing fear and breeding terror. A short encounter, perhaps injuring or even killing one investigator, demonstrates the nature of the threat the characters face, provides them with some information, and dials up the horror. These things are delivered and then the monster departs or (more likely) the investigators flee before they are all eaten or killed. As noted, the point is not to necessarily kill off the investigators, especially if this scene is not the climax to the scenario or campaign, as to do so ends the fun and the game. If this is a no holds barred climatic scene, most monsters are capable of killing all of the investigators, but to do so too easily can be frustrating and joyless for the players. This is where a sense of limiting the monster comes into play.

In this respect, limiting the monster simply means ensuring that the investigators can at least attempt to give it a fight—a desperate fight for their lives perhaps, but a fight nevertheless. If the players have no agency to affect the encounter, then it's one-sided and meaningless. Even if they cannot hope to kill the monster in combat, the fact they can hold it back or save each other from its clutches (perhaps to flee or buy time for a colleague to enact a banishing spell) is important.

You will note that many monsters have some sort of combat maneuver allowing them to grab and hold an investigator. Most times, the text will say something like: the target is grabbed and then, on the following round, they suffer XX damage. What's key in this example line is the phrase "on the following round," as this means the investigator(s) have at least one opportunity to "do something" before damage is dealt (such damage often being enough to kill a character outright). Do something tends to mean "try to escape," allowing a character to make a STR or DEX roll to break or wriggle free, saving their necks at the last moment. Yes, the monster (in theory) could simply inflict their damage in the same round as grabbing someone, yet, this can be dull. If the investigator does not make their roll, then failure is on them, and their character's death even more poignant. If they do escape, it's a dramatic near-death experience they will not want to repeat. Either way, it's fun. The monster may still go on to actually kill that same investigator or one of their friends in the following rounds (if they don't flee!), so this

in no way minimizes its threat or agency; in fact, it tends to make it that much scarier.

So, with the preceding text in mind, when creating a monster think about how much agency the investigators will have when they come to face-to-face with it. The following items all bear consideration in terms of scaling a monster to suit a plot or scenario.

Number of Attacks and Damage

Most human-like monsters have one attack, with a few possessing two to three attacks per round. Such a monster is balanced when facing a group of two to six investigators. Think of this as roughly one attack per investigator, so two ghouls with three attacks apiece are likely to keep a group of six investigators busy, with the fight being relatively even. Now, consider that not all six investigators are muscled-up fighting machines, and that at least three of them are bookish types with little in the way of combat prowess. The fight with the two ghouls is more dangerous, even with the untrained librarian and professor using firearms. Thus, you can adjust the number of human-sized opponents to increase or decrease the threat level in combat encounters.

If a single monster, you may want to give it more attacks per round, so that it can threaten most or all the investigators. Each of these attacks should not (ideally) be enough to cause enough damage to kill an investigator in one hit, maybe two or three, but not one (something like 1D4 to 1D8 damage). Alternatively, give it fewer attacks (say one or two), but increase the damage to 1D10 to 3D10, which means it can kill outright but cannot kill everyone in one turn, providing the survivors the chance to run away and rethink their strategy.

Thus, balancing the number of attacks and the damage each can deal against the number of investigators and their capabilities can be a useful tool in understanding how deadly a monster could be. Remember, the game is about telling a memorable story and having fun, not wiping out all the investigators in round one.

Another way to look at the number of attacks is to use a simple formula: if a monster's SIZ is 100 or fewer, it should have one attack per round; if SIZ 100 to 200, two attacks; if 200 to 400, three attacks; and so on. If DEX is lower than 50, deduct one attack (minimum of one attack).

Spells and Powers

Bestial monsters don't tend to cast spells, their combat abilities are usually more than enough. Intelligent monsters may have access to spells, but these are usually limited to those with above average intelligence. Normally, a given monster might have between 1D4 to 1D6 spells. Not all of these will be combat-focused, so work on the assumption

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of two to three combat spells. A good trick is to give weaker monsters a spell such as Dominate, allowing them to potentially turn an investigator or a bystander into a minion for a round. Spells that harm, rather than quickly kill, tend to be more fun, and give the players something to work against.

Not all monsters have special powers or abilities; many just have access to spells. Some monsters might have a power that emulates a spell (this is the easiest way to create powers, just adapt a spell) or have something more unique. Generally, powers of transformation can be done at will with no cost to the monster other than time, while powers that affect others may require the expenditure of magic points, which acts to limit the monster so they are not god-like. In the main, a monster might have one to three powers of varying use. Some should be focused on allowing the monster to “do its thing,” which could be passing unseen through humanity or creating other monsters. One to two powers might cause a spell-like effect and/or be combative in nature; such abilities may work to give the monster a bonus or an advantage in combat, but these should usually require magic points, making their use limited in any single encounter.

Armor, Immunities, and Vulnerabilities

Think carefully before awarding your monster with an immunity—what are you trying to achieve? In many cases, a decent armor value can create enough of a challenge. Immunities are things to emphasize the otherworldliness of the horror and to limit the capabilities of the investigators, plus they make the monster more terrifying. Many Mythos monsters are immune to or have some resistance to mundane weapons, which basically means that firearms are either useless or inflict minimum damage. This directly challenges the assumptions of players and ensures a healthy respect. But, if every monster were immune to such things, the game becomes predictable and dull. So, varying things helps keep encounters fresh. Certain immunities force the investigators to seek out ways to deal with a monster, which builds the story and presents a clear motivation, especially if the research leads them to discover something unexpected and risky, opening the door to creative problem solving and challenging situations, rather than a straight fight.

Likewise, vulnerabilities should be motivated by plot and story. Finding and identifying a vulnerability can be presented as a challenge in and of itself, requiring the investigators to put themselves at risk by delving into forbidden lore, tracking down and speaking to a powerful non-player character, or using magic to find answers. All of which present their own difficulties and potentially awful consequences. Assume a monster will have one to two vulnerabilities at best. Take the example of the chthonians,

powerful monsters that cannot abide water. Now, getting water is easy, but getting enough water in the right place and orchestrating how it could drown a chthonian is a significant challenge—but one far more interesting than attempting to fight the monster with a shotgun.

Generally, human-scale opponents might have one to three points of armor, if any at all. Larger and otherworldly monsters may either have armor or an immunity instead. When setting the armor value, think about the capability of the investigators and how much damage they can deliver in one strike or hit. If you want the investigators to be able to fight the monster, then its armor value can be tough but not so high as to render all weapons and bullets ineffective. An average armor value would be around 3 to 6 points, which would eat around half of the damage inflicted (but allow for lucky hits), while 8- to 10-point armor is generally going to require an Extreme success (causing maximum weapon damage) to cause any significant harm.

SCALE AND CHARACTERISTICS

Determining how big a monster should be can be difficult or easy, depending on the initial idea. You may start out thinking that you want to create a human or near-human sized critter, or have already decided to make something suitably huge and horrific, like a shoggoth. Other times, you may not know and simply have an idea based around a concept or power the monster possesses.

Look at the **Comparative Monster Sizes** diagram (nearby), which visually demonstrates differing monsters based on multiples of the human scale. Use the human scale to work out how big your monster should be, using the human average of SIZ 65. Thus, something in the region of SIZ 120–150 (a formless spawn or an elder thing) is twice the size of a human. Remember, SIZ approximates both height and mass, so a large size doesn't necessarily equate just to height. On the diagram, you can also see the appropriate dice rolls per average SIZ, as well as the equivalent Builds. With this information, you have a baseline for beginning to work out the characteristic values for your monster.

An example: looking at the Comparative Monster Sizes diagram for inspiration, we have decided that our monster is going to be SIZ 140 (like an elder thing), as we want something big and scary but small enough to perhaps move back alleys and dark streets without drawing too much attention (so something equivalent to a dark young at SIZ 220 would be too noticeable). We have SIZ as 8D6×5 (140) and Build 4 set.

CHAPTER I



Next, we think about the STR and DEX. For strength, we want the monster to be three-times stronger than a human, so roughly 65 multiplied by 3, equaling STR 195. Now, we can either do the math* and work out that you get an average of 195 by rolling $(4D6+5) \times 5$, or you can forget the dice roll and simply give your monster STR 195. For DEX, use the human scale again. More dexterous or less dexterous than a human? We decide that the monster should be about as quick as fast human, so if average human DEX is 50–55, based on $3D6 \times 5$, we can say the monster's DEX is 70 (within the human range but above average).

With STR, SIZ, and DEX figured out, we can now easily work out its hit points, damage bonus, and build. We also have a clue to its Movement rate, as we are using the human range for DEX. So, we roughly figure a MOV value of 9 (above average speed for a human).

Then, we just decide the INT and POW. Our concept points to the monster being low intelligence, above animal level but not quite clever. An INT of 40 sounds about right. It can think and

make good decisions for its self-preservation, but it isn't going to be inventing a time machine. Given the low INT, it's unlikely to be able to cast any spells, so POW isn't going to be that important (it won't be trying to mentally dominate a human). We give it a basic, average POW of 50—we could reduce this to 30 or 40, but 50 seems about right.

Okay, we have our monster's characteristics!

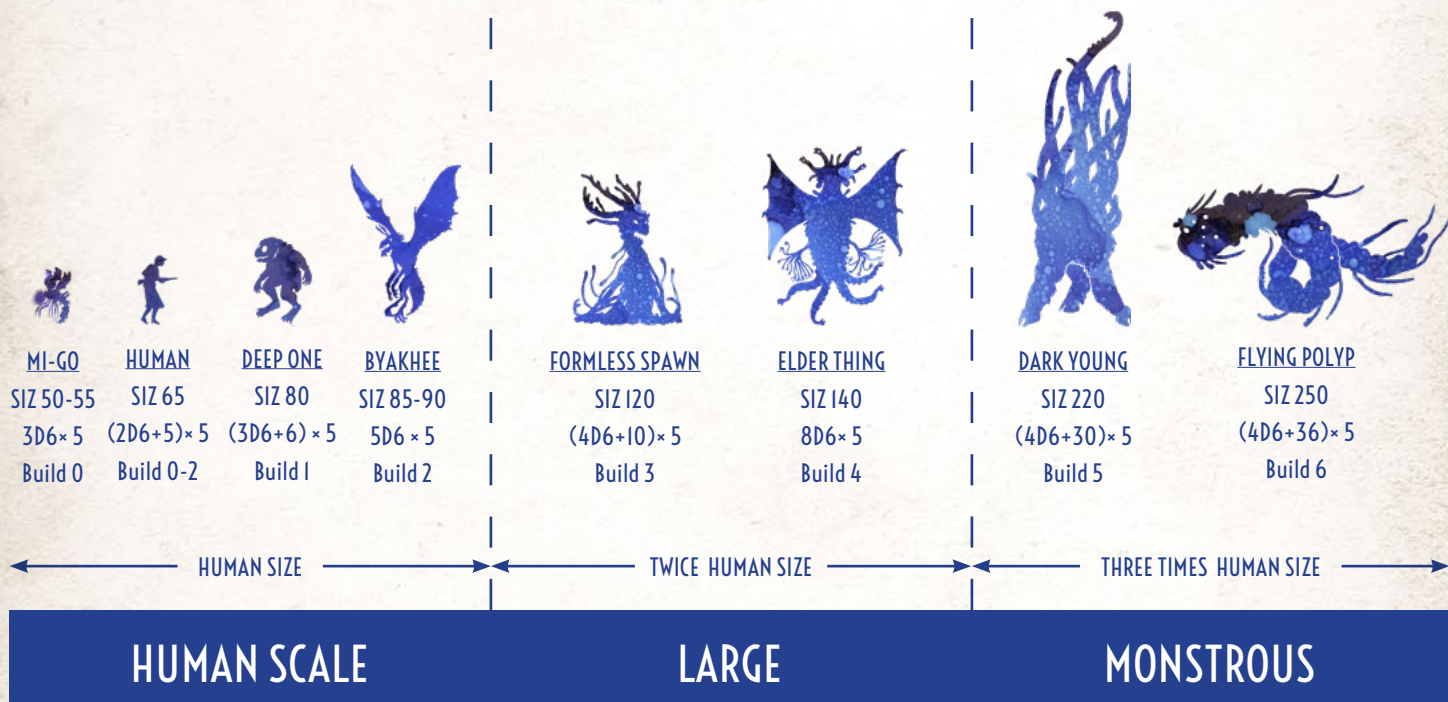
*There are plenty of websites allowing you to work out dice rolls and their average results; using one of these is a really quick way to do the math without needing to know or do the math yourself!

Another example: we don't bother with working anything out. Instead, we look through the monsters in this book and just pick out the characteristics we want, building the monster by comparison with other monsters. Or, even simpler, we decide on a human-sized monster and simply take the ghoul or deep one's characteristics, copying these across for our, as yet, unnamed monster.

COMPARATIVE MONSTER SIZES

Key: shows average SIZ value of each creature, SIZ roll, and then Build.

Scale ranges are rough approximation.



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CREATING A MONSTER: QUICK VERSION

The quickest way to create a brand-new monster is to find an existing entity with similar statistics and use that creature as a template and build from there, adjusting anything as needed, and giving it a different name. Once you have the numbers figured out, you can move onto the other stuff, like spells, powers, number of attacks, armor, and so on, using the guidance already provided. Use your imagination to shape these details and give your monster its own character and flavor.

CREATING A MONSTER: RANDOM VERSION

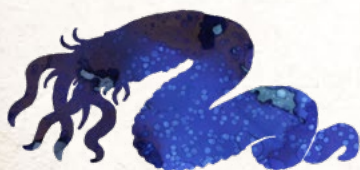
Some people may not have a ready idea in mind and just need some more inspiration. Use the tools already discussed to work out a monster's characteristics and values, but refer

to the following tables for inspiration when determining the monster's appearance or behaviors. You can just pick out anything that appeals or roll for random inspiration. There are no real rules to any of this, just go with what works.

Summary of Random Tables of Monster Traits

Here is a list of the following tables. Use them all or ignore the ones you don't need.

- Scale
- Speed
- Intelligence
- Power/Spell Casting
- Attacks
- Armor/Immunities
- Healing
- Special Abilities
- Goals



CTHONIAN

SIZ 260

3D6×25

Build 6

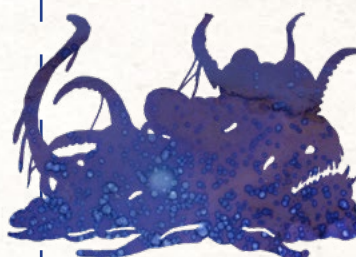


GREAT RACE OF YITH (CONE)

SIZ 320

(8D6+36)×5

Build 7

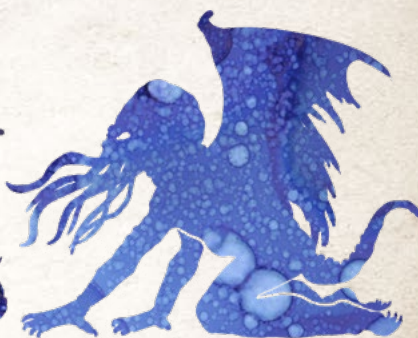


SHOGGOTH

SIZ 420

24D6×5

Build 9



STAR-SPAWN OF CTHULHU

SIZ 525

3D6×50

Build 11

← FOUR TO FIVE TIMES HUMAN SIZE →

← SIX TIMES PLUS HUMAN SIZE →

GIGANTIC

HUMONGOUS

CHAPTER I

Scale

Roll 1D10 or Pick	How Big?
1	Smaller than a human
2-4	Human sized
5-7	Large (roughly twice human sized)
8	Monstrous (roughly triple human sized)
9	Gigantic (roughly four to six times human size)
10	Humongous (roughly seven times or greater than human size)

Speed

Roll 1D10 or Pick	How Quick?
1	Immobile
2-4	Slow (MOV 1-6)
5-7	Average (MOV 7-9)
8-9	Fast (MOV 10-14)
10	Very Fast (MOV 15-20)

Intelligence

Roll 1D10 or Pick	Intelligence
1	Animal (INT 05)
2-4	Average Human (INT 50)
5-7	Clever Human (INT 80)
8	Genius Human (INT 100)
9	Above Human (INT 140)
10	God-Like (INT 200)

Power/Spell Casting

Roll 1D10 or Pick	Power / Spells
1	Minimum willpower (POW 05) / no spellcasting ability
2-3	Weak-willed (POW 15) / no spellcasting ability
4-5	Average Human (POW 50) / 10% of knowing 1D2 spells
6-7	Strong willed (POW 90) / 50% of knowing 1D4 spells
8-9	Beyond Human (POW 140) / 80% of knowing 1D6 spells
10	Infused with power (POW 200) / knows 1D8+4 spells

Attacks

Roll 1D10 or Pick	Attacks per Round
1-3	1
4-5	2
6-7	3
8-9	4
10	6

Armor/Immunities

Where a dice roll is given, roll once to determine a set value for the monster.

Roll 1D10 or Pick	Armor Value / Immunities
1	No Armor / No Immunities
2	No Armor / 1D3 Immunities
3-4	1D2-point Armor / No Immunities
5-6	4-point Armor / 1 Immunity
7	6-point Amor / No Immunities
8	8-point Armor / 1D2 Immunities
9	10-point Armor / No Immunities
10	14-point Armor / No Immunities

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Healing

Where a dice roll is given, roll once to determine a set value for the monster.

Roll 1D10 or Pick	Regeneration?
1	Natural healing (1 HP point per day)
2	Fast healing (1D2+1 HPs per day)
3-4	Super-fast healing (1D4+2 HPs per day)
5-6	Regenerates 1 HP per round per 1 magic point spent
7	Regenerates 2 HPs per round per 1 magic point spent
8	Regenerates 3 HPs per round per 1 magic point spent
9	Regenerates 1D4 HPs per round automatically
10	Regenerates 1D6+1 HPs per round automatically

Goals

What does the monster want to achieve?

Roll 1D10 or Pick	Goal
1	Wants to eat/consume
2	Wants to possess magical items/artifacts
3	Want to leave/return to its home
4	Wants to serve a specific Mythos deity (motivations may vary depending on the deity)
5	Wants information (in a book, a brain, etc.)
6	Wants to make more of its kind
7	Wants to kill (bloodlust)
8	Want to make/construct something.
9	Wants to cause chaos
10	Wants to influence/affect human society and change it to its own design

Special Abilities

Determine how many special abilities by rolling 1D4:

1. None
2. One
3. Two
4. Three

Determine whether there is a cost per special ability by rolling 1D6

1. No cost
2. 1 magic point per use
3. 2 magic points per use
4. 3 magic points per use
5. 4 magic points per use
6. 5 magic points per use

Roll 1D10 or Pick	Special Abilities / Cost <i>CR = Call of Cthulhu: Keeper Rulebook</i> <i>GG = Grand Grimoire of Cthulhu Mythos Magic</i>
1	Mind control (base on Dominate spell; CR 254, GG 98)
2	Makes a sound that stuns (base on Enthrall Victim spell; CR 258, GG 113)
3	Touch withers flesh (base on Shrivelling spell; CR 262, GG 167)
4	Can teleport (base on Gate spell; CR 256, GG)
5	Beguiles victim into thinking the monster is a human (base on Siren's Song spell; GG 168)
6	Can transform/change its appearance (base on Body Warping of Gorgorth spell; CR 246, GG 45)
7	Can send out a psychic wave capable of causing harm (1D6 damage)
8	Can become or is invisible
9	Can become or is incorporeal, able to pass through solid objects
10	Can read minds/emotions

MONSTER CLASSIFICATIONS

From Lovecraft onward, each author has added to the collective Cthulhu Mythos, with each addition standing alone. There has never been a consistent and cohesive whole when looking at the Mythos. There are, sometimes, some common named elements within a particular author's stories—certain monsters, places, characters, books, gods, and so forth. But, when one looks closely, these are rarely repeated or developed in any depth. Such repeated story elements have tended to form the body of what has become known as the Cthulhu Mythos.

Real-world myths are full of inconsistencies and contradictions, and this is also true of the Cthulhu Mythos. It is these very inconsistencies and contradictions that make the Mythos such fertile ground for others to cultivate their own stories. As Keeper, you should feel empowered to make your own decisions, using the various entities, deities, tomes, and so on, as building blocks to create your own unique stories to share and develop with your players. The Cthulhu Mythos is meant to be beyond humanity's understanding, so for this book to attempt to define it too closely may prove counterproductive. Thus, the entries in this book of monsters do not include any classification other than "monster." It is for each Keeper to adapt and build the Cthulhu Mythos as they wish.

OLD CLASSIFICATIONS

In previous editions of *Call of Cthulhu*, monsters were sometimes grouped into certain classifications. If you like order rather than chaos, here are the old groupings, with the monsters from this book sorted by type. A warning, such lists are quite subjective and may differ from your expectations. Feel free to ignore these or use them if it helps.

Servitor Races

Some species may be associated with Great Old Ones or Outer Gods—byakhee with Hastur, for instance, or nightgaunts with Nodens. These are servitor species, and when an Outer God or Old One manifests, they are likely to be accompanied by several such servitors. Representatives may act as assassins, messengers, spies, and heralds, and be more likely to appear in scenarios than their masters, who in comparison should be met with exceedingly infrequently.

Some races may be associated with more than one deity.

Servitor Race

Deity Associated

Adherents of the Unspeakable Oath	Hastur
Byakhee	Hastur
Children of the Sphinx	Nyarlathept
Courtiers of King in Yellow	Hastur
Dark Young	Shub-Niggurath
Deep Ones	Cthulhu
Denizens of S'glhuo	Tru'nembra
Dwellers in the Depths	Cthulhu
Fire Vampires	Cthugha
Fisher from Outside	Groth-golka
Formless Spawn	Tsathoggua
Gnoph-Keh	Ithaqua
Goatswood Gnomes	Shub-Niggurath
Gof'nn Hupadgh	Shub-Niggurath
Hunting Horrors	Nyarlathept
Inhabitants of L'gy'hx	Lrogg / Nyarlathept
Lurkers	Yidhra
Miri Nigri	Chaugnar Faugn
Nagäae	Cyaegha
Nightgaunts	Nodens / Yibb-Tstll
Nioth-korghai	Ubbo-Sathla
Rat-Things	Human Witches & Wizards / Others
Sand-Dwellers	Ubbo-Sathla / Nyarlathept
Servitors of the Outer Gods	Azathoth / Others
Shantaks	Any
Spawn of the Green Abyss	Zoth Syra & Yoth Kala
Star-Spawn of Cthulhu	Cthulhu
Tcho-Tchos	Shub-Niggurath / Chaugnar Faugn / Nyarlathept
Tomb-Herd	Yog-Sothoth
Wind-Walkers	Ithaqua
Xiclotlans	Insects from Shaggai

Independent Races

Most species do not serve to a specific deity, although individuals may certainly worship, cooperate, or co-conspire with such beings. Some species neither desire nor instigate any interaction with other races of the Mythos, while others may actively associate with or war against other species or even deities.

Alien species possess their own agendas. Of course, differing groups within a species may pay devotions to a

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particular entity, but this is not representative of the whole. Some species may not “worship” the Mythos gods at all, but views them scientifically, as forces of cosmic nature to be studied, used, or avoided.

Some may be intimately connected with our planet, as described in Lovecraft’s *At the Mountains of Madness* and *The Shadow Out of Time*. In these stories, we find the true history of the Earth. At the dawn of the Cambrian age, beings known only as the elder things flew to the Earth. They inhabited much of the land, warred with other species, and finally were pushed back to Antarctica. The elder things, perhaps mistakenly, bred organisms eventually to evolve into the dinosaurs, mammals, and humanity. They also bred the horrible shoggoths, whose ultimate revolt led to the near-extinction of the elder things.

In the distant past, indigenous cone-shaped beings had their minds taken over by the Great Race of Yith, mental beings from the stars. The Great Race survived in their adopted bodies until about 50 million years ago when they were defeated by terrible flying polyps not native to this Earth, which the Great Race had imprisoned in vast caverns beneath the surface. Fortunately, the Great Race had already transmitted their minds forward in time to escape their doom.

The star-spawn of Cthulhu came down upon the Earth and conquered a vast reach of land in the primordial Pacific Ocean, but were trapped when it sank beneath the surface. While the beings referred to as the Fungi from Yuggoth (mi-go) established their first bases on the Earth in the Jurassic period, about 100 million years ago. Over time, they gradually decreased their “footprint” on Earth, leaving a few bases within mountains or isolated locations where humanity was unlikely to venture.

Independent Races

Entities named in parentheses are traditionally worshipped.

Beings from Xicotl
Chakota
Chthonians
Colours Out of Space
Dark Crawlers
Denizens of Yaddith
Desh
Dholes
Dimensional Shamblers
Elder Things
Flying Polyps

Ghasts
Ghouls
Gnoph-Keh
Great Race of Yith
Hounds of Tindalos
Hyperboreans
Insects from Shaggai (Azathoth)
Lloigor
Lords of Tindalos
Martense Kin
Mi-go
Mind Parasites
Ny’ghan Grii
People of k’n-Yan
Serpent People (Yig / Tsathoggua)
Shoggoths
Space Eaters (Daoloth / Yog-Sothoth)
Star Vampires
Voormis (Tsathoggua)
Voors (Tsathoggua / Abhoth / Atlach-Nacha / Ubbo-Sathla)
Worms of the Earth (Yig)
Xo t’lmi-go
Yuggs

Others

Those falling outside of the servitor or independent groups are here.

Ashen Ones
Blighted Ones
Cold Ones
Crawling Ones
Death-Vines of Xicotl
Devil Creepers
Fosterlings of the Old Ones
Ghoul Hounds of Leng
Guardians of the Crystallizers of Dreams
Hell Leech
Petesouchi
Reanimates
Spectral Hunters
Swine Folk
Terrors from Beyond
Tindalosian Hybrids
Worms That Walk

THE ENTRIES

The entries in a chapter are presented alphabetically, usually by keyword or phrase; thus, you will find the hounds of Tindalos entered under T, as Tindalos, Hounds of.

ENTRY FORMAT

Each monster in this volume is described in the following format.

Quoted Description

Each entry starts with a quoted description of the entity. The Keeper may use this to fuel what the investigators see or experience. None of the quotations are attributed to any person or text, allowing the Keeper to also use these as information drawn from a Mythos tome or journal. For example, the investigators have access to a copy of the *Book of Eibon* and use it to find out about a particular monster they are researching, such as a ghoul, with the Keeper using the quoted description from the ghoul entry as a player handout.

Human descriptions of monsters will be biased to the (fictional) writer, who brings to bear their own beliefs, experience, and frame of reference in their choice of words to depict the monster. Thus, none of the quoted descriptions should be taken as fact. Mythos monsters are (usually) beyond the comprehension of human witnesses, and so reports may vary and conflict. What one person sees as a flying horse with a dragon's head, another sees a giant hairy bat with the glowing eyes of a demon. Human memory is problematic at the best of times.

Other Names

Possible alternative names for the monster. The Keeper is encouraged to devise others.

Main Entry

Covers key information for the entity, and may include notes concerning *modus operandi*, habitat, mannerisms, goals, and so on. The relative length of an entry has nothing to do with the importance of the entity or species within the Mythos, nor with the likelihood of an encounter. Certain species may have remarkable properties that demand considerable space to summarize. Ghouls, for example, are among the most likely denizen of the Cthulhu Mythos to be encountered, yet their entry is much shorter than the one for the rare flying polyps, which requires more space to detail their remarkable abilities.

Powers/Special Abilities

Some monsters possess extraordinary abilities. Some may be used at will, others (as noted) may require a cost of magic points or other "fuel." These are detailed here and may also include specific traits or requirements for the monster. Powers are separate and distinct from casting a spell (i.e. they are not considered to be spells even though the results may be spell-like).

Characteristics Profile

Details STR, CON, SIZ, DEX, INT, and POW, as well as hit points, damage bonus, build, and movement rate. All are shown with the necessary dice rolls, allowing Keepers to create a monster using randomization. Average values for each characteristic are shown and may be used as is. Unique monsters are shown with set values. Some entities are so alien or so enormous that certain statistics are listed as "n/a" (not applicable).

These are creatures of nightmare, and individual monsters may vary from one encounter to the next in their characteristics and abilities. The characteristic values given are those of an average specimen, although unique entities are given precise statistics. The Keeper has the option to roll an individual monster's statistics or choose to create a lesser or greater specimen using the dice ranges as a guide to generating characteristic values. If in haste, just use the average values (add or deduct 20–50 points to vary things up on the fly). Of course, the Keeper should feel free to change profiles as they need to present dramatically different versions. If tougher ghouls are required, bolster their STR, CON, and SIZ. The Mythos is malleable to the Keeper's needs as dictated by the style of game you wish to run. Individual monsters may vary from one encounter to the next in their characteristics and abilities.

Only full (Regular) characteristic values are listed for monsters. Non-player character and monster characteristics are primarily used to set the difficulty level of investigator skill rolls. As Keeper, you may occasionally need to figure out one-half or one-fifth of a monster's characteristic value, but this will be uncommon.

Characteristic values may go up and down in play, so the Keeper should use the full scale of values, rather than being limited to increments of 5. In some instances, this may prove helpful, such as when figuring the order of combat between monsters and investigators. If the monster's DEX ends in a value other than 5 or zero, it is far less likely to clash with the investigator's DEX, and saves the Keeper taking an additional step to break ties in the DEX order. Of course, if you prefer to round up or down to the nearest 0 or 5 to keep the math simple, then do it.

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Hit Points

Usually, a monster must lose all its hit points before dying. This is figured by averaging SIZ and CON (in the case of unusual or special races, hit points may be figured differently, such as by POW). Bigger or healthier monsters have more hit points. Monsters may seek to flee if reduced to half or fewer hit points.

Build (Monster Scale)

Along with the SIZ characteristic, each monster has a build value. This figure provides an “at a glance” guide to scale. The average human has a build of 0, with the full range extending from -2 (children and small persons) to 2 (heavyweight boxers for example). The Build Scale is not linear; combining 5 motorcycles would not create something larger than a truck.

When considering what a being can lift or throw, use a standard human as a guide. The average human of Build 0 could lift someone of equal build off the floor, perhaps carrying them over their shoulder. Something of 1 build smaller could easily be lifted, and a thing of 2 builds smaller could be thrown. With effort, a human of Build 0 might just about lift a person of Build 1. The most a person of Build 0 might do to a person of Build 2 is to unbalance them or disarm them. Using this as a guide, it becomes simple to figure the relative capability of a monster to lift and throw things—for example, whether a monster is large enough to throw a car.

- If a target is 2 builds smaller: it can be thrown.
- If a target is 1 build smaller: it can be lifted with ease.
- If a target is of equal build: it can be carried for a brief time.
- If a target is 1 build larger: it can barely be lifted.
- If a target is 2 builds larger: it cannot be lifted but might be unbalanced or disarmed.

Certain monsters are staggeringly huge when compared to the human scale (mostly 15–90%). For example, a dhole’s average SIZ of 2775 equates to being nearly 31 times the size of the largest human.

Damage Bonus

For individuals, the damage bonus (DB) notations show the actual roll(s) to be added to the damage result. Those for species are given as average rolls—for an individual of the species, calculate the damage bonus from its SIZ+STR in the normal manner as when creating an investigator. The notation “+DB” indicates that the damage bonus should be included in the attack damage. In some cases, the damage is stated as “DB” indicating that just the damage bonus dice are rolled.

Move

If two or more numbers are separated by slashes, the trailing number is the monster’s MOV in another medium (water, flying, and so on). Some beings have no movement value, as these are generally stationary, although they may lash out with tentacles or other limbs. Other entities move so fast or in such an alien manner that they have incalculable speeds.

Combat

Covers attacks per round, the forms of such attacks, and combat skills values. Specific attack forms and maneuvers may be detailed, including the skill rolls or actions required by investigators to escape with life and limb.

Weapons listed are usually natural weapons, as opposed to artifacts or tools. Here the entity’s characteristic attacks and chances to hit are shown, plus damage inflicted when successful. Attacks are shown as Regular (Hard/Extreme). Where an entity has 100% in an attack form, it means it never misses—unless a 100 (“00”) result means a lucky break for an investigator.

Many creatures of the Mythos inflict special damage with their attacks. This may be in some form of statistic drain, suffocation, drowning, burn, or electrocution, freezing, hypnosis, petrification, poisoning, infection, some sort of transformation, engulf or swallow, aging, devolution, or even automatic death. The text of the individual monster’s entry describes any special damage or effects inflicted with a successful attack.

Attacks per Round

States the number of attacks an entity may attempt during one combat round; it is presumed that creatures with multiple attacks make all of their actions at the same time in the round, although this may vary with certain monsters, and the Keeper may choose to spread multiple attacks through the DEX order (note that doing so complicates matters and gives the Keeper more to keep track of).

Following the number, a summary of attack forms may be provided in parentheses for quick glance review. Details on differing attack forms usually follows below for unusual or unique methods of dealing damage, as well as pertinent combat maneuvers (mnvr). For reference, combat maneuvers are actions that do not necessarily inflict damage (although damage may be caused as a consequence of a particular maneuver), and rather perform some function, such as grabbing and holding an opponent. Often a successful maneuver means the monster can inflict increased damage on a following round or some other form of nasty behavior. In the main, investigators held by a maneuver may attempt to break or wriggle free on their next subsequent action with a successful opposed STR or DEX roll, although specific entry text may negate or provide alternatives.

Damage and Loss of Characteristics

Against each attack form is the damage inflicted by a successful attack, which should be subtracted from the opponent's hit points. Some forms of damage may call for alternative results, such as draining the opponent's characteristic points. Characteristic point loss is always permanent unless the entry states that the loss is temporary.

Skills

Key or typical skills are noted with average values, which may be increased or lowered at the Keeper's discretion. Additional skills may be added where pertinent to a particular scenario or story. Most monsters have only a few notable skills shown, if any, though most or all could have physical skills such as Climb, Jump, Listen, Spot Hidden, Stealth, or Track. The Keeper determines the value for unlisted skills, with a rule of thumb being an average skill of 40–50 percent—revised by the nature, make up, and stated abilities of the entity. The Keeper is free to determine skill values as best fits with the needs of the scenario, while maintaining fair play in the interests of player enjoyment.

Armor

Specifies whether the monster possesses armor and its value; other immunities or vulnerabilities may be stated. The text of an entry always takes precedence over the following details.

The monster may have a hard shell, thick hide, gelatinous flesh, trans-dimensional physiognomy, or other forms of protection, with the armor value stated deducted from damage inflicted upon it. In addition, special healing abilities (rapid regeneration, and so on) and/or special immunities may be listed (see following). For numerous monsters, bullets and mundane melee weapons deal minimal damage, meaning 1 point of damage per bullet or hit. Note that shotgun pellets are applied differently, with each successful hit inflicting minimum damage (which may be greater than 1).

Some entries may mention specific attack forms that do or do not deal damage—unmentioned attack forms may deal damage at the Keeper's discretion. Where mundane attacks deal no harm, it is assumed enchanted (magical) weapons, artifacts, and spells can cause harm. As with most things, the Keeper should use armor details to inform themselves of

HIT POINT LOSSES BY DAMAGE TYPE

Damage Type	Small	Moderate	Large	Total Immersion
Fire, Water	1D3	1D6	1D8	1D10
Chemical	1D10	2D10	3D10	4D10
Biological	1D10	2D10	3D10	4D10+
Bomb	1D10	3D10	4D10	6D10+
Nuclear	—	—	—	Death*

- **Damage Type:** is a general catch-all and only appropriate as per the nature of the entity in question. Much depends on the Keeper's decision as to the susceptibility of certain entities to these damage types, and how these might figure in their plots and games; thus, the scope is somewhat flexible and designed to allow the Keeper to figure these things out according to their own need and design.
- **Damage:** provides a single instance or may be applied per round (assuming damage type is in constant contact/effect per round).
- **Small:** burning torch, splash of water, mild poison, stick of dynamite.

- **Moderate:** incendiary bomb, bucket(s) of water, strong poison.
- **Large:** water hose, hand grenade, rocket-propelled grenade, lethal poison.
- **Total Immersion:** entire location aflame, submerged in water, filled with poison/chemical gas, total exposure to a biological agent, nuclear blast.

*Entity is probably destroyed, but reforms in 1D10 minutes and is now radioactive.

HORRIFIC: USING AND CREATING MONSTERS

a monster's immunities and weaknesses, but may alter and adjust such matters as best relates to their story and game.

Immunities and Vulnerabilities

Immunities may include: fire, electricity, radioactivity, chemicals (incl. acid), as well other less mundane things, such as immunity to non-magical weapons (only magic/enchanted weapons deal damage).

- **Mundane weapons:** means any earthly weapon, fists, knives, bats, swords, arrows, bullets, and so on. Where applicable, an entry states whether mundane weapons deal halved, minimum, or no damage. Minimum damage refers to the lowest possible result from a damage roll for a particular attack form and this should include the minimum damage bonus associated with that attack form (e.g. a 1D4 knife + 1D4 DB equals 2 damage at minimum).
- **Elemental:** may be fire, water, chemical, biological, and so on. These may deal reduced or no damage whatsoever.
- **Special/Other:** anything not already covered, if the monster is specifically stated as immune then no damage is suffered whatsoever.
- None of the entries provide an exhaustive list of vulnerabilities—in fact, vulnerabilities are usually not listed at all. Thus, unless an entry categorically states that the monster is “immune” to a particular thing, then (most likely, within reason) it is susceptible to harm from other sources; i.e., an entry may state that the monster is “immune to mundane weapons,” which means that magical/enchanted weapons can cause damage. Magical/enchanted weapons deal normal damage and may bypass any armor value at the Keeper's discretion. Elemental damage (fire, water, etc.) may cause harm, but only where logic applies; i.e., a fire-based being (like fire vampires) may be susceptible to water but not fire, and so on.
- If you are unsure of how much damage an unusual “weapon” may inflict on a monster, use the nearby **Hit Point Losses by Damage Type** table to determine damage inflicted; this table may be superseded by specific information within a scenario/campaign, and is provided here as a general guide.

Spells

Suggests whether an individual monster or an average species member has any spellcasting ability, and may suggest types or specific spells. The Keeper is directed to refer to the *Grand Grimoire of Cthulhu Mythos Magic* for spell descriptions, or to otherwise use spells from the *Call of Cthulhu: Keeper Rulebook* as needed. Latitude is given to the Keeper to use whatever spells make sense, although remember that monsters do not have the same degree of spellcasting knowledge or range of spells as would a Mythos deity.

Spells are intended to be those most appropriate to the entity: a deep one is more likely to cast Contact Cthulhu than Summon/Bind Fire Vampires, for instance. Additional spells are possible and always left to the Keeper's discretion.

Sanity Loss

The standard Sanity point loss when encountering the monster, subject to Sanity roll. The actual amount of Sanity points lost might increase if more than one monster were encountered, at the Keeper's discretion, but the Sanity loss charged at one time should never exceed the maximum possible loss that a single creature could cause.

Note the word “encounter” is used rather than “see,” as the experience may not be visual at all, or sight is but one component of the overall effect. An encounter entails sight, smell, aura, and sound, all in varying degrees. The Mythos is anathema to humanity. Investigators are affected by their proximity to the entity (at a range best determined by the Keeper), and not by whether they close their eyes.

Sanity losses may be adjusted up or down by the Keeper to better reflect their story, but care and consideration should be used when doing so. Each monster has an average Sanity loss, which can be used (rather than a die roll) if the Keeper desires.





STRANGE AND UNUSUAL: MONSTERS OF THE CTHULHU MYTHOS

- A -

ABHOTH, SPAWN OF

Curious things of a mainly pale hue comprised white, gray, and yellow flesh, sticky and slime-coated. Each is born of Abboth and takes a unique form, often bizarre and strange. Some appearing with multiple appendages or legs or arms, others with more than one mouth-like maw, and some with many eyes or sensory organs. Most are small, something like a rat or a cat, while larger kin are birthed in size approximate to a dog or even cow. Such larger creations are often festooned with malignant-looking growths. Abboth reclaims some, for many do no escape the reaching tentacles and are drawn back to be consumed.

Alternative names: Abboth's Issue, Crawling Horrors, the Created, Flourishing Madness, Ghozii, Pale Things.

Abboth's spawn are numerous and take many forms, each birthed from the Outer God's bulk, and each one unique in form and appearance. They are complex life forms, although some do not appear to be "finished," with vestigial limbs and half-formed bodies, while others seem fully realized. Various, they range in looks from juvenile prehistoric creatures and monstrous mutants to bothersome-looking humanoids and amorphous globs of living flesh. Some can walk or fly, while many simply crawl or glide slug-like. The majority are simple-minded creatures that act purely on impulse. A few seem to demonstrate intelligence and cunning.

Once birthed, many are grabbed by Abboth's tentacles to be reabsorbed, leaving a few to scurry away to dark corners to mature into larger manifestations of horror. Of the maturing ones, some find their way into the world to worry humanity,

others find the angles to be transported to the Dreamlands and other dimensions. Many of Abboth's children remain with their sire, tending to its needs.

Characteristics for the spawn vary greatly; the average rolls shown below are variable, dependent on the Keeper's whim.



Opposite: Close Examination
Left: Spawn of Abboth

Spawn of Abthoth, *slimy progeny*

char.	roll	average
STR	4D10×5	110
CON	6D6×5	105
SIZ	3D10×5	80–85
DEX	3D6×5	50–55
INT*	2D4×5	25
POW	6D6×5	105

*Increase to 3D6 X 5 for intelligent individuals.

Average Hit Points: 18–19

Average Damage Bonus (DB): +1D6

Average Build: 2

Move: 3D6–2 (average 8)

Combat

Attacks per Round: 1 (grab, crush, whip, claw, bite)

Every spawn is different, each has a different mode of attack varying from 1D4 to 2D6 damage; the Keeper should determine the specific attack form created.

Crush (mnvr): envelops the target and then crushes on the following round (variable damage). The target may attempt to break free on their action with a successful opposed STR or DEX roll.

Fighting	100% (50/20), damage 1D4+DB to 2D6+DB
Crush (mnvr)	100% (50/20), held, damage 1D4+DB to 2D6+DB per round following
Dodge	25% (12/5)

Skills

Climb 45%, Scent/Spot Prey 60%, Stealth 50%.

Armor: none; regenerates 1D6 hit points per round (death at zero hit points).

Spells: none.

Sanity Loss: varies from 0/1D2 to 1/1D8 Sanity points to encounter the horrible spawn of Abthoth.

ADHERENT OF THE UNSPEAKABLE OATH

These foul caricatures of humanity have given over their will completely to Him Who Is Not To Be Named. Their lumpen flesh has turned scaly and mottled green-gray, their jelly-like arms and legs shamble and wobble as though boneless, and their faces are mask-like, with deep-set eyes hardly visible. For they have accepted their lord's bargain and recited the Unspeakable Oath, damning their humanity for to swim the dark waters of the Lake of Hali.

Alternative names: Bloated Ones, Child of Hali, Nameless Walkers, Sinister Devotee, Servants of Carcosa, Things from Hali, Unspeakable Possessors

The adherents are creatures who have accepted Hastur's Unspeakable Oath and been transformed into something other. While on earth such creatures tend to be of human origin, other species are lured by the Unspeakable Promise and so the adherents may come in many strange forms.

Once the Oath is recited, Hastur's will is imposed upon the adherent, changing their physical form into to jelly-like substance, able to walk and squeeze itself through narrow places. The adherent becomes permanently tied to Hastur and performs such commands as pleases the Great Old One, while also attempting to foster new recruits into their master's service. Severed somehow by magical means from their lord's will, an adherent either falls stupefied or grows bestial and highly aggressive.

Each adherent's STR, CON, SIZ, and DEX characteristics are determined by the original host body (i.e. a human host's characteristics are, in the main, 3D6×5) and multiplied as shown below; for example, a host's STR of 50 is multiplied by 2 to give the adherent STR 100. INT and POW are set values.

Nightly Feeding: each night an adherent must feed. The adherent attempts to grasp its victim with its tentacular arms; with a successful hit, the target is held and on the following round is drained of bodily fluids at the rate of 1D10 damage per round until death or the target is able to break away (STR or DEX roll opposed by the adherent's STR). The process is painful, as the adherent forces its wet-jelly fingers into the target's ears, nose, and mouth. Any damage caused is consumed by the adherent, increasing its own STR and SIZ by an equal amount (divide points between the two characteristics); thus, such feeding increases the monster's bulk over time and may increase its hit points, build, and damage bonus. If an adherent is unable to feed, the following morning it suffers the loss of 2D10 STR and SIZ points (roll for each), which may also reduce its hit points. Should either characteristic fall to zero, the adherent dissolves into a greasy pool of slime.



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Adherents of the Unspeakable Oath, servants of Hastur

char.	roll	average
STR*	host×2	120–140
CON	host×3	165
SIZ*	host×1.5	82
DEX	host×2	110
INT	75	75
POW	175	175

Average Hit Points*: 24

Average Damage Bonus (DB)*: +1D6

Average Build*: 2

Move: 9

**These are the adherent's baseline statistics, which increase each time it feeds, and decrease when it is unable to feed.*

Combat

Attacks per Round: 1 (strike or grab)

Uses jelly-like arms to strike or grab and then crush opponents.

Grab (mnvr): grabs the target and then crushes on the following round (1D10 damage). The target may attempt to break free on their action with a successful opposed STR or DEX roll.

Fighting	80% (40/16), damage 1D8+DB
Grab (mnvr)	80% (40/16), held, damage 1D10 per round following (see above)
Dodge	55% (27/11)

Skills

Retains those it had while human.

Armor: 6-point scales and rubbery flesh.

Spells: any known before the transformation into an adherent, plus those granted by Hastur.

Sanity Loss: 1/1D6 Sanity points to encounter an adherent.

ASHEN ONE

Living dust from the ground bones of corpses, some take the form of humanoid nightmares, with faces of dire anger and hatred, while others are akin to those from beyond the stars. Although composed of bone dust, their physicality is solid enough, able to smash and render those who cross their path. It is said the ashen ones are born of magic cast by the wicked, enchanted to enact a wizard's will. Some say they are the manifestation of cosmic thought, the will of the gods transformed into cold and dusty frames.

Alternative names: Dust Chokers, Dust of Hate, Hell Ash, Scattered Things, Whirling Ones.

Ashen ones are magical creations, be they forged by a wizard's spell or the thought of a Mythos deity. Rumor holds that a secret spell, said to be hidden in the pages of the *Necronomicon*, provides the ritual to bring life to the ground down bones of the once-living. Once created, an ashen one is bound to service, although if their mortal creator dies, they are free to roam and devise havoc. If created by a Mythos god, an ashen one performs its allotted task and then if free of restraint—its creator's mind presumably turns to other matters and the ashen one is forgotten and left to exist unfettered. When encountered, ashen ones may resemble piles of dust that suddenly rise to form humanoid (or other less human) shapes. If destroyed, they fall to ground as ash.

Whirling Dust: an ashen one may forgo its physical form (and usual attacks) to transform into a vortex of whirling dust. The process takes one round, and all those within 5 yards/meters are subject to hard pieces of bone dust. No attack roll is made, the damage is automatic unless the target is wearing 2+ point armor or if a Dodge roll is successful (note that Dodging the swirling dust means losing the target's next action). The dust vortex has a move value of 10.

Possessing Dust: again, forgoing its physical form, an ashen one may disperse its form in an attempt to possess a target, with its dust entering the mouth, nose, and ears of the target. The possession attempt takes 1D2 rounds to complete, although the ashen one must win an opposed POW with the target or be forced out (usually resulting in the target retching up mouthfuls of dust). If successful, the possessed target is controlled by the ashen one, and performs such tasks as directed. If attempted while the target is sleeping or unconscious, the Keeper should make the POW roll in secret, as the target may remain completely unaware, performing the ashen one's directions at night and so on. The possessed will perform the ashen one's will, although it will stop short of self-harm (but could be manipulated into dangerous situations). The possessed, if aware of the situation, may attempt to cast out the ashen one once per day with a successful Hard POW roll. Other spells, at the Keeper's discretion, may also provide a means to cast out a possessing ashen one.



Ashen Ones, dust devils

char.	roll	average
STR	(2D6+2) × 5	45
CON	3D6 × 5	50–55
SIZ	(2D6+2) × 5	45
DEX	(3D6+6) × 5	80–85
INT	(2D6+6) × 5	65
POW	(2D6+2) × 5	45

Average Hit Points*: 9–10

Average Damage Bonus (DB): 0

Average Build: 0

Move: 8 / 10 flying dust

*Hit points are equal to one-fifth of POW.

Combat

Attacks per Round: 1 (smash, rake, or disperse)

When in physical form, ashen ones may perform melee attacks (punch, kick, and so on), although the creature's composition means that flesh is scored and raked in addition to the force of the attack.

Fighting	50% (25/10), damage 1D4+2+DB
Whirling dust	automatic, damage 2D4 per round (see above)
Dodge	40% (20/8)

Skills

Stealth 60%.

Armor: none; all impaling weapons (incl. bullets) cause minimum damage.

Spells: only those granted by a controlling wizard or god.

Sanity Loss: 0/1D4 Sanity points to encounter an ashen one's physical form; no loss if encountering it in swirling dust form.

CREATE ASHEN ONE (RESURRECTION SPELL VARIANT)

- **Cost:** 5 magic points; 1D8 Sanity points
- **Casting time:** 1 day (preparation); instantaneous

A person's dried remains are burned and then ground down into a powder, to which certain special components are added. The ash mixture turns a purple-blue color, rather than the blue-gray of the original Resurrection spell. When a command word of power is spoken over the ash pile, an ashen one rises and, likewise, a counter command reduces the ashen one back to a pile of dust. Note that the command words are unique and specific to each ashen one. Once animated, the ashen one may be commanded to perform tasks as directed by its creator, and commands from any other person will go unheeded.

The formula for this spell is very rare. Some tomes hide the spell within other spells or rituals, requiring the wizard to dissect the written words so as to decipher the hidden text, which may require a combined Science (Mathematics or Cryptography) and Cthulhu Mythos roll—if unwittingly failed, the wizard may bring strange unpleasantness upon their heads should they then try to cast the spell.

Alternative names: *Create Corpse Dust, Embers of Life, Fashion Servant of Ash.*

ATLACH-NACHA, DAUGHTER OF

The newborn were wet and slimy things, long and spindly legs radiating out from a central mass. Quickly maturing, these spider-like horrors are enormous. Their skin hardens to a deep black color, except for their abdomens, which are streaked with green and yellow. While akin to the spiders of earth, these are of another scale entirely. Limbs and body pulsate with a horrible rhythm. Each leg terminates in a sharp-pointed end, capable of piercing flesh and bone, while their head boasts a hideous, claw-like mandible for feasting on unspeakable delights.

Alternative names: Children of the Spider God, Harvesters, Loathsome Creepers, Makarasa Jeisa, Puer Aranea.

Atlach-Nacha's daughters are enormous, venomous spider-like entities. Chosen by the Great Old One as worthy to serve, a human (or possibly another species) is "rebirthed" by Atlach-Nacha—the process transforming the worshipper into one of its children, known as "daughters."

Human devotees who bear the mark of a venomous spider bite are particularly revered by the god's cult priestesses, who regard the subject as "favored," and a candidate for transformation by their god. Such candidates may already be initiates, although many are not aware of the spider cult. These unwitting people are either coerced or kidnapped so they may be indoctrinated into the cult. Successfully inducted candidates are later presented to Atlach-Nacha, with the god deciding whether to bless and transform or simply devour the hopefuls. The process of transformation begins with the human shedding their skin, which in turn

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forms a sack-like cocoon around it. Within this "egg sack," the rebirthed human's flesh peels away while their body mutates into a massive, spider-like creature. Within a few hours, the transformed daughter breaks free of the cocoon, ready to undertake Atlach-Nacha's bidding.

Spin Web: each daughter is capable of spinning webs to form traps. Unaware characters may fall foul of such traps, which effectively hold them in place, unable to move. A successful Luck roll determines if a trapped person is capable of moving their hands (to reach a knife) and/or is able to move just enough to attempt to break free, which requires an opposed STR roll versus the web's STR 70. A sharp knife can cut through the web in 1D4+1 rounds, but the action is likely to trigger the senses of a nearby daughter, who may come to attend to its victim. Alternatively, a web may be set on fire with oil or suitable accelerant, although the flames will probably burn anyone trapped for 1D6 damage per round (for at least 2 rounds) until they can escape.

Daughters of Atlach-Nacha, *hideous spiders*

char.	roll	average
STR	(3D6+13)×5	115–120
CON	(3D6+8)×5	90–95
SIZ	(3D6+8)×5	90–95
DEX	(2D6+6)×5	65
INT	3D6×5	50–55
POW	(2D6+6)×5	65

Average Hit Points: 18–19

Average Damage Bonus (DB):
+2D6

Average Build: 3

Average Magic Points: 13

Move: 8

Combat

Attacks per Round: 1 (bite, spear, or feast)

Uses either a long spear-like leg to pierce or its venomous bite to attack. If successfully biting a target, it may thereafter use its feast attack.

Bite: the venom is a paralyzing toxin; if the target fails an Extreme CON roll, they are immediately paralyzed and remain so for 1D6 hours.

Feast: once paralyzed by a bite attack, it may begin to devour the flesh of the victim's head, slowly sucking out the person's brain as it does so. It takes two rounds before the spider eats through the victim's eyes and begins on their brain (possibly buying some time for rescue). This gruesome feast takes 1 minute per 5 INT of the victim. Once reduced to zero INT, the victim's brain has been completely devoured, and they die. Friends may rescue the victim if they can stop the spider's feast before their friend's INT reaches zero. Survivors, however, are forever blind, suffering the permanent loss of 2D10 points of APP from the scarring, and the permanent loss of whatever INT was devoured. Sight based skills (Spot Hidden, Library Use, and so on) are permanently halved, although later investigator development phases may increase such skill values as the character begins to learn how to operate without recourse to visual stimuli.

Fighting	70% (35/14), damage 1D6+DB
Bite	60% (30/12), damage 1D10+venom (see note)
Feast	automatic when paralyzed, damage 5 INT devoured each round (see note)
Dodge	40% (20/8)

Skills

Climb 80%, Spin Web 60%, Stealth 50%.

Armor: 5-point hard shell.

Spells: all daughters of Atlach-Nacha know both Contact and Call Atlach-Nacha. Daughters with INT scores of 75 or higher know 1D3 additional spells.

Sanity Loss: 1/1D8 Sanity points to encounter a daughter of Atlach-Nacha. Seeing the process of human transformation into a daughter also costs 1/1D8 points of Sanity.



Daughter of Atlach-Nacha

- B -

BLIGHTED ONE

Fungus not of this earth. It spreads rapidly, multiplying as it feasts upon anything it encounters. Unwholesome, it grows strangely in color as fibrous strands crisscross and enmesh that which lies beneath it, be it mineral, vegetable, or animal. Soon, the strands swell ripely and fungal blooms appear, sprouting upward some three to five feet in height and culminating in a triangular-shaped head, from which its nightmare spores are released when the moon is dark in the sky. Inhalation leads to a conjoining of flesh and fungi, a bothersome union producing the blighted one, a walking assemblage of fungal blooms, strands, and spores.

Alternative names: Boletun, Corrupted Ones, Fungus People, Mushroom Man, Oozing Ones, the Ruined.

Brought to earth by the mi-go, this parasitic fungus devours earthly matter, establishing itself and spreading outward to overgrow an area. Anything unable to move away is eventually consumed. After reaching maturity, when it has spread to approximately 50 yards/meters in diameter—taking around a month—fungal blooms grow and release spores for a period of six hours. Thereafter the fungus decays and dissolves, leaving behind dead earth and picked-clean bones.

The spores are best avoided as inhalation may cause a human or animal to succumb to infection. The spores act parasitically, attaching themselves and multiplying, a process that alters the DNA of the host, mutating them into a blighted one, a mindless walking fungus, driven to infect others.

Infection: if passing within 100 feet (30 m) of the fungus during its bloom phase, it is possible to breathe in the spores, calling for a CON roll to determine if enough have taken root in the body to cause infection; if in very close proximity to the fungal blooms (within the area of fungal growth), a Hard CON roll is required. Where unsuccessful, the person is infected. The timescale of mutation into a blighted one varies, usually reaching completion within 1D6+1 days. At first no change is noticeable, but after 24 hours the victim becomes short of breath and their muscles begin to ache. Thereafter, the flesh begins to change: nodules form on the skin, which then burst open and form into curious fungal growths that quickly cover the entire body. The mind of the victim grows erratic; after 36 hours an INT roll is required, after 48 a Hard INT roll, after 60 hours an Extreme INT roll—any failure means the host's brain has succumbed to the fungus, their mind no longer rational, they become bestial creatures driven only by a desire to infect others. After 72 hours, the process is automatic.

Remedy: in nearly all cases, once infected, the host is doomed; however, two forms of remedy are said to exist. The first requires magic, with certain unspecified spells killing or removing the infection, but possibly at some cost to the host. The second must be attempted within 6 hours of first being infected and requires the host to purge their body by consuming a foul concoction, which essentially dispels the spores rendering them no longer a threat. Consuming the purgative inflicts 1D6 damage and requires a successful CON roll. As to the ingredients of the purgative, they vary by culture and are said to be contained within old books of herbal lore or known by “hedgerow” healers.

Spore Kiss: a blighted one's quest to infect others drives them to approach people and clamp their mouth over the target's mouth, exhaling spores directly into their victim, who must succeed in a Hard CON roll to avoid infection. The results of infection are as detailed in **Infection**, above.

Keeper note: the standard rate and manner of infection spread may be varied at the Keeper's discretion, taking longer to manifest, with the INT being reduced by five or ten points per 24 hours if a CON roll is failed. Once INT reaches zero, the host has become a blighted one.

Blighted Ones, alien parasites

char.	roll	average
STR	host × 2	120–140
CON	4D6 × 5	70
SIZ	host	50–55
DEX	host × 2	120–140
INT	n/a	n/a
POW	2D4 × 5	25

Average Hit Points: 12

Average Damage Bonus (DB): +1D6

Average Build: 2

Average Magic Points: 5

Move: 9

Combat

Attacks per Round: 1 (unarmed, spore kiss)

A blighted one has the usual unarmed attacks of a human (punch, kick, and so on). Those recently transformed may still have the capacity to wield a weapon (knife, club).

Fighting	60% (30/12), damage 1D4 or by weapon type
Spore kiss	30% (15/6), damage special (see above)
Dodge	60% (30/12)

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Skills

Climb 40%, Jump 40%, Stealth 30%.

Armor: 1-point fungal growth; firearms and other impaling weapons inflict minimal damage; fire and toxic chemical-based attacks inflict 1D6 per round damage.

Spells: none.

Sanity Loss: 1/1D6 Sanity points to encounter a blighted one; 1D4/1D6+2 if watching a friend transform into one over a course of hours or days.

BYAKHEE

Sometimes singularly, sometimes in packs they come, descending from the stars upon leathery wings. Upon four legs they go, but at times walk upon their hind quarters, the front legs ending in claw-like appendages, used to rent and tear. In size, akin to a common cow, yet as neither cow, bird, nor insect do they wholly present and are instead a menagerie of all crossed with the foulness of a human corpse. Know them by their stench, which arrives long before they appear.

Alternative names: Servant of He Not To be Named, Star Lizards, Void Steeds, Winged Things.

This interstellar race is believed to serve Hastur, the Unnamable and may be summoned to partake in rituals. Composed of conventional matter, they are vulnerable to ordinary mundane weapons but possess cunning intelligence and guile, and some are able to cast spells.

Dwelling in interstellar space, byakhee do not have bases on Earth, but may be summoned to perform deeds or to serve as steeds, carrying riders through interstellar space—such riders may need to partake of the revered Space Mead to survive such cold journeys. Some suggest that byakhee do not fly through space but rather fold space around themselves, allowing near-instantaneous transport between two points.

Fly: can fly through space and carry a rider; though such riders need protection from the vacuum and cold by suitable spells or potions (e.g. Space-Mead).



Byakhee, star-steeds

char.	roll	average
STR	5D6×5	85–90
CON	3D6×5	50–55
SIZ	5D6×5	85–90
DEX	(3D6+3)×5	65–70
INT	3D6×5	50–55
POW	3D6×5	50–55

Average Hit Points: 13–14

Average Damage Bonus (DB): +1D6

Average Build: 2

Average Magic Points: 10

Move: 5 / 16 flying

Combat

Attacks per Round: 2 (claw, bite, crash)

Byakhee may strike with claws or crash into its victim, delivering grievous wounds.

Bite and Hold (mnvr): if the bite strikes home, the byakhee remains attached to the victim and begins to drain their blood. Each round the byakhee remains attached, including the first, the blood drain subtracts 3D10 points of STR from the victim, until death occurs (at STR 0). The byakhee characteristically remains attached until the victim is drained of blood, unless the victim can make a successful opposed STR roll on their turn. Escaping death, the victim regains blood at up to 1D10+5 points of STR per day (transfusion is also an option). A Byakhee may hold only one victim at a time.

Fighting	55% (27/11), damage 1D6+DB
Bite and hold (mnvr)	55% (27/11), damage 1D6, plus 3D10 STR drain (see above)
Dodge	35% (17/7)

Skills

Listen 50%, Spot Hidden 50%.

Armor: 2-point fur and tough hide.

Spells: 40% chance of knowing 1D4 spells; such spells may relate to Hastur and associated beings.

Sanity Loss: 1/1D6 Sanity points to encounter a byakhee.

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CHAKOTA

A great mass of screaming, agonized human faces, each protruding from a cylindrical mass of pale, purple-gray flesh some six feet in height or length, and three to four feet in diameter. The loathsome worm-like body is reminiscent of a mass of sickly, purple-veined muscle. The many faces are those victims the chakota has consumed, each mouth ready to bite and consume any who would approach.

Alternative names: Gnawing Crawlers, Howling Things, Face Eaters, Many-Faced Things, Worm Feasters.

A chakota is composed of the faces of its victims; each weeps, shouts, or cries out with great woe or anger. Somewhat mobile, it moves slowly and cannot climb, and so specimens are usually kept in pits from which they cannot escape, used by cults as a sacrificial "altar" or guardians.

A willing person is required to create a chakota, whose body is consumed during a hideous magical ritual, and whose face becomes the first of the newborn creature. At first, the thing must be fed, but soon it can take care of itself. Each new victim's face appears on its body about two hours after ingestion. The chakota kills by biting and devouring with its myriad faces. There is no significant limit to the number of victims the thing can claim, for its bulk can constantly grow. An investigator seeing on it the face of a person known to them may experience increased Sanity loss.

A chakota's characteristics are a function of the number of its faces; each face yields 5 STR and 5 SIZ points. The CON and POW equal its STR, while DEX is always 1, and its Move is always 4.

Wail: hearing the woeful wail of a chakota for the first-time costs 1/1D8 Sanity points. Hearing the wail thereafter costs no Sanity points.

Chakota, many-faced monstrosity

char.	roll	average
STR	10D6×5	175
CON	10D6×5	175
SIZ	10D6×5	175
DEX	15	15
INT	1D3×5	10
POW	10D6×5	175

Average Hit Points: 35

Average Damage Bonus (DB): n/a (due to the limitations of its bite attacks)

Average Build: 4

Average Magic Points: 35

Move: 4

Attacks per Round: 1D8 (bite)

May bite with up to 1D8 faces per round (either against a single target or, if surrounded, divided among numerous targets, although a maximum of three is advised); roll to bite for each face—note that additional attacks against the same target will likely invoke the outnumbered rule. A successful bite clamps down on a victim, pulling and holding them beside the chakota. The victim may attempt an opposed STR roll to break free on their next action, but at an automatic cost of +1 point of damage per set of clamped teeth—assume that each bite has STR 5 and total the number of bite attacks against the same target, using that sum in the opposed STR roll (do not use the chakota's bodily strength). When first bitten by a chakota, a victim automatically loses 1D10 Sanity points (no Sanity roll is made). Usually, a chakota seeks to devour its first target before turning to a second, with each victim taking only 1D6+1 rounds to ingest.

Combat

Fighting	40% (20/8), damage 1D3 per face + 1D10 Sanity loss (see above)
Dodge	7% (3/1)

Skills

Eat Quickly 90%.



Chakota

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Armor: none; immune to physical mundane weapons; fire and electrical based attacks can cause harm; if the mouths are covered, it can suffocate in earth or water.

Spells: none.

Sanity Loss: 1D3/1D20 Sanity points to encounter a chakota.

CHAUGNAR FAUGN, BROTHER OF

Much like their sire do they appear, lesser in stature yet requisite of skeletal heads on which large, webbed ears sprout, two or more tusks or horns, and tentacle-like trunks, in part reminiscent of a decaying elephant. The trunk member flares outwards at its tip, presenting a disk-like orifice ringed with razor-sharp and hook-like teeth. The tusks appear crystalline in nature, perhaps composed of the same material as the teeth and claws. This strange visage is surmounted upon a vaguely humanoid body, corpulent with folds of flesh and varying in mottled color. It is said the children of Chaugnar Faugn sit motionless, like statues, for extended periods of time, contemplating their master's desires.

Alternative names: Horrendous Statue, Mountain Things, Servants of the Waiting One, Still Ones, Yethi.

Chaugnar Faugn's servants appear in two forms: lesser and greater versions. Usually, they guard sacred places or are sent forth to do their master's bidding. Encounters with these entities have occurred in diverse places, including the Pyrenees mountain range of northern Spain, the Andes of South America, and mountainous regions of Asia.

A form of permanent psychic bond links Chaugnar Faugn to its children; when that Great Old One is somehow harmed or in distress, its children also appear to suffer in a similar fashion, although the reverse is not true.

Their exceptional hearing appears to compensate for relatively poor eyesight, able to detect the slightest sound within a 100 yard/meter radius. When roused, they are driven to consume blood, tearing at their victims with claws and their tooth-lined trunks.

Psychic Power: greater brothers (only) possess a diminished version of Chaugnar Faugn's psychic attack capabilities. Greater brothers can cause a victim to experience horrible nightmares concerning Chaugnar Faugn, costing 3 magic points. In addition, the expenditure of 4 magic points, and a successful opposed POW roll, can entice a human victim to come to them—of course, such victims are usually brutally killed and fed upon.

Lesser Brothers of Chaugnar Faugn, *vampiric horrors*

char.	roll	average
STR	(3D6+6)×5	80–85
CON	(3D6+6)×5	80–85
SIZ	(3D6+7)×5	85–95
DEX	3D6×5	50–55
INT	2D6×5	35
POW	3D6×5	50–55

Average Hit Points: 16–18

Average Damage Bonus (DB): +1D6

Average Build: 2

Average Magic Points: 10

Move: 10

Combat

Attacks per Round: 1 (claw, crush, bite)

Blood Drain: if a successful bite attack, it latches onto the target with its weird trunk, draining blood. Such blood drain costs the victim 1 damage each round after the initial attack. The target may attempt to break free on their action with a successful STR or DEX roll opposed by the monster's STR, or may try to damage or sever the trunk by inflicting a minimum of 4 damage with an attack targeting the trunk (penalty die to the attack roll).

Crush (mnvr): attempts to envelop target and then crush, causing 1D4 damage per round. The target may attempt to break free on their action with a successful STR or DEX roll opposed by the monster's STR.

Fighting	50% (25/10), damage 1D4+DB
Bite	50% (25/10), damage 1D3, plus latches on for automatic 1-point blood drain (see above)
Crush (mnvr)	50% (25/10), held, damage 1D4 each round.
Dodge	25% (12/5)

Skills

Listen 80%, Spot Hidden 15%.

Armor: 2-point folds of flesh.

Spells: none.

Sanity Loss: inert (statue-like), a lesser brother of Chaugnar Faugn costs 0/1D2 Sanity points to encounter; animated and active, it costs 1/1D4 Sanity points.

Greater Brothers of Chaugnar Faugn, vampiric horrors

Characteristics for greater brothers of Chaugnar Faugn are half those of their sire plus or minus variable D6. To determine plus or minus, roll 1D10: an even result grants +5D6, while an odd result bestows -5D6 to the characteristic value.

char.	roll	average
STR	165 +/-5D6	250/80
CON	350 +/-5D6	435/265
SIZ	100	100
DEX	75 +/-2D6	110/40
INT	65	65
POW	90 +/-2D6	125/55

Average Hit Points: 53/36

Average Damage Bonus (DB): +3D6/+1D6

Average Build: 4/2

Average Magic Points: 25/11

Move: 12

Combat

Attacks per Round: 1 (claw, crush, bite)

Crush (mnvr): attempts to envelop target and then crush, causing 1D4 damage per round. The target may attempt to break free on their action with a successful STR or DEX roll opposed by the monster's STR.

Blood Drain: if a successful bite attack, it latches onto the target with its weird trunk, draining blood. Such blood drain costs the victim the permanent loss of 3D10 points of CON each round after the initial attack. The target may attempt to break free on their action with a successful STR or DEX roll opposed by the monster's STR, or may try to damage or sever the trunk by inflicting a minimum of 6 damage with an attack targeting the trunk (penalty die to the attack roll).

Fighting	55% (27/11), damage 1D4+DB
Bite	55% (27/11), damage 1D3, plus latches on for automatic CON drain (see above)
Crush (mnvr)	50% (25/10), held, damage 1D4 each round.
Dodge	45% (22/9)

Skills

Listen 80%, Spot Hidden 25%.

Armor: 3-point folds of flesh.

Spells: Contact Chaugnar Faugn, Summon/Bind Lesser Brothers of Chaugnar Faugn, plus 1D10 others.

Sanity Loss: inert (statue-like), a greater brother of Chaugnar Faugn costs 0/1D4 Sanity points to encounter; animated and active, it costs 1D3/1D8 Sanity points.

CHTHONIAN

Immense earth-bound snake-squid-worms, with tough elongated bodies coated with viscous slime. Something like a huge tentacle ending in a twisting and pulsating cluster of smaller tentacles or feelers, each tipped with sharp teeth. Its four eyes, equidistant around its "head," are often hidden from view. They live below ground, burrowing through the earth, only occasionally rising to the air to vent their wrath. Ancient beings, some are believed to be over a thousand years old.

Alternative names: Burrowers Beneath, Deep Crawlers, Dark Tunnelers, Helmatodes, G'harne Spawn.

These powerful burrowers bear little resemblance to anything else on this planet and may be some diminutive form or splinter species of the terrible dholes. Rarely seen, these entities live toward the earth's core, with only a few individuals visiting the upper strata and outer crust. An exception to this rule is the mysterious city of G'harne, somewhere in Africa, which appears to be a sacred or important site, as those who allege to have found and visited G'harne tell of great gatherings of these beings, although such accounts may just be wild speculation.

Chthonians use telepathy, able to communicate with others of their race anywhere in the world, sense human (and other) minds, and (when a full adult) telepathically control members of other species. They can tunnel through rock as though it were butter and do not require air to breathe. Adult chthonians can withstand enormous temperatures, up to 7,200 degrees F (4,000 degrees C). In addition, Chthonian adults can create powerful earthquakes.

Perhaps due to their alien composition or heritage, chthonians are extremely susceptible to water. While their slime coating protects from small amounts of water, general immersion destroys a chthonian. Burrowing, these monsters appear able to detect moisture and avoid large pockets or bodies of water.

The main profile provided here details a full adult chthonian, the last and largest stage (instar) between molts—this being the sort most likely to be encountered. A chthonian matures through different life stages, ranging from hatchlings and nests of young to immature and fully mature. In theory, chthonians of varying ages could be encountered—a nearby-boxed section compares the six

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stages of a chthonian. The oldest and largest chthonian is a unique entity, named Shudde M'ell.

Chthonian eggs resemble geodes or other spherical mineral formations. They are approximately 1 foot (30 cm) in diameter and have shells 2 inches (5 cm) thick. Hatchlings are the initial stage of chthonian growth, before first instar, and exist only for a few months right after hatching. Out of

their shells, each is the size of a large earthworm (1 hit point, 1D6 POW), and can withstand only 104 degrees F (40 degrees C); a burning cigar could wither and kill one.

Telepathic Control: may use telepathy to control humans and other species to serve their needs. The targeted human falls under the chthonian's sway if the monster wins an



CHTHONIAN LIFE CYCLES

	1st Instar	2nd Instar	3rd Instar	4th Instar
Age	9-10 Months	8-15 Years	Unknown	Unknown
Characteristic	roll [average]	roll [average]	roll [average]	roll [average]
STR	3D6×5 [50-55]	(4D6+6)×5 [100]	(4D6+15)×5 [150]	(6D6+19)×5 [200]
CON	(4D6+6)×5 [100]	(4D6+10)×5 [120]	(4D6+15)×5 [150]	(4D6+20)×5 [170]
SIZ	3D6×5 [50-55]	(4D6+6)×5 [100]	(4D6+15)×5 [150]	(6D6+19)×5 [200]
DEX	25	30	2D6×5 [35]	2D6×5 [35]
INT	20	2D6×5 [35]	3D6×5 [50]	4D6×5 [70]
POW	20	2D6×5 [35]	3D6×5 [50]	4D6×5 [70]
HP	15	22	30	37
DB	0	+2D6	+3D6	+4D6
Build	0	3	4	5
MOV	2	4 / ½ burrowing	6 / 1 burrowing	6 / 1 burrowing
Attacks/Round	1	1	1D4	1D6
Fighting	20% (10/4)	30% (15/6)	45% (22/9)	50% (25/10)
Damage	1D4	1D6	1D6	2D6
Dodge	12% (6/2)	15% (7/3)	17% (8/3)	17% (8/3)
Max Temp*	212°F (100°C)	482°F (250°C)	1,112°F (600°C)	2,732°F (1,500°C)
Armor	1	2	3	4
Regeneration**	1	2	3	4

***Max Temp:** maximum temperature that the instar can withstand without injury. A temperature double the listed value quickly kills the creature.

** **Regeneration:** hit points per round regenerated (if above zero).



opposed POW roll. If overcome, the target becomes bound to the area where psychically linked; at first, the target has mobility of a mile or so, but this progressively lessens as the chthonian draws nearer, until the target may not be able to leave a particular room, or even a particular chair—allowing the chthonian to rise up and swallow the target or draw close to impart special commands.

Most times, such human targets are unaware of being under the control of a chthonian; however, if they become aware, they may attempt to break free by instigating and winning an opposed POW roll (an attempt may be made once every 12 hours). Once a victim has experienced chthonian telepathy, a successful INT roll constitutes awareness.

As to distance, a chthonian can telepathically contact a known human anywhere on the planet, but it may take time to locate its chosen victim's mind. If within 10 miles (16 km), it costs a chthonian 1 magic point to communicate with a human or to bind a human to a site for a day. Where the distance is greater, add +1 magic point to the cost for each portion of 10 miles (16 km) distance; thus, if 50 miles (80 km) away, the cost would be 5 magic points. Several chthonians may work together, contributing magic points to compensate for distance, but the POW roll is made individually. It costs zero magic points to contact another chthonian, no matter the distance.

Cause Earthquake: adult chthonians can create earthquakes. Figure an earthquake's force by totaling the POW of participating chthonians and dividing by 100; the result is the earthquake's magnitude on the Richter scale, but only in the first diameter of 100 yards/meters. In the next 100 yards/meters, the Richter force is lessened by one (and so on) for each additional 100 yards/meters until the strength of the quake can be ignored. Alternatively, chthonians might limit the force in the center diameter and instead extend the quake's diameter-of-effect or maximum effect by multiples of 100 yards/meters. At least half of the chthonian participants must be directly under the center of the earthquake. Each chthonian spending magic points equal to the highest Richter scale number generated for the quake. Historically, the highest Richter numbers have been approximately "Great" (at level 8–9), but theoretically, quakes of "Meteoric" (level 10) could take place.

Chthonians (Adult), tentacled burrowers

char.	roll	average
STR	3D6×25	250–275
CON	(3D6+30)×5	200–205
SIZ	3D6×25	250–275
DEX	2D6×5	35
INT	5D6×5	85–90
POW	5D6×5	85–90

Average Hit Points: 45–48

Average Damage Bonus (DB): +5D6 to +6D6

Average Build: 6–7

Average Magic Points: 18

Move: 6 / 1 burrowing

Combat

Attacks per Round: 1D8 (tentacle flail) or 1 (crush)

It's dangerous to get near to these things. Their crushing bulk and flailing tentacles may strike at any moment.

Hold and Drain (mnvr): each round, can attack with 1D8 tentacles, each causing damage equal to half the creature's damage bonus (round down). If a tentacle flail strikes home, it clings and worms its way into the victim's vitals, and begins to drain blood and fluids, causing 3D10 CON permanent loss each round thereafter. Reaching zero CON, the victim dies. While a tentacle drains a victim, it cannot be used to attack other targets, but it could still be used to fight-back, swinging the held victim (like a ball on a chain) at its attacker. Tentacles draining their targets continue to sap CON each round. Each tentacle could attack a different target or they could all attack the same one.

Crush: uses its immense bulk to crush a foe. If crushing, it can continue to hold and drain victims that are already held. The chthonian rears up and crashes down on a group: the crush area is circular, striking all within equally. The crush area equals a diameter in yards/meters of the chthonian's SIZ divided by 50. Those within the crush area must succeed with DEX, Dodge, or Jump roll, or lose hit points equal to the creature's full damage bonus.

Fighting	75% (37/15), damage 2D6
Hold and drain (mnvr)	75% (37/15), damage 2D6, plus 3D10 CON drain (see above)
Crush	80% (40/16), damage DB
Dodge	17% (8/3)

Skills

Burrow 100%.

Armor: 5-point tough hide and muscle; regenerates 5 hit points per round (death at zero hit points); water in large quantities is harmful, causing 1D6 damage per round.

Spells: 50% chance of knowing 1D6 spells.

Sanity Loss: 1D3/1D20 Sanity points for a full adult; 1/1D10 Sanity points for the lesser instars; no Sanity points to encounter a hatchling.

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G'HARNE

Said to be located "somewhere in Africa," G'harne, is a lost city and believed sacred to the chthonians and their god Shudde-M'ell. The city came to notoriety in 1919 when the privately published *G'harne Fragments*, said to be a translation of the characters found on certain pottery shards by explorers while on safari.

According to the translation, G'harne's remains are hidden beneath Western Sudan or the Congo Basin (the "text" alludes to both and, at times, there are contradictions). Apparently, secret access tunnels or pathways still lead down into the city, which while entombed is still partially navigable. The city is said to hold fabulous ancient treasures, including a solid gold idol of Shudde-M'ell some 100 feet (30 m) long, and many other secrets. The material also claims that a "tribe of worm-men" dwells in the city and are devoted the god that lives below them.

Such untapped wealth, history, and biology was perhaps foremost in the mind of Clarence Templeton, a history professor at the acclaimed Miskatonic University, who was granted funds to mount an expedition to find G'harne in 1928. Unfortunately, the Templeton Expedition disappeared while in Africa and no trace of any of its members has ever come to light, leading some at Miskatonic University to demand a second expedition be sent to find out what happened.



COLD ONE

Heralded by tortured wails upon the wind, the Ylidheem are ghost-like beings, appearing as human-shaped swirling snow and vapor, and manifest in areas of extreme cold. Semi-corporeal, they seep through the smallest of cracks to seek out their prey, although truly secure entrances prevent their access as they are unable to pass through solid materials. These snowy phantoms serve the Cold Flame known as Aphoom Zhab, and the White Worm whom some call Rlim Shaikorth, but appear to have little or no association with the Wind Walker, Ithaqua.

Alternative names: Ghosts, Hands of the White Worm, Servants of the Cold Flame, Snow Demons, Ylidheem.

Cold ones seem to only be encountered in regions or seasons of bitter cold, appearing and disappearing into snowy skies or drifts of snow and ice like ghosts. Being only partially immaterial, they cannot pass through solid matter, although may gain entrance



Cold One

through the slimmest of openings. Whether they are a distinct species or the tortured souls of once-human worshippers of the Great Old Ones is disputed. Differing accounts hint at vague purpose, with the cold ones appearing as messengers, hunters, or omens, depending on the writer. All accounts seem to point to the ylidheem as harbingers of woe and doom.

Cold Ones, *ghostly wailers*

char.	roll	average
STR	n/a	—
CON	n/a	—
SIZ	(2D6+6)×5	65
DEX	(2D10+10)×5	105
INT	(2D6+6)×5	65
POW	(3D6+6)×5	80–85

Average Hit Points: 16 (one-fifth of POW)

Average Damage Bonus (DB): n/a

Average Build: n/a

Average Magic Points: 16

Move: 50 flying

Combat

Attacks per Round: 1 (cold attack)

Cold ones attack by manifesting near or around a target causing intense freezing damage, as their "attack" is like frostbite. No actual wounds are inflicted, but tissue, bones, and organs suffer severe damage from the concentrated cold. Each successful attack

by a cold one inflicts the loss of 1D10 points of CON and 1D2 hit points; for every 15 combined points of CON and hit points lost, the victim also suffers the loss of 5 points of APP, as well as 5 points of STR. Those who survive an attack usually require immediate and prolonged medical attention; a successful First Aid roll heals a single point of lost CON, STR, and damage (but no APP), while a successful Medicine roll returns 1D3 points each to CON, APP, STR, and hit points. Only one such successful skill roll may be made, beyond that the usual rules apply.

Fighting (Freezing Touch) 40% (20/8), damage special (see above)
Dodge 52% (26/10)

Skills

Snow Stealth 90%.

Armor: none; immune to all physical mundane attacks; fire deals 2D6 damage per successful strike with a torch or fire-producing weapon/attack.

Spells: with INT 80 or higher, knows 1D3 spells, usually dealing with cold, weather, etc.

Sanity Loss: 0/1D6 Sanity points to encounter a cold one; 0/1D3 Sanity points to hear the tortured shriek of a cold one.

COLOUR OUT OF SPACE

A shaft of phosphorescence, a strange light from the spaces between the stars—star-fall some call it. It lingers where it lands, seeping into the ground and water, and affecting earthly life for the worse. A stream of alien, sentient color, unplaceable as it bears no resemblance to anything in nature. Not gaseous, but insubstantial; when it moves, some say it is visible as an amorphous, glistening patch of colour, rolling and shining in shades of a deep, unnatural spectrum unknown to human eyes. When it feeds, its victim's skin and face glow with that same color, as do the animals and vegetation within its reach. Incorporeal, yet its passing feels like the touch of a wet and slimy vapor.

Alternative names: Chromiant, Space Seeds, Strange Visitors, Spawn of the Meteor.

Colours come from an area of space or other dimensions where natural laws differ. Adult colours create sphere-carrying embryos, which are sent out through space to find nourishment on other worlds. Deposited on verdant soil or in shallow waters, the embryo begins to germinate. After a few days, the outer shell dissolves, and the new creature, which we may term a larva, emerges.

The jellylike larva can grow to great size. As it infiltrates and infects the ecosystem, local vegetation exhibits a tremendous but unhealthy growth. Fruit swells and harvests are bountiful,

yet such produce is bitter tasting and unwholesome. Insects and animals are born deformed or mutated. While invisible in daylight, at night the area infected by a colour is evident, as all plant life glows with the unearthly colour, and the vegetation begins to twist and writhe, as though in a strong wind. Even those humans living within a colour's infected area shine with the same spectral light.

After a few months, the larva matures into a young colour. It now makes brief trips from its lair to feed, and begins to drain the life force from the area, literally sucking out the life of the land and anything living upon it. In humans, this life drain is characterized by the victim's skin aging, turning gray and cracking, the face sinks, and strange fleshy growths may be evident. Once drained, those affected die, as do all plants and animals. A colour may drain an area of approximately 5 acres (some 20,000 m²). The area drained is ruined thereafter, wherein no plant can grow. When it has drained enough energy, the maturing colour departs the planet for space and adulthood.

Detection: Geiger counters may register the presence of a colour as a distinctive burst of radiation. With modern-era light-intensification gear, it shows as a bright patch of luminosity, while infrared viewers are useless.

Light Aversion: bright light inhibits a colour; it spends daylight hours in dark, cool hideaways, preferably underwater (cisterns, wells, lakes, reservoirs, and oceans are all suitable).

Disintegrate: can focus its energies to disintegrate a hole through almost any material. This ability is used primarily to excavate a lair underground. The same effort to melt a cubic foot (23 liters) of titanium would remove several cubic yards/meters of pinewood. The sides of the hole appear melted, but no heat is generated.

Solidify: can concentrate and solidify a part of itself, that part becomes translucent. It can then manipulate objects.

Colours Out of Space, life-force feeders

char.	roll	average
STR	*1D6×5	15
CON	n/a	—
SIZ	equal to POW	50
DEX	(2D6+12)×5	95
INT	4D6×5	70
POW**	2D6×5	35 (50)

*Per 50 POW or fraction thereof.

**Base amount, which then increases as a colour feeds; usual average in parentheses.

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Average Hit Points: n/a

Average Damage Bonus (DB): n/a

Average Build: 0

Average Magic Points: 10**

Move: 12 pouring / 20 flying

Combat

Attacks per Round: 1 (special)

Since a colour is so efficient an attacker, the Keeper may wish to allow investigators to see it coming, allowing a Spot Hidden roll to detect its slight glow or to notice a sudden presence of ozone. Colours lack any recognized Fighting skill and cannot be harmed by normal means.

Characteristic Drain: when the colour is feeding, the victim must make an opposed POW roll; if the colour wins, it permanently drains 1D10 points each of STR, CON, POW, DEX, and APP from the victim, as well as dealing 1D6 damage. Each point of POW drained increases the colour's POW. The victim is aware of a sucking and burning sensation, and progressively withers and grays.

Mental Attack: can weaken and corrupt the minds of nearby sentient beings. For each day in the colour's vicinity, each person must make an opposed INT roll or lose 1D6 magic points and 1D6 Sanity points. Magic points so destroyed cannot be regained without leaving the area. The influence also strongly binds the victim to the area and the influence becomes increasingly irresistible, as the victim's will weakens. To leave the area, they must make a successful Hard or Extreme POW roll (Hard if magic points are reduced by 50%, Extreme if magic points have been reduced to zero), or be inexplicably compelled to stay.

Drain opposed roll	victim's POW vs. colour's POW, damage 1D6 + characteristic loss.
Mental attack opposed roll	victim's INT vs. colour's POW, damage 1D6 magic points, plus 1D6 Sanity points.
Dodge	47% (23/9)

Skills

n/a.

Armor: none; physical mundane attacks (incl. bullets) cause no damage; strong magnetic fields can imprison a colour.

Spells: none.

Sanity Loss: 0/1D4 Sanity points to encounter a colour; 1/1D8 Sanity points to see a victim of a colour.

CRAWLING ONE

Composed of thousands of worms, insects, and maggots, each individually alive yet collectively forming a consciousness born from the lasting will of a dead wizard or witch. Twisting and writhing in unison, the mass holds a human-like shape, covered by rags, robes, or other clothing to conceal its terrible aspect. The individual creatures may disperse only to reform later, allowing the crawling one to pass through small gaps and cracks, and rise or "flow" into the earth.

Alternative names: Dark Ones, Walking Corruption, Worm That Walks, Writhing Ones.

In past times, good folk were wise to burn the bodies of evil wizards, lest their "essential fats" be eaten and consumed by grave worms and the like. As Lovecraft notes in "The Festival," such worms may be "instructed," and from corruption "horrid life springs." Which is to say, the consciousness of a dead wizard or witch could be consumed (when laid to rest) by worms, maggots, and other crawling things, imprinting the wizard's mind upon them and creating a new form of life intent on carrying on the ambitions of the dead wizard. Thus, a crawling one is a union of such crawling creatures, forming a human-like mass, able to disguise itself to pass as human and work its malign intent. The ingested "will" of the wizard effectively drives the mass to work collectively to perform deeds and actions.

Despite their ghastly appearance, a crawling one is not undead, for the worms that compose its form are living creatures. While the injuries it suffers may kill individual roaches or spiders, this merely inconveniences the "whole" monster, as over time the vermin breed replacements.

Normally, crawling ones cannot speak but can use tools and, thereby, write messages—some may use magical means to create a voice with which to communicate, and are able to learn or remember differing languages. It is unnecessary for crawling ones to use spoken words in performing spells or when communing with their alien overseers or creatures from beyond. In many cases, crawling ones are driven to continue the work of their "forbear" wizard, which could be magical experimentation, the adoration of Mythos gods, or the culmination of a horrific ritual that in life they were unable to complete.

Discorporate: if gravely threatened, a crawling one can "disintegrate" at will, simply falling into a pile of individual insects and worms that quickly slither away, making their escape through floorboards or the like. The process takes a single round, and the crawling one may reform in another round.

Crawling Ones, wriggling masters of sorcery

char.	roll	average
STR	(1D6+6)×5	45–50
CON	4D6×5	70
SIZ	(2D6+6)×5	65
DEX	2D6×5	35
INT	4D6×5	70
POW	(4D6+6)×5	100

Average Hit Points: 13

Average Damage Bonus (DB): 0

Average Build: 0

Average Magic Points: 20

Move: 8

Combat

Attacks per Round: 1 (unarmed, weapon, spell)

May use weapons as humans do (incl. guns at the Keeper's discretion); however, prefers to use spells or their (spell-controlled) minions to undertake physical tasks.

Fighting	35% (17/7), damage 1D3 (unarmed) or by weapon type
Dodge	20% (10/4)

Skills

Climb 80%, Jump 40%, (possibly) Language (varies) 70%, Stealth 60%.

Armor: none; mundane weapons deal minimal damage (perhaps simply killing a few individual worms); bullets cause only a single point of damage, except for shotgun pellets, which deal minimum damage; fire, electrical, and toxic chemical-based attacks deal full damage (assume 1D6 per round) if the crawling cannot find a means to escape such situations.

Spells: knows at least 1D10 spells, usually including Dominate or other spells concerning the command of human will.

Sanity Loss: 1D3/2D6 Sanity points to encounter a crawling one.

CRYSTALLIZERS OF DREAMS, GUARDIAN OF

These strange entities may be encountered in both the Waking World and the Dreamlands. Appearing as shadowy silhouettes or half-images, they take the form of a nightmare conjured from the mind of those they target—be it a dark shadow, a black hound, a ghostly visage, or some hideous manifestation from beyond. They are featureless except for a pair of yellow eyes that glow menacingly. A sudden, cold chill may herald their presence. It is said that their true form is akin to a floating jellyfish, moving cloud-like above the ground, with long and sticky tentacles dangling beneath its pale and globe-like body—a semi-transparent thing appearing from darkness.

Alternative names: Keepers of the Heart of Dream, Nightmares, Silent and Dark Ones, Dream Creepers.

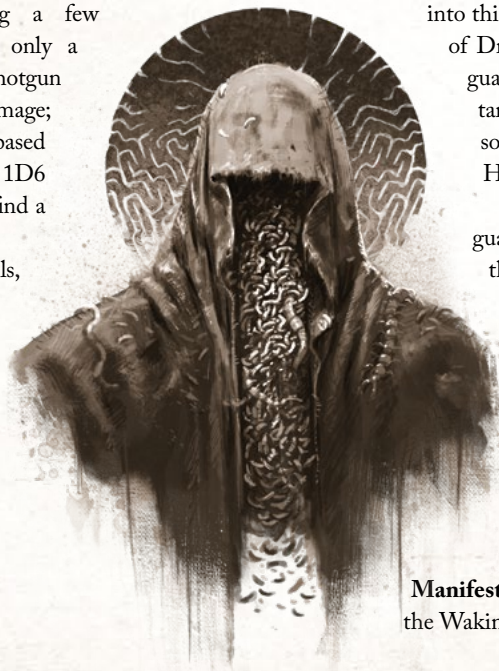
These creatures are somehow linked to artifacts known as Crystallizers of Dreams (sometimes referred to as Hearts of Dream), which are in turn connected to the Elder God commonly referred to as Hypnos. Acting as guardians of the devices, these entities herald from another dimension that exists between the realms of dream and consciousness. Lore states that both use and misuse of a Crystallizer of Dream alerts and brings forth the guardians, who slay or punish such offenders in Hypnos' name.

Each use of a Crystallizer of Dream has a cumulative +1D10 percent of attracting the guardians (normally a pair of them). At first a rolling, oozing, puddle-like spot of shadow form in the air. A few moments later one or more guardians waft through this spatial disturbance and into this dimension to seek out the Crystallizer of Dreams and its imprudent user, with the guardian attempting to transport their target/s back to their home dimension or some portion of the Dreamlands under Hypnos' will.

Due to their shadowy consistency, guardians have no STR or CON, while these creatures' hit points are equal to one-fifth of their POW.

Implacable Hunter: guardians are considered to always succeed with their CON roll to determine MOV in chases. Since they are immaterial, they ignore mundane obstacles and hazards.

Manifestation: may appear and attack in either the Waking World or any of the worlds of dream.



STRANGE AND UNUSUAL: MONSTERS OF THE CTHULHU MYTHOS

Guardians of the Crystallizers of Dreams

char.	roll	average
STR	n/a	—
CON	n/a	—
SIZ	(3D6+3)×5	65–70
DEX	(2D6+8)×5	75
INT	(2D6+8)×5	75
POW	(2D6+6)×5	65

Average Hit Points: (one-fifth of POW) 13

Average Damage Bonus (DB): n/a

Average Build: n/a

Average Magic Points: 13

Move: 10 flying

Combat

Attacks per Round: 1 (entangle)

These creatures appear only when their victims are alone or with any others who were present when a Crystallizer of Dreams was used. They have no scent and make no sound, so they almost always attack by surprise, wrapping their shadowy arms or tendrils around their victims, causing a Sanity roll (1D4/1D8 loss) and, optionally, inflicting 1D4 of physical damage. If a target is entangled by a guardian for three consecutive rounds,

the victim is dragged (on the fourth round) through a portal into the realm of Hypnos in the land of dream, that, or some place between dreams and reality. The victim may escape this outcome by making a successful opposed STR roll versus the POW of the guardian on their action, or by using a spell (such as Curse of Darkness, Prinn's Crux Ansata, or the Elder Sign) to repel the attack. Victims dragged away reappear sometime later in the Waking World (where they last were), unable to be awakened by mundane means—their dream-essence trapped in the realm of the guardians and their sire, Hypnos. Certain spells and rituals (at the Keeper's discretion) may wake the victim.

Entangle	45% (22/9), damage special (see above)
Dodge	45% (22/9)

Skills

Stealth 100%.

Armor: none; immune to mundane physical damage (incl. bullets).

Spells: roll 1D100, if the result is equal to or fewer than one-fifth of the guardian's INT, then it knows that many spells. These creatures have the unique ability of being able to cast Dreamlands spells in the Waking World.

Sanity Loss: 1/1D6 Sanity points to encounter a guardian of the Crystallizers of Dreams.

CRYSTALLIZERS OF DREAMS

Crystallizers of Dreams (a.k.a. Hearts of Dream) are rare items, much sought after by those who know and understand their abilities. Known by different names, many of which have cultural associations or are related to the land of dream, these devices have garnered much conflicting folklore around them.

These strange artifacts usually take the form of a red crystalline egg or cube run through with jagged lines of yellow material. A Crystallizer is used to view other places in dream, which could be distant lands, planets, and other dimensions. In addition, these devices can enable their users to physically bring items or living things back with them from the Dreamlands (if such things are held by the user when entering or exiting a dream).

Using a Crystallizer of Dreams requires a successful Cthulhu Mythos roll. In addition, use of a Crystallizer carries a cumulative +1D10 percentiles of attracting the guardians, with each use compounding the chance of their arrival.

FROM THE JOURNALS OF SIR HANSEN POPLAN: THE DREAMLANDS

From time to time, my studies have happened to uncover references to another world that some call the Dreamland or Dreamlands. It is said that one can only journey there in a dream or nightmare, and is a place of strange magic, weird creatures, and of both adventure and horror. I recall one old fellow I met in Paris who believed that cats knew of secret ways in the land of dream, and how they might guide someone there if they were held in good esteem by a cat. I have to say that I found the man an unusual sort.

CTHULHU, STAR-SPAWN OF

Gigantic cephalopodic beings, whose heads are a corruption of tentacles set beneath two or more eyes that glow with radiant malice. With humanoid bodies, sometimes with multiple limbs or appendages, they rest until the Old Ones return. Dead yet alive, their dreams seep, corrupting unwitting minds much like their kin and master, Great Cthulhu. From the void they came down to claim this world.

Alternative names: Ancient Awfulness, Children of the Sleeper, Cthulha, Horrores Dormidos, Tulu's Kin, Waiting Watchers.

While star-spawn resemble Great Cthulhu, they are somewhat smaller in stature, yet still gigantic in relation to humanity. Human dreams and visions often depict Cthulhu's spawn as possessing human-like bodies, with two legs and arms; however, star-spawn may be encountered in various forms, from humanoid to protean masses of walking flesh, each more horrible than the last.

Despite most being confined or "caged" like their high priest and master in the dead city of Sunken R'lyeh, some are entombed elsewhere, in mountain-top chambers once built on the ocean floor, now risen by the passage of time. Some still live on in deep ocean trenches beneath what humans perceive to be the ocean floor, where they are tended by the deep ones. Related entities still dwell in the stars, remnants of those who did not follow Great Cthulhu to this planet.

Dream Sending: humans living within the area of an entombed and sleeping star-spawn may be subject to its psychic residue, a form of dream sending that can "speak" to susceptible subjects. Such psychic phenomenon is relatively rare and fleeting, causing no more than occasional odd nightmares, although for individuals with low POW, the effects and consequences may be greater, unconsciously inviting the mind of the star-spawn to form a direct connection (the star-spawn wins an opposed POW roll). Such affected people are liable to experience repeating "dreams" of R'lyeh and Cthulhu, with each dream revealing further secrets and further binding them to the will of the star-spawn. Eventually, the subject either becomes an outright puppet for the star-spawn or, through their acquired knowledge, a servant of Cthulhu. Individual star-spawn, raised to a higher level of consciousness through environmental factors (e.g. disturbance of their tombs), may send forth their mind to seek out and influence susceptible humans—to aid them in regaining full consciousness or other tasks, such as helping to ensure the safety of the star-spawn's rest.

Star-Spawn of Cthulhu, *satraps of the Sleeper*

char.	roll	average
STR	2D6 × 50	350
CON	3D6 × 25	260
SIZ	3D6 × 50	525
DEX	3D6 × 5	50
INT	6D6 × 5	105
POW	6D6 × 5	105

Average Hit Points: 78

Average Damage Bonus (DB): +10D6

Average Build: 11

Average Magic Points: 21

Move: 15 / 15 swimming

Combat

Attacks per Round: 4 (claw, tentacle, body slam)

May attack with tentacles or claws to crush, rent, or seize, and may use its body to slam and mash.

Fighting	80% (40/16), damage DB
Dodge	26% (13/5)

Skills

n/a.

Armor: 10-point hide and blubber; regenerates 3 hit points per round (death at zero hit points).

Spells: knows 3D6 spells; poss. Contact Cthulhu, Create Mist of R'lyeh, Grasp of Cthulhu, Send Dream.

Sanity Loss: 1D6/1D20 Sanity points to encounter a star-spawn.

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THE FIVE WATCHERS

Fevered dreams recorded in certain tomes tell of five “elite” star-spawn, who slumber in hidden places around the globe. Their task is to wait for a sign signaling the rise of R’lyeh. At this time, they will wake and participate in a ceremony to rouse Great Cthulhu from eons-long slumber. The accounts speak of pre-human chambers hidden in the mountains of China, beneath the sands of Irem, in Greenland’s glacial ice, the Andes of South America, and in a sea-side cave deep beneath an unnamed structure somewhere near Rhode Island.

Those who have set down such information report that they received visions sent by the Five Watchers and commanded to prepare humanity for the coming rise of R’lyeh. It is feasible to presume that such psychic messaging plays a role in the “recruitment” of those susceptible to the call of the Cthulhu Cult, as well as those who fully succumb to the call and ultimately transform into thralls of Cthulhu.



CTHULHU, THRALL OF

Bloated, jelly-like gray-blue corpulent masses. Their puffy flesh exudes tiny, jelly-like droplets that smell of methane. They are hairless, with slit-like unblinking yellow-red eyes. Small vestigial tentacles surround a mouth filled with crooked and sharp teeth, or sprout from atop their heads like strange hair. Once human, their forms vary but each belies their original heritage, sometimes sporting sharp claws on rudimentary fingers, hands that are masses of wriggling feelers, or arms ending in muscular tentacles. Most have legs—short and stumpy things on which they move awkwardly, although some slither on quivering flesh in the fashion of a slug.

Alternative names: Acolytes of the Sleeper, Jelly Men, Once Humans, Servant of Cthulhu, Tulu Brood.

Humans transformed into monstrous servant creatures, their minds totally consumed by their devotion to Great Cthulhu. After years of worship and a succession of debased rituals, the cultist transforms into something more than human, although for some the process is rapid if they are especially favored by the Cthulhu Cult’s high priests and priestesses or have been blessed by Cthulhu.

Despite a lack of ear shells, thralls hear remarkably well in water and can breathe equally well on land or in the sea.

When not performing Cthulhu’s bidding, thralls prefer to be submerged, as they dislike direct sunlight. What’s left of their voice boxes delivers a dribbling and queasy-sounding voice, loathsome and repellent to most human listeners. While able to move quickly over short distances (their short, puffy legs can sustain no more than a few yards/meters distance), their ideal environment is in water, able to swim with great speed and power.

When a thrall reaches advanced age (somewhere around 50 to 100 years), it permanently enters the sea to continue its service to Cthulhu, usually joining with the deep ones, Cthulhu’s star-spawn, and other entities of the brine; once sea-bound, a thrall can never again leave the oceans.

Transformation: when a human transforms into a thrall of Cthulhu their STR, CON, and SIZ increase by 20 points, while their DEX decreases by 20 points. Although POW and INT remain the same, EDU and APP are no longer applicable, and Sanity is reduced to zero (if not already!). Thralls retain most skills they had as humans, with some newly transformed still able to make use of skills like Charm, Fast Talk, and Persuade, although these fade and become useless with time.

Note that thralls continue to transform as time passes, losing most if not all resemblance to humanity. For every 10 years of “new” life, a thrall increases STR, CON, and SIZ by 1D10 points, in addition to any blessings bestowed by Cthulhu (spells, increased POW, increased attacks, and so on).

Not Death: when reduced to zero hit points by physical damage a thrall turns into a cloud of gray, foul-smelling gas. In 1D8+1 rounds the gas reforms into the thrall with its characteristics fully restored. If reduced to zero hit points by a spell or other magical attack, a thrall dies permanently. After several decades a thrall loses its ability to regenerate except when completely submerged in saltwater.

Thralls of Cthulhu, servants of the Sleeper

In generating a thrall, take the human’s original characteristics (or human average) and apply the modifier. Statistics for an average and mature thrall are provided (the number in parentheses in the various categories signifies a mature thrall).

char.	roll	average	mature
STR	former + 20	75	120
CON	former + 20	75	120
SIZ	former + 20	85	130
DEX	former -20	30	30
INT	former	65	65
POW	former	55	80

Average Hit Points: 16 (25)
Average Damage Bonus (DB): +1D4 (+2D6)
Average Build: 1 (3)
Average Magic Points: 11 (16)
Move: 6 / 10 swimming

Combat

Attacks per Round: 1 (claw, bite, swipe, squeeze, crush, choke)
 Each thrall's attacks are slightly different, depending on the nature and form of its transformation; some may have claws, some tentacles, multiple mouths, and so on. Some thralls may also be able to wield weapons, although firearms are beyond their power to adequately control.

Fighting	40% (20/8), damage 1D6+2+DB, or by weapon type
Dodge	15% (7/3)

Skills

Climb 40%, Listen In Water 70%, Swim 80%.

Armor: none; regenerates 1D6 hit points per round; if reduced to zero hit points through mundane physical attacks, can reform completely healed in 1D8+1 rounds.

Spells: any known as human or gifted by Cthulhu.

Sanity Loss: 1/1D8 Sanity points to encounter a thrall of Cthulhu.



Thrall of Cthulhu

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DARK CRAWLER

They come up from the ground like horrid worms, thicker than a human thigh and up to 4 yards in length. Along their "backs" can be found pairs of small translucent feelers. Their heads, such as one can describe a head, are bulbous but present a lamprey-like mouth filled with rows of large needles. Around the mouth, are numerous black eyes set within deep pits. A foul smell accompanies their presence and heralds their arrival. Brought forth, they desire only to feed.

Alternative names: Booming Ones, Burrowing Ones, Dirt Eaters, Horror Worms, Kepchula, Mind Eaters.

These nightmarish lamprey-like worms travel from location to location, seeking out minds from which to draw sustenance. Dark crawlers are gifted with psychic powers, most notably a form of telepathy allowing them to communicate with other sentient creatures, draw them near, and then syphon energy from their minds. This ability also enables dark crawlers to invade dreams, stealing the thoughts and memories of their victims.

Dark crawlers live in a globe-spanning web of caves, traversing far beneath the beds of the oceans. It is believed they infest a nexus point beneath the sunken city of R'lyeh, a place where they can glut themselves on the death-dreams of Great Cthulhu and its retinue. It is unknown whether these entities are terrestrial or came from beyond the stars sometime in the planet's history. Some have conjectured that they are an off-shoot or have some relation with the dread helmatodes.

When passing near the surface, noises of their passing may sometimes be heard, sounding like subterranean booms or loud scraping sounds. In sufficient numbers, their motion through the earth can cause significant tremors where the earth is unstable.

Telepathy: able to mentally communicate with other sentient life forms, imparting or implanting information in the form of bad dreams, hallucinations, and suggestions. May also read the minds of other beings, which carries a side effect of the target forgetting certain information learned by a dark crawler; if the target fails a Hard POW roll, the memory viewed by a dark crawler has been erased from their mind.

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Siphon Energy: when within 100 yards/meters of a sentient being, a dark crawler may attempt to psychically feast upon a victim's life force (POW). A conscious target may attempt to resist by succeeding in an opposed POW roll with the dark crawler (beyond the ability of many humans, although a critical result of "01" always succeeds). If failed or the target is unconscious, they lose 1D6 points of POW from the attack (per round), which may continue until the dark crawler stops (usually sated after siphoning around 6 to 12 POW points) or is, somehow, stopped.

Dark Crawlers, voracious worms

char.	roll	average
STR	(3D6+6)×5	80–85
CON	(3D6+12)×5	110–115
SIZ	(2D6+10)×5	85
DEX	2D6×5	35
INT	(3D6+6)×5	80–85
POW	(6D6+12)×5	165

Average Hit Points: 19–20

Average Damage Bonus (DB): +1D6

Average Build: 2

Average Magic Points: 33

Move: 6 / 16 burrowing

Combat

Attacks per Round: 1 (bite or clobber)

If disturbed, a favorite tactic to dispose of worrisome pests is to burrow a series of fragile tunnels beneath the home of the chosen target and bring the structure crashing down. If encountered, a dark crawler can attack with its massive maw of lamprey-like teeth, or use its body mass to clobber opponents.

Fighting	50% (25/10), damage 1D6+DB
Bite	80% (40/16), damage 2D6+DB
Dodge	20% (10/4)

Skills

Burrow Through Rock 90%, Telepathy 70%.

Armor: 1-point tough skin; suffers half damage from mundane weapon attacks (incl. bullets); regenerates 2 hit points per round (death at zero hit points).

Spells: dark crawlers have a 50% chance of knowing 1D6 spells.

Sanity Loss: 1D3/1D10 Sanity points to encounter a dark crawler.

DEEP ONE

Humanoid fish-frog people, they reside beneath the waves in ancient sunken cities, serving their high priest and priestess, Dagon and Hydra, in the worship of Great Cthulhu. Immortal beings, their scaled, sometimes rugose, skin is a grayish-green to blue, though variations appear, such as those presenting white or yellow bellies. Shiny and slippery, with fin-like ridges on their backs, and webbed feet and hands. Their heads vary in disposition, appearing fish- or frog-like, with prodigious bulging eyes and wide, thin-lipped mouths possessing shark-like teeth. On their necks may be seen palpitating gills, giving them supremacy in the sea, although these fish-demons may also go about on land seeming unencumbered by the lack of water.

Alternative names: Fish Folk, Kelpie, Mermaids, Merrows, Nommo, Rusalki, Sea Demon, Sea People, Scaled Ones, Sirens, Those From Below.

Deep ones are an amphibious race that primarily serves Cthulhu and two beings known as Father Dagon and Mother Hydra. Locked in the timeless depths of the sea, their alien and arrogant lives are coldly beautiful, unbelievably cruel, and effectively immortal. They are a marine race, unknown in freshwater environments, and globally have many cities, all submerged beneath the waves; one is off the coast of Massachusetts, near Innsmouth, called Y'ha-nthlei, while other sites, such as Y'lu-Y'loa (off the British Isles), K'toch (off Northern Europe), and Y'ha-gom-loa (off Antarctica) are said to exist.

Deep ones are immortal unless slain (so are any hybrid offspring), and may be worshiped by humans. From time to time, the deep ones establish and foster relationships with isolated human communities, offering to trade golden treasures from the depths of the sea, along with bountiful fish catches, in return for certain promises. Such communities eventually fall under the grip of the deep ones, and any dissent either evaporates or is fiercely dealt with. Such humans willing accept the deep ones as their masters, as the gifts they bestow are wondrous (at least, at first), and their god's will is demonstrable in both tangible and beneficial terms—in comparison to human religions based purely on faith alone. Such targeted communities, already rundown and desperate, are eager to accept the riches, food, and promise of immortality offered by the deep ones and, consequently, readily accepts the worship of Dagon, Hydra, and Great Cthulhu. In Innsmouth, the deep ones' imposed religion was known as the Esoteric Order of Dagon, although elsewhere around the world the names of such orders may vary.

The religion offered by the deep ones usually takes the form of certain oaths, offered at rising degrees of "membership," that commit human worshippers to certain



agreements (see **The Three Oaths of Dagon**, nearby). While appearing beneficial and relatively innocent at first, it is not long before the deep ones begin to demand more, even to the point of requesting human sacrifices. Such people devote themselves to the deep ones, with some eventually taking the Third Oath, entering into breeding rites to produce hybrid offspring to further promote the deep one race.

With such historic links with humanity, the deep ones have an extensive network of human (hybrid or otherwise) supporters, who act to further the will of the deep ones,



THE THREE OATHS OF DAGON

All members of the Esoteric Order of Dagon are required to swear the First Oath of Dagon. Those deemed worthy are initiated into the higher degrees and allowed to take the far more terrible Second and then Third Oaths. Failure to obey a sworn Oath results in a trial conducted by other members of the Order, punishment ranging anywhere from fines, to imprisonment, to death.

THE FIRST OATH

Ia! Dagon! I, [speaker's name], do solemnly swear that I will neither hinder, nor inform upon, the activities of the deep ones. Should I forsake this oath, I shall be shunned and judged unworthy of Dagon's favor, and bear whatever punishment appointed to me, even to death. Ia! Dagon!

THE SECOND OATH

Ia! Dagon! I, [speaker's name] do solemnly swear that I will render all aid and assistance to the deep ones to the best of my ability, and in whatever form or manner is required of me. Should I forsake this oath, I shall be shunned and judged unworthy of Dagon's favor, and bear whatever punishment appointed to me, even to death. Ia! Dagon!

THE THIRD OATH

Ia! Dagon! Iii! Hydra! I, [speaker's name] do solemnly swear that I take [this deep one] as my wife or husband, and that I shall take them into my home, and that I will raise children from the fruit of our union so that the race, and the faith, can prosper, as is Dagon and Hydra's will. Should I forsake this oath, I shall be shunned and judged unworthy of Dagon's favor, and bear whatever punishment appointed to me, even to death. Ia! Dagon! Iii! Hydra!



which usually takes the form of "disappearing" those who would broadcast knowledge of the reality of the deep ones, ensuring human-hybrids can "find" their way to the deep ones when the "change" comes upon them, and planting seeds to foster new worship in out of the way communities.

Breathe Underwater: dwelling under the sea, deep ones require no exterior help to breathe underwater and are equally capable of breathing on land.

Deep Ones, masters of the deep

char.	roll	average
STR	4D6×5	70
CON	3D6×5	50
SIZ	(3D6+6)×5	80
DEX	3D6×5	50
INT	(2D6+6)×5	65
POW	3D6×5	50

Average Hit Points: 13

Average Damage Bonus (DB): +1D4

Average Build: 1

Average Magic Points: 10

Move: 8 / 10 swimming

Combat

Attacks per Round: 1 (claw, bite, weapon)

Deep ones may use their claws and bite to attack, as well as being able to use weapons as humans do. They are skilled with spears and tridents.

Fighting	45% (22/9), damage 1D6+DB or by weapon type (e.g. spear 1D8+DB)
Dodge	25% (12/5)

Skills

Climb 30%, Language (Deep One Speech) 70%, Language (R'lyeh Glyphs) 70%, Listen 40%, Spot Hidden 40%, Stealth 40%, Swim 90%.

Armor: 1-point skin and scales.

Spells: 40% chance of knowing 1D4 spells (poss. Contact Father Dagon, Contact Mother Hydra, Contact Star-spawn of Cthulhu, Grasp of Cthulhu, Summon Deep Ones, Wave of Oblivion).

Sanity Loss: 0/1D6 Sanity points to encounter a deep one.

STRANGE AND UNUSUAL: MONSTERS OF THE CTHULHU MYTHOS



SHOGGOTH-TWSHA (DEEP ONE VARIANT)

Certain deep one high priests, called shoggoth-twsha, have the power to command shoggoths (see page 120). The priest holds quivering blobs of gray slime in each claw that let them telepathically communicate with and control a shoggoth to undertake certain tasks, such as construction or the transport of important materials.

Shoggoth Control: each half-hour, the shoggoth-twsha must defeat the shoggoth in an opposed POW roll (unless its POW is 50 or more points higher than the shoggoth's, in which case the success is automatic). The slime blobs (called "mapulos" by human-deep one hybrids) provide a focus to control a shoggoth or the disassembled parts of a shoggoth. Once controlled, a shoggoth (or its constituent pieces) accepts simple mental command from the wielder.

For anyone, other than the twsha, an opposed POW roll versus the shoggoth is required; such control lasts for half an hour, after which another opposed POW roll must be made. If control fails, or if the monster is left uncontrolled for 10 or more minutes, the shoggoth's consciousness breaks free, and the mapulos attack the wielder, burrowing into their victim and causing 1D3 damage each per round, unless they are excised or burned off in some way—because they stick like glue to the skin, they cannot simply be pulled off.

A shoggoth-twsha may only control one shoggoth with their mapulos. If the shoggoth is killed, the mapulos attack the wielder as described previously. Murder of the controller enrages the shoggoth, even as the thing is set free. A few deep ones always protect a shoggoth-twsha. The twsha cannot attack physically but may use magic. Since a shoggoth-twsha can spare no more than 10 minutes from controlling their charge, they attack as lethally as possible; the shoggoth is usually the best weapon they have available.

A shoggoth-twsha remains with their charge until the day the mapulos will eat them. The usual trance of the shoggoth-twsha is restful, and the mapulos processes the user's fatigue poisons, so that the shoggoth-twsha never needs to rest nor sleep and, in fact, dares not.

Shoggoth-Twsha, shoggoth controllers

<i>char.</i>	<i>roll</i>	<i>average</i>
STR	(6D6+3)×5	120
CON	(4D6+4)×5	90
SIZ	(6D6+3)×5	120
DEX	(4D6+4)×5	90
INT	(4D6+4)×5	90
POW	(6D6+3)×5	120

Average Hit Points: 21

Average Damage Bonus (DB): +2D6

Average Build: 3

Average Magic Points: 24

Move: 8 / 10 swimming

Combat

Attacks per Round: 1 (shoggoth as weapon, spell)

A shoggoth-twsha may use any ordinary deep one attack, although due to constraints, it is preferable to use a controlled shoggoth to attack opponents, as well as cast spells. See **Shoggoth** entry (page 120) for its forms of attack.

Fighting	25% (22/9), damage 1D6+DB
Dodge	45% (22/9)

Skills

Climb 10%, Language (Deep One Speech) 70%, Language (R'lyeh Glyphs) 70%, Listen 40%, Spot Hidden 45%, Stealth 10%, Swim 90%.

Armor: 1-point skin and scales.

Spells: 40% chance of knowing 1D4 spells (poss. Contact Father Dagon, Contact Mother Hydra, Contact Star-spawn of Cthulhu, Grasp of Cthulhu, Summon Deep Ones, Wave of Oblivion).

Sanity Loss: 1/1D6 Sanity points to encounter a shoggoth-twsha deep one.



DEEP ONE, HYBRID

Thin humans, stoop-shouldered, with watery eyes that never seem to blink. Their whole demeanor seemed wrong, and they lurched or shambled forward as if on unsteady legs. Some had facial deformities: receding chins or foreheads, half-realized noses or ears, or misshapen and wide mouths. Their skin often pale and pockmarked, and mostly hairless. Despite such troublesome features, they could pass for human, although close examination of the strange creases on their necks would reveal vestigial gill slits. There were others for which the change was particularly progressed and they were less than human, with tentacle-like arms or legs, bulbous heads, and scaly skin.

Alternative names: the Changed, the Cursed, Frog Folk, Hydra's Ones, Innsmouth Kin, Sea Child, Touched by Dagon.

Deep one hybrids are, in the main, the progeny of deep one and human mating. Although the offspring of such unions are usually born as normal humans, changes in appearance and physiology tend to occur in late teens—commonly known as the “Innsmouth Look.” Some are unaware of their heritage and, as the change begins to come upon them, they may feel drawn to their birthplace—physical changes are

accompanied by an awakening of new senses, strange dreams of undersea cities, and a longing to visit seaside locales—particularly ancestral homes or the individual's birthplace. By middle age, most hybrids display some form of gross deformity and such individuals retire to the privacy of their close-shuttered homes. Within a few years, the hybrid undergoes the final transformation into a full deep one and embarks on a new life in the sea.

Typically, hybrids inhabit remote coastal villages, although they can be found farther afield (particularly in the initial stages of their transformation). As the final transformations take place, the hybrid either learns to accept their monstrous heritage or goes mad in the process.

Deep ones and other hybrids who have embraced their ancestry will attempt to lure hybrids to their lairs or places of safety, where they can supervise the final metamorphosis and ensure the hybrid is appropriately schooled in the ways of the deep ones. Around 10 percent of hybrids do not complete the full transformation and are doomed to spend the rest of their life as a half-human half-deep one, while a further 10 percent do not undergo the metamorphosis at all, with the deep one gene essentially skipping a generation—only to manifest in a future descendent.



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Beloved of Cthulhu: occasionally, hybrid monstrosities are born, creatures with tentacled faces or arms, sometimes with long, sinuous fin-tailed bodies or even flaccid, undeveloped bat-like wings. Such offspring are believed to have been touched by the dreams of Great Cthulhu and are held sacred by the deep ones. Often suffering from impaired mental development, these mutant offspring are kept hidden from

sight in rotting buildings or caves. These monstrous hybrids are known as the Beloved of Cthulhu. The STR, CON, SIZ, and POW for such individuals can be higher than that of other hybrids, although INT is typically lower (there is no EDU characteristic for the Beloved, and the APP is either very low or is not applicable at all).



MONSTROUS DEEP ONE HYBRIDS

Characteristic	Blessed of Cthulhu roll [average]	Dolphin Hybrid roll [average]	Shark Hybrid roll [average]
STR	6D6×5 [105]	(2D6+15)×5 [110]	(3D6+20)×5 [150–155]
CON	6D6×5 [105]	(3D6+10)×5 [100–105]	(3D6+10)×5 [100–105]
SIZ	(4D6+15)×5 [145]	(2D6+15)×5 [110]	(3D6+15)×5 [125–130]
DEX	3D6×5 [50–55]	(2D6+12)×5 [95–100]	(3D6+3)×5 [65–70]
INT	(1D6+3)×5 [30]	(2D6+6)×5 [65]	(1D6+6)×5 [45]
POW	(6D6+6)×5 [135]	3D6×5 [50–55]	3D6×5 [50–55]
APP	1D3×5 or n/a [10]	n/a	n/a
HP	25	21	22
DB	+2D6	+2D6	+2D6
Build	3	3	3
MOV	6 / 10 swimming	12 swimming	12 swimming
Attacks/Round	2	2	2
Fighting	65% (32/13)	55% (27/11)	75% (37/15)
Damage	1D6+DB	1D6+DB	2D6+DB
Dodge	25% (13/5)	47% (23/9)	47% (23/9)
Armor	1D6 points	2 points	4 points

Skills

Usually, monstrous hybrids possess only basic physical skills dependent on their physical form, such as Climb 30%, Scent Prey 60%, Stealth 60%. Each varies and should be determined by the Keeper.

Spells: monstrous hybrids with a POW of 70 or more may know 1D4 spells (usually those concerning with the deep ones, Cthulhu, Dagon, Hydra, and matters relating to the oceans).

Sanity Loss: the truly monstrous Beloved of Cthulhu may cause from 1/1D8 to 1D4/1D10 Sanity points to encounter, while dolphin and shark hybrids cost 0/1D6 Sanity points to encounter.



Other Hybrids: the schemes of the deep ones are strange and unknowable; mating with dolphins, sharks, and other denizens of the deep produces bizarre half-fish hybrids. Such creatures are extremely rare. See box on page 55 for a range of sample monstrous deep one hybrids.

Breathe Underwater: human-deep one hybrids are unable to breathe underwater until they have undergone the full change into a deep one; however, from early childhood, they can remain underwater for up to twice as long as the average human.

Deep One Hybrids, *strange progeny*

char.	roll	average
STR	(2D6+6) × 5	65
CON	(2D6+6) × 5	65
SIZ	3D6 × 5	50–55
DEX	(2D6+6) × 5	65
INT	(2D6+6) × 5	65
POW	3D6 × 5	50–55
APP	2D6 × 5	35

Average Hit Points: 11–12

Average Damage Bonus (DB): 0

Average Build: 0

Average Magic Points: 10

Move: 9/8 swimming

Combat

Attacks per Round: 1 (unarmed, weapon)

May attack unarmed or use weapons (incl. firearms) as humans do.

Fighting	45% (22/9), damage 1D3+DB, or by weapon type
Dodge	30% (15/6)

Skills

Climb 40%, Cthulhu Mythos (varies) 00% to 30%, Jump 45%, Listen 50%, Spot Hidden 45%, Stealth 46%, Swim 70%.

Armor: none.

Spells: older hybrids who have embraced their heritage have a 10% chance of knowing 1D3 spells.

Sanity Loss: 0/1D4 Sanity points to encounter a deep one hybrid, although this may be increased (1/1D6+) for particularly monstrous specimens.

DESH (LESSER AND GREATER)

From without they come, penetrating the curtain of our realm to cavort and feast. The smaller ones have a silvery skin upon their fat, little ovoid bodies, and rows of dark, bead-like eyes above toothless maws upon strangely slanted heads. Their larger, more fearsome kin are long limbed and slender, with wide mouths containing lines of curved six-inch teeth. The head remains slanted, yet the eyes are larger and have developed into crescent-shaped clusters. Both kinds are equipped with four limbs, tipped with three or four long fingers ending in cruel nails.

Alternative names: Flapping Horrors, Things from Outside, Veelens.

Named the desh by the Hyperboreans, these creatures originate in another dimension, yet find it easy to slip through dimensional walls to “swim” in our reality, most often using the energy and power within a human brain as a mechanism (a kind of neural gateway) to travel into this world. Likewise, they can be summoned by using a human brain as the doorway for their manifestation.

In our world, they are invisible and semi-material, able to move around without detection, although certain magics and powders may cause desh to become visible to humans. In some instances, desh may temporarily be glimpsed. While desh can possess a variety of forms, they generally adhere to the same basic shapes, coming in two distinct groups: the lesser and the greater desh. Both sorts appear to move slowly, although this is a dimensional effect as perceived by humanity. In truth, desh move incredibly quickly, able to cover a distance of 100 yards/meters in a couple of seconds. Thus, one seen at 60 yards/meters may, in the follow second, be biting down on that person’s throat!

For the person whose brain supplies the doorway, the experience is painful and deadly, usually resulting in their death due to the desh effectively destroying the person’s brain as they arrive. In some cases, the person’s brain explodes, although generally evidence of their manifestation may be discerned by a star-shaped hole left in the victim’s skull.

Lesser desh are not particularly dangerous and rarely survive in this world for more than a few days before their other-dimensional makeup unravels and disintegrates (sometimes, traces of their passing may be found). Greater desh pose a more serious danger, being larger and more powerful specimens.

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Desh, things from another place

	<i>Lesser Desh</i>		<i>Greater Desh</i>	
char.	roll	average	roll	average
STR	(2D6+1)×5	40	(4D6+3)×5	85
CON	(2D4)×5	25	(2D6+3)×5	65
SIZ	(2D4)×5	25	2D6×5	35
DEX	(2D6+6)×5	65	(6D6+1)×5	110
INT	1D4×5	10	2D6×5	35
POW	1D4×5	10	(2D6+6)×5	65

Average Hit Points: 5 (10*)

Average Damage Bonus (DB): -1 (0*)

Average Build: -1 (0*)

Average Magic Points: 2 (13*)

Move: 15 (30*)

*Greater desh in parentheses.

Combat

Attacks per Round: 1D4 (2D4*) (vine whip, bite, grab)

Lesser desh: use their nails and limbs to wrap around a target (mnvr), causing them to fall over (1D4 to 1D6 damage as applicable) if a DEX roll is failed. Alternatively, they may rake their nails along a target's skin (1 damage). If ensnared, a victim may attempt a DEX or STR roll to escape.

Greater desh: attempt to grab a target and then, on the following round, bite down on the victim's flesh (1D6+1 damage). Alternatively, may lunge at a target to bite them (1D6 damage). If held, the victim may break free with a successful Hard STR or Extreme DEX roll.

Lesser—Fighting	35% (17/7), damage 1D2-1 (min. 1)
Lesser—Ensnare (mnvr)	35% (17/7), DEX roll or fall damage (see above)
Greater—Fighting	45% (22/9), damage 1D6
Greater—Grab (mnvr)	45% (22/9), held, damage 1D6+1 (see above)

Armor: none; if successfully hitting a greater desh, multiply the damage rolled by five, with the result being the percentage chance of killing the greater desh outright (e.g. 3 damage provides a 15% chance of killing the desh), if this roll is failed, the attack causes no damage to the greater desh at all.

Spells: none.

Sanity Loss: 0/1D3 Sanity points to encounter a lesser desh; 1/1D4+1 to encounter a greater desh.

DEVIL CREEPER

It is not known whether these foul and insidious things are drawn forth from the void of space or from the dimensions beyond. Otherworldly seeds, they are consumed by the unwitting and take root inside the living host. Maturing rapidly, the growth eventually sprouts from the host's body, violently ripping through skin and bone in a shower of blood and gore. The dead host's remains continue to fertilize the deadly plant-like entity, which usually remains at the location of its birth but can move along the ground or climb walls. In visage, the plant is nothing less than a writhing mass of vines that end in a variety of maros and strange orb-like eyes. Highly territorial, this devil creeper attacks anything that comes within twenty paces.

Alternative names: Alien Seed, Blood Seed, Devil Seed, Green Spawn, Hell-Plant, Ripper, Watchers.

These evil seeds have been used by wizards and others of ill-intent as guards and as a form of retribution. Their origin is murky at best: perhaps the seeds are brought to earth by Mythos creatures, or born on solar winds, or fetched by dimension-hopping cultists. It is not beyond possibility that the seeds are gifted by Mythos entities to humans as some form of blessing.

As seeds, devil creepers are inert and only begin to develop when consumed by a living creature (human or animal). Within 2D6 days, the seed grows inside the host body and then sprouts forth, destroying the host. Most times, the host is unaware of their fate, although a lack of appetite and a bilious stomach could be a sign that something is wrong; medical examination may reveal the parasite growing within. Depending on the maturity of the growing seed, it may be extracted from a host through surgery, although such an invasive procedure risks killing the host (assume 2D6 damage from operation to remove a growing seed). If the seed is near full maturity when such a procedure is undertaken, the surgeon may be surprised to find the devil creeper bursting out through the first incision and to discover they are the plant's first meal.

Once mature, the devil creeper tends to remain in the same spot unless somehow summoned by one who understands the commands to control such an entity (a variant form of the summoning/binding spell perhaps). If left to own devices, a devil creeper will seek out an area where it may blossom and grow due to an abundant source of prey. In South America, there are rumors of nightmarishly massive specimens existing in the deep jungles.

Devil Creepers, blood-soaked vines of death

This profile shows an average specimen, as well as a monstrous one (the number in parentheses in the various categories signifies a monstrous version).

char.	roll	average	monstrous
STR	(4D6+6)×5	100	150
CON	4D6×5	70	120
SIZ	(4D6+2)×5	80	500
DEX	(2D6+6)×5	65	30
INT	2D4×5	25	30
POW	4D6×5	70	120

Average Hit Points: 15 (62*)

Average Damage Bonus (DB): +1D6 (+6D6*)

Average Build: 2 (7*)

Average Magic Points: 14 (24*)

Move: 3

*Monstrous.

Combat

Attacks per Round: 1D4 (2D4*) (vine whip, bite, grab)

May attack multiple targets with vines to whip or bite, or perform a maneuver to grab and hold. If multiple attacks are against a single target, the devil creeper gains a bonus die for each “outnumbering” attack after the first.

Grab (mnvr): a successful grab attack indicates one vine has wrapped itself around the target, with each additional successful maneuver adding to the number of constricting vines. A single (average) vine has 4 hit points**, and may be severed if enough damage is inflicted, although the held person suffers a penalty die to their attacks; if more than two vines hold the target, two penalty dice are applied. Alternatively, a held person may attempt a STR or DEX roll opposed by the devil creeper’s STR to break free. Once held, the target may be strangled or squeezed to death, or bitten, with an automatic 1D6 damage per turn. Optionally, at the Keeper’s discretion, the devil creeper might “plant” a seed and then let the target go.

**A monstrous vine may have 4 to 8 hit points.

Fighting	60% (30/12), damage 1D6+DB
Dodge	32% (16/6)

Skills

Detect Prey 60%.

Armor: none; non-impaling weapons and bullets deal minimum damage; slashing (impaling) weapons deliver normal damage; resistant to fire and electricity; toxic chemicals are harmful (assume 1D6 damage per round of exposure).

Spells: none.

Sanity Loss: 0/1D6 Sanity points to encounter an average devil creeper; 1/1D8 to encounter a monstrous one.

DHOLE

A cancerous infliction upon the planets they consume, gigantic worms reaching over 600 feet in length and 20 feet thick, and some even larger. I spied them in my journeying, and again in a dream when I ventured into the darkness that lies below. Their skin is armor-clad with thick chitinous-like sections through which no sword could pass. At one end is the feasting mouth, hidden beneath a segmented aperture, which closes tight when burrowing below. I judge them true monsters, and I fear the day when they cast their insatiable hunger upon this planet, my home.

Alternative names: Bholes, Death Worms, Dol, Great Eater, K’ole, Maw of Death, Planet Devourers.

Dholes are gigantic worm-like burrowing horrors. They are not native to the Earth and none seem to have been brought here for more than brief periods—fortunately, for they seem to have riddled and laid waste to other worlds, consuming them from within. It is unknown how they reach new worlds, but theories include magical summoning and the ability to “swim” through space. Some speak of dholes



Devil Creeper

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traveling via the Dreamlands, forcing their way through the inter-dimensional fabric of dream to reach distant places.

They are rarely seen in daylight, and then only on planets that they have thoroughly conquered, as they dislike direct light, though it does not visibly harm them. Likewise, water does not affect them as it does some other worm-like Mythos entities.

Dholes, planet eaters

char.	roll	average
STR	10D100×5	2525
CON	(1D100+100)×5	755
SIZ	(100+STR/5)×5	2775
DEX	1D4×5	10
INT	2D6×5	35
POW	10D6×5	170

Average Hit Points: 353

Average Damage Bonus (DB): enough to flatten a battleship (64D6)

Average Build: 65

Average Magic Points: 34

Move: 15 crawling / 10 burrowing

Combat

Attacks per Round: 1 (crush, slam, engulf, spit goo)

The massive, fast-moving bulk of a dhole is extremely dangerous for fleshy mortals to approach; a blow from its bulk is like being hit by a train. If crushed, death is automatic; with a successful Luck roll, enough can be found to bury.

Engulf: in swallowing (engulfing) a target, a dhole scoops clean an area equal in size to the area of its goo attack (see following). The Keeper determines if swallowed investigators are dead or can somehow escape from within the dhole.

Goo Attack: in lieu of swallowing or crushing a target, may spit a gob of slimy goo from its mouth up to a range of 2–3 miles (3–5 km). The goo covers a circular area with a diameter equal to 1 percent of the monster's SIZ in feet; thus, a dhole of SIZ 2750 spits a glob 27 feet (8 m) across, big enough to bring down an airplane. Any living thing struck by the glob is automatically engulfed and stunned for 1D4 rounds. Climbing out of a mass of goo requires an Extreme STR roll (one attempt per round). While buried in the frightful slime, a person cannot breathe and begins to drown, requiring a CON roll per round (per drowning rules). In addition, the caustic slime inflicts 1 damage per round while held. Once the victim escapes, the burning damage stops.

Fighting	30% (15/6), damage death
Spit Goo	50% (25/10), damage special (see above)
Engulf	80% (40/16), damage swallowed
Dodge	6% (3/1)

Skills

n/a.

Armor: equal to one-fifth of the dhole's POW (34).

Spells: none.

Sanity Loss: 1D4/1D20 Sanity points to encounter a dhole.

DIMENSIONAL SHAMBLER

Hulking extra-dimensional entities, seemingly outlandish combinations of crustacean, insect, and ape-like mammal. In places, their hide is like thick plates of armor, while elsewhere their skin is loose and rugose. Black points of light appear to be eyes set deep into a rudimentary head, while the mouth appears to be a misshapen hole. Large talon-like clawed appendages protrude from the arms, although these sometimes appear more like immense crab claws.

Alternative names: Dark Gatherers, Excoleoptera, Insects from the Void, Lurkers, Shambling Things.

Little is known about these beings who seem capable of walking between the planes and worlds of the cosmos, never spending much time at any one location. It is unknown whether they are a distinct interdimensional species or constructs created in the deep passages of time to serve a higher power, but are now free to roam where they will. Rumors suggest that these entities occasionally serve the Outer Gods and Great Old Ones, yet their individual motivations and purpose remain a mystery.

Trans-dimensional Travel: able to leave a plane of existence or translocate to another place at will, signaling the change by beginning to shimmer and fade; the transition costs 4 magic points and takes 1 round to complete. During this time, while they may be attacked, they cannot fight back or dodge. A shambler can take objects or beings with it when it transports to another dimension or place. By clutching the desired object or being in its claws and expending an additional magic point per 50 SIZ points of the object or creature, that which is held makes the transit also. Objects and victims lost are usually never found again, but, sometimes, a person may be returned at different time or location after taking a weird and scary journey through one or more other dimensions or realms.

Dimensional Shamblers, *dimension-hoppers*

char.	roll	average
STR	(2D6+12)×5	95
CON	(3D6+6)×5	80–85
SIZ	(2D6+12)×5	95
DEX	3D6×5	50–55
INT	2D6×5	35
POW	3D6×5	50–55

Average Hit Points: 17–18

Average Damage Bonus (DB): +1D6

Average Build: 2

Average Magic Points: 10

Move: 8

SHAMBLING QUESTIONS

Exactly where do dimensional shamblers take their victims? Most times, the destination is a death sentence to humans, who cannot breathe or exist in other-dimensions or otherworldly places. Of course, those individuals with a grasp of magic may be able to extricate themselves from such dire environments by hastily fashioning a magical Gate or summoning something and binding it to take them home. The destination doesn't have to be deadly to humans, though. While challenging, the situation could present new opportunities.

The Keeper should ask, how does this serve the story? Would a terrible death in another dimension help to move the plot along? If so, then fine. Otherwise, consider where shamblers could take one or more investigators—where the environment is not so deadly. Perhaps some alien facility on another planet, or a prison-like hole elsewhere on Earth, or to somewhere in the spaces between? Who might be encountered once the shambler departs? Another investigator who also ran afoul of the shambler years in the past? A Mythos god? Anything is possible.

Where do the shamblers come from? They seem at ease in our atmosphere, so does that suggest their home is less deadly to humanity? Are they a solitary race at the disposal of greater Mythos entities or do their strange actions hide a greater truth, suggesting some species-wide motive? Is there some grand cosmic plan to their actions? Such questions can only be answered by the Keeper within the framework of their story.

Combat

Attacks per Round: 2 (claws; snip, tear, rent) or 1 (grab)

May attack with both fore-claws to rent, tear, or snip, or may attempt to grab an opponent and disappear with them into another dimension or place.

Grab (mnvr): foregoing its usual attacks, a shambler attempts to latch onto a target with its claws. If successful, on the following round, it may instantly transport to anywhere in this plane of existence or to another dimension. Before the shambler can transport, the held target may attempt to break free with a successful opposed STR or DEX roll. Likewise, should the shambler suffer the loss of half of its hit points, the held target may make a Luck roll to determine if the shambler relinquishes its grip. Those transported may or may not be able to survive in the environment to where they have been rudely taken.

Fighting	45% (22/9), 1D8+DB
Grab (mnvr)	45% (22/9), grabbed and held for 1 round before disappearing to who knows where?
Dodge	30% (15/6)

Skills

Listen 60%, Spot Hidden 50%, Stealth 40%.

Armor: 3-point thick hide.

Spells: 40% chance of knowing 1D3 spells.

Sanity Loss: 0/1D10 Sanity points to encounter a dimensional shambler.

DWELLER IN THE DEPTHS

From an elliptical body extended eight appendages, arm-like and ending in something akin to a flipper, although two were more like writhing tentacles. It appeared to use the flippers for locomotion, able to "walk" on land just as easily as swimming through water. There was no head as such, rather a gross nodule on which a round, sponge-like organ sprouted, over which an unwholesome layer of lattice-like thin flesh grew, more like a spider's web than anything else one could suggest. Directly beneath the sponge organ was a slit, a kind of mouth that extended across half of the nodule, and at the ends of the slit were two tentacle-like growths, used to convey food directly into the mouth where rows of smaller tentacles, rather than teeth, could be seen. The damnable appearance was made worse due to the creature's transparent skin, through which one could discern bizarre internal organs and a spherical yet misshaped brain.

Alternative names: Chosen of Tulu, Deep Ones, Sea Masters, Spawn of Hydra.

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Said to be associated with entities like Great Cthulhu, Dagon and Hydra, and the cursed star-spawn, these creatures appear to be amphibious, with some suggesting they are a larger, more powerful, and advanced strain of deep ones. Inhabiting places beneath the ocean as well (as certain great freshwater lakes), the dwellers may also be found in deep one cities. On occasion, individuals rise to the surface and walk on land, usually causing havoc where they go. The Cult of Cthulhu holds the dwellers in great regard and reverence.

Their rubbery, half-gelatinous flesh grants immunity to most physical harm and, in death, a dweller's body quickly decomposes, leaving behind nothing more than a foul-smelling stain.

Dwellers in the Depths, *aquatic horrors*

char.	roll	average
STR	(4D6+6) × 5	100
CON	(4D6+6) × 5	100
SIZ	(2D6+16) × 5	115
DEX	(2D6+6) × 5	65
INT	(2D6+6) × 5	65
POW	(3D6+6) × 5	80–85

Average Hit Points: 21

Average Damage Bonus (DB): +2D6

Average Build: 3

Average Magic Points: 16

Move: 7 / 12 swimming



Combat

Attacks per Round: 2 (tentacle bash, bite)

May use its two tentacle arms to swipe and bash, as well as its tentacle legs to kick (the flipper ends giving nasty cuts). While it possesses no teeth, its mouth tentacles can latch onto nearby flesh, pulling a victim into its mouth, where further coarse tentacles can rake and tear chunks out of a victim, leaving a painful wound.

Fighting	45% (22/9), damage 1D6 +DB
Bite	35% (17/7), damage 1D6+2+DB
Dodge	32% (16/6)

Skills

Climb 25%, Language (Deep One Speech) 60%, Language (R'lyeh Glyphs) 80%, Listen 30%, Spot Hidden 80%, Stealth 45%, Swim 95%.

Armor: none; immune to most physical damage—the exception is the brain-organ (if 5+ damage is dealt to the brain-organ, it instantly kills the dweller), targeting the brain-organ bestows a penalty die to the attacker; fire and electrical based attacks inflict normal damage.

Spells: 2D6 spells relating to Cthulhu, deep ones, and other related aquatic horrors.

Sanity Loss: 0/1D8 Sanity points to encounter a dweller in the depths.

- E -

EIHORT, BROODLING OF

We watched as the pale man who had taken Eihort's Bargain transformed before our eyes, his body dissolving and liquifying. Strange white foam poured from his mouth, eyes, and ears, and then from the flesh as it lost its elasticity and corrupted. Soon, what was once human, became soggy mounds of writhing white jelly-like spiders. Consumed from within, he was but their host and first meal.

Alternative names: Child of the Kingdom, Children of the Bargain, Labyrinth Kin, White Death, Pale Ones, Pale Spawn.

Broodlings are gestalt beings made up of millions of the tiny white spidery brood of Eihort. When combined, broodling looks like a deathly pale, hairless human of average size. In such a form, the entity is capable of a guttural speech and (with a little disguise) may walk among humans undetected. It is not until a broodling suffers some sort of physical damage that its true nature becomes apparent.

CHAPTER 2

When attacked, each point of damage causes bits of a broodling to come apart, falling off as globby masses of the white spidery brood. If reduced to zero hit points, a broodling melts down into millions of individual white spiders that creep and wriggle away.

Like the children of other Great Old Ones, the broodlings of Eihort live to serve their sire and prepare the way for the coming of the Great Old Ones.

Spider Form: given their diminutive size, the individual spider-like brood rarely attacks, reserving such actions to when in collective broodling form. In most cases, the spider things simply crawl away and try to escape, although can attack if pressed. While a single spider is no more than a scary inconvenience, a group of 20 or more may attack together—such an effort is made as a single attack roll, with the group treated as a single entity for the sake of convenience (see below). Conscious victims may defend themselves with vigorous brushing or slapping to throw off the spiders, although unconscious ones are liable to have the spiders crawl inside them, causing 1D4 damage per day until death unless the new host can somehow purge their body of the tiny invaders.

Eihort's Bargain: see Eihort, see Eihort, *Volume II Deities of the Mythos*.

Broodlings of Eihort, *gestalt servants*

char.	roll	average
STR	(2D6+10)×5	85
CON	(3D6+6)×5	80–85
SIZ	(2D6+6)×5	65
DEX	(2D6+6)×5	65
INT	(3D6+6)×5	80–85
POW	(3D6+6)×5	80–85
APP	(2D6–1)×5	30

Average Hit Points: 14–15

Average Damage Bonus (DB): +1D4

Average Build: 1

Average Magic Points: 16

Move: 8

Combat

Attacks per Round: 1 (unarmed or weapon)

May use unarmed attacks or weapons like a human. In individual spider form, a group of 20 or more spiders may attack as a single unit, inflicting small bites.

Broodling

Fighting	40% (20/8), damage 1D4+DB or by weapon type
Dodge	40% (20/8)

Spiders (20+ group)

Fighting	30% (15/6), damage 1
Dodge	n/a

Skills

(Varies, suggested) Climb 70%, Intimidate 40%, Jump 60%, Language (Any) 50%, Listen 80%, Persuade 60%, Sleight of Hand 70%, Spot Hidden 80%, Stealth 80%, Throw 40%. Note that despite high skill values, all skill rolls are made with one penalty die, as broodlings must concentrate their collective intelligence to perform as a human.

Armor: none; mundane attacks deal minimum damage; if a broodling escapes with even a single hit, it may fully regenerate (taking 10 minutes per hit point to normal maximum); if reduced to zero hit points, a broodling melts into a mass of wriggling white spiders (death at zero hit points).

Spells: generally, knows 1D4 spells, usually concerning Eihort or granted by Eihort to fulfill its mission.

Sanity Loss: no loss to encounter a broodling in human form; once a broodling begins to melt down and reveal its true nature, 1/1D8 Sanity points.

ELDER THING

Gray colored, barrel-shaped beings, six to eight feet in length, and some three and a half feet in diameter at the mid-section, tapering to one foot at either end. The central mass displays five vertical ridges, between which are strange growths from which wing-like membranes (some seven feet in length) can unfold from interior cavities. Curious orifices can be discerned at the tip of each of the serrated wings. Spaced equidistantly around the central equator of the body mass are five flexible arms, each reaching three-feet long, and ending in a conglomeration of small tentacles or tendrils; when not required, each arm may retract and coil itself around the body mass. The apex of the body mass tapers to a bulbous neck from which a five-pointed starfish-like "head" rises in horizontal aspect (gill-like slits in the neck suggest adaptability to underwater life). The head's surface is covered in a three-inch wiry cilium, and each of the five stalks ends in a spherical orb containing an eye. Atop the head, at the central point, is an aperture not unlike a mouth. Poking out, beneath the star-shaped head, are five reddish tubes ending in sac-like swellings that can open to reveal tooth-like projections. Below the central body mass are five flexible legs, each ending in a paddle or flipper-like appendage. Overall, despite seemingly changeable color orientation, the skin appears leathery and tough. Clearly, the elder thing could walk on land as easily as swim the ocean.

Alternative names: the First, Old Ones.

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Elder things came to Earth a billion years ago and may have accidentally started terrestrial life through arcane experimentation. Foremost scientists, they created the blasphemous shoggoths to serve as slaves, building vast cities around the globe. By the time humanity was evolving, the elder things were already degenerating as a race, and beginning to lose certain abilities, such as space flight on their membranous wings.

With the arrival of other alien entities on the planet, including the mi-go, Cthulhu's star-spawn, and others, numerous wars between these newcomers and the elder things played out over centuries of time. It is unknown whether the elder things were warlike in attitude or merely defending their way of life. To their horror, the elder things found they also had to contend with shoggoth rebellions. Such wars and troubles driving the race to retreat to what we now know as Antarctica, where one of their greatest cities remained. Killed either by shoggoths or the advent of the ice age, the elder thing civilization collapsed and died.

While only the dead or those in frozen hibernation can be found in the frozen remains of their Antarctic city, there remain living communities of elder things in the deepest and darkest parts of the ocean. Hints in certain banned texts suggest that non-degenerate elder things may yet be found living among the stars.

Communication: elder things communicate by piping whistles, and do not require light to see.



Scientific: while the glory days of scientific exploration and creation are far behind them, elder things remain a scientifically minded race, curious and eager to take things apart to see how they work (including humans). As such, they may (depending on circumstance) have access to a range of technology, including crystals able to store magic points and dimensional Gates—see the *Call of Cthulhu: Keeper Rulebook* for details of some of these.

Elder Things, *mysterious scientists*

<i>char.</i>	<i>roll</i>	<i>average</i>
STR	(4D6+24)×5	190
CON	(4D6+8)×5	110
SIZ	8D6×5	140
DEX	(3D6+6)×5	80–85
INT	(2D6+12)×5	95
POW	3D6×5	50–55

Average Hit Points: 25

Average Damage Bonus (DB): +3D6

Average Build: 4

Average Magic Points: 10

Move: 8 / 10 flying

Combat

Attacks per Round: 5 (swipe, bash, seize, or weapon)

May use its five tentacles and its bulk to strike at opponents or use weapons. Note that due to the alignment of its five eyes and five tentacles, it can attack and defend in a 360-degree arc; thus, surprise attacks upon an elder thing are liable to suffer from at least one (probably two) penalty dice.

Seize (mnvr): once a tentacle grips, it clings to the target and, each round thereafter, the victim suffers crushing damage equal to half the elder thing's damage bonus. Each elder thing has five tentacles; therefore, no more than five victims may be held in this way. Those held may attempt an opposed STR roll to break free.

Fighting	40% (20/8), damage DB
Seize (mnvr)	40% (20/8), target seized, followed by DB in constriction damage each round
Dodge	40% (20/8)

Skills

Climb 60%, Science (Any) 60%, Spot Hidden 80%, Stealth 70%, Throw 70%.

Armor: 7-point tough skin.

Spells: 70% chance of knowing 1D4 spells.

Sanity Loss: 0/1D6 Sanity points to encounter an elder thing.

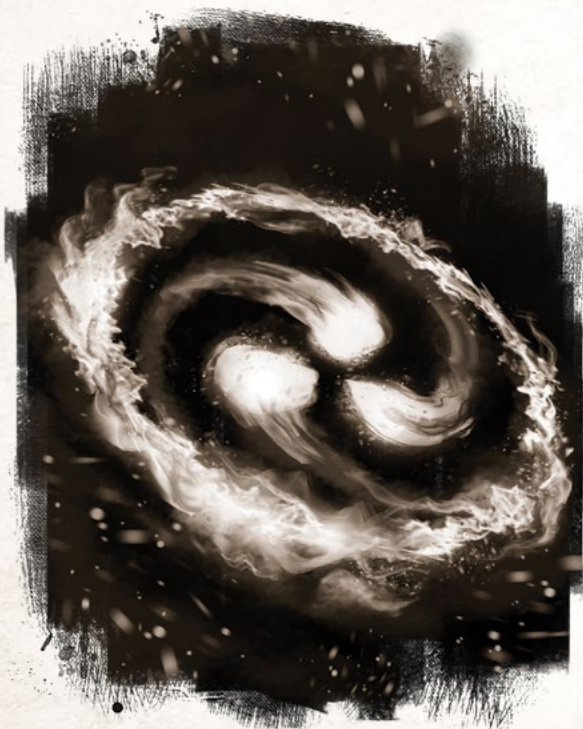
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FIRE VAMPIRE

It was though the stars were falling, shooting downward and ripping through the atmosphere, leaving colorful trails in their wake. Many came in flaming clusters, exploding outward into hundreds or thousands of individual star-like flames, each no larger than a candle flame. These living star-flames danced in the air in a mesmerizing fashion. Whatever they touched burst into flame. This strange intelligence was thus displayed, with a method to the madness, as without warning we were surrounded by a conflagration of heat and fire.

Alternative names: Cthugha's Brood, Devil Eyes, Flame Demons, Searing Ones, Will-o-the-Wisps.

Fire vampires are said to be minions of the Great Old One Cthugha and, like that entity, dwell on or in the planetary system of the star Fomalhaut in the Piscis Austrinus constellation. Rarely venturing to Earth of their accord, fire vampires are more likely to be summoned to undertake certain tasks (if bound correctly). Should the presence of Cthugha be called, that entity arrives with a multitude of attendant fire vampires. Extraterrestrial, fire vampires appear to be intelligent gas or plasma, able to convey themselves through space and planetary atmospheres, but unable to move through water, which can kill them (see **Armor**).



Flame Clusters: occasionally, usually when entering an atmosphere, fire vampires cluster together into great balls of flame, which then disperse into individuals. Such clusters can strike through buildings, exploding glass, and disintegrating wood, while simultaneously causing significant fires. In addition, a cluster may attack as a single entity (although this is rare).

Mesmerizing Dance: the crazed dance of multiple fire vampires can produce a hypnotic effect in humans and some animals, causing them to fall into a trance-like state, oblivious to the fiery danger in front of them. The fire vampires must spend a full round conducting the dance; during which, the target/s are not harmed—as any damage would bring the mind of the target to the realization of their danger. At the end of the round, the target/s must succeed with a POW roll or fall under a trance: unable to move, solely focused on watching the dancing flames, and effectively at the fire vampires' mercy. Such entranced victims are unaware of being set on fire and may burn to death unless roused from the trance, requiring the individual concerned to pass a Hard POW roll on their turn (one attempt per round)—friends may help to break the trance by shouting, slapping, or generally trying to “wake” up the affected person (lowering the difficulty to Regular); likewise, a bucket of freezing water thrown over the victim does the trick, instantly bringing the person to their senses (no roll required).

Fire Vampires, burning stars

char.	roll	average
STR	n/a	—
CON	2D6×5	35
SIZ	01	01
DEX	(3D6+6)×5	80
INT	3D6×5	50–55
POW	(2D6+6)×5	65

Average Hit Points: 3

Average Damage Bonus (DB): n/a

Average Build: -2

Average Magic Points: 13

Move: 11 flying

Combat

Attacks per Round: 1 (individual or mass cluster)

Attack by touching their victims, burning skin, and setting light to clothes and flammable objects; alternatively, may cluster together to form a large flaming ball.

Individual Damage: for a human, the damage is heat-shock: roll 2D6 damage for a single fire vampire's attack, then, call for the target to make a combined CON and POW roll. If

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the roll is equal to or below CON, reduce the damage by half (round down). Next, compare the roll to POW and make an opposed POW roll for the vampire; if the fire vampire wins, it steals 1D10 magic points from the victim; if the target wins, the fire vampire loses 1 magic point. Lastly, the target should attempt a Luck roll to determine if clothing has been set on fire (assuming target is flammable), which adds 1 burn damage on the following round; burn damage is doubled (2, 4, 8, 16, etc.) each round following until the flames are extinguished.

Cluster Damage: 6D6 damage for a cluster attack; target makes a CON roll, which if passed, reduces damage by half (round down). The target should attempt a Hard Luck roll to determine if clothing has been set on fire, which adds 1D6 burn damage per round until the flames are extinguished. Fire vampires cannot steal magic points when in a cluster.

Fighting	85% (42/17), damage 2D6 (see above)
Cluster	45% (22/9), damage 6D6 (see above)
Dodge	40% (20/8)

Skills

n/a.

Armor: mundane weapons deal no damage (incl. bullets.); water deals 1 damage per half-gallon (2 ltr) poured over it (a typical handheld fire extinguisher deals 1D6 damage, while a bucket of water results in 1D3 damage).

Spells: 20% chance of knowing 1D3 spells.

Sanity Loss: 0/D6 Sanity points to encounter a fire vampire.

FISHER FROM OUTSIDE

From Outside they come to hunt—great and dark avian creatures with leprous veined flesh instead of feathers and membranous wings on which they swoop like darting seabirds, plunging down into the ocean to hunt their prey. Immense things, caricatures of earthly birds, which hop about on a single-foot when not in flight, while above a hooked and fang-lined beak, glows an all-seeing Cyclopean eye.

Alternative names: Dark Flyers, Demon Birds, Devil Skewers, Pterodactyls, Slaughterers.

Sometimes confused with shantaks and even prehistoric Pterosaurs, the fishers from outside are a distinct species believed to serve the Great Old One known as Groth-golka. Called down from the spaces between and beyond the stars, the fishers sometimes act as proxies, accepting and devouring human sacrifices while also metering out the divine will of their master. As such, cultists of Groth-golka regard the fishers as the manifestation of their god's will.

Whether the fishers were created by Groth-golka or somehow recruited is unknown, although their evolution over time has certainly been tailored or affected by the Great Old One. Viewing or handling a representational image of a fisher from outside is akin to viewing an image of Groth-golka, causing humans to experience horrific nightmares resulting in Sanity loss.

Foul Imagery: for unknown reasons, humans are liable to be adversely affected by artistic representations of the fishers from outside, whether painted, carved, or some other medium. Seeing or touching a representation requires a Hard POW roll, with failure indicating that the person will suffer a series of nightmares featuring the fishers from outside and their strange god each night, with the loss of 1 Sanity point per night. If the POW roll is fumbled, the affected person suffers periods of brooding introspection while awake, each lasting 1D10 minutes. While caught in introspection, the character is oblivious to events around them and unable to defend themselves; as necessary, at the Keeper's discretion, such periods can be determined with a Luck roll.

Such terrors continue until either the representation of the fisher is destroyed or the person affected receives five consecutive days of psychoanalysis. On the fifth and final day, a Psychoanalysis roll is made, with success freeing the patient of the nightmares; if the roll is failed, the patient must make a Sanity roll, with failure indicating the loss of 1 point of Sanity, and the five-day recovery process must begin anew. Where Psychoanalysis is not available (such as in earlier historical periods), five days of calm along with a successful Hard POW roll may be substituted.

If cured of the nightmares, subsequently seeing the same or another representation of the fisher automatically causes the nightmares to return, and the person in question must go through psychoanalysis again or find a means to destroy the image or object.

Fisher from Outside, servants of Groth-golka

char.	roll	average
STR	(3D6+15)×5	125–130
CON	(2D6+6)×5	65
SIZ	(3D6+20)×5	150–155
DEX	(3D6+6)×5	80–85
INT	3D6×5	50–55
POW	3D6×5	50–55

Average Hit Points: 21–22

Average Damage Bonus (DB): +2D6

Average Build: 3

Average Magic Points: 10

Move: 3 / 35 flying

Combat

Attacks per Round: 1 or 2 (bite, talon tear, grasp)

When flying, a fisher may attack once per round, whereas it has two attacks per round if on the ground. A fisher may use its grasp maneuver only when in flight.

Grasp (mnvr): the fisher swoops down to grasp a target and may, on the following round, begin to crush the life out of its victim, causing an automatic 1D6 damage per round on the second round and each round thereafter. The target may attempt to dodge or fight back against the initial maneuver as usual and may attempt a STR or DEX roll opposed by the fisher's STR to break free each round. If freed, the victim may fall and suffer damage on hitting the ground (assume 1D6 to 4D6 damage)—kind Keepers may allow a successful Jump roll to halve the fall damage.

Fighting	50% (25/10), damage 2D6
Grasp (mnvr)	35% (17/7) held, damage 1D6 per round after the first
Dodge	45% (22/9)

Skills

Listen 30%, Spot Prey 60%.

Armor: 9-point thick scales.

Spells: none.

Sanity Loss: 0/1D6 Sanity points to encounter a fisher from outside.



FLYING POLYP

The flying polyps are an elder race not of this earth, having been drawn here by dark desires of conquest. Unlike animal or plant, they twist and form—polypus neoplasms, alien and malign—a dark plastic flesh, cancerous with strange growths amidst multiple eyes and mouths. Semi-material, elements or portions seemed to phase between visible and invisible. No wings could be seen, despite a floating or hovering appearance, although they must walk, jump, or crawl on invisible limbs, as where they went, certain strange marks were left off a footprint consisting of five circular toe marks, some 6 feet in total length.

Alternative names: Aforplasm, Bubbling Ones, Flesh Twisters, Floating Horrors, They Who Leave the Mark.

To humanity, these strange species are (mostly) known as flying polyps, although their true name is unknown. They traveled across space and found Earth around 750 million years ago. On arrival, they constructed bizarre basalt cities wherein numerous high and windowless towers were raised. Rumors speak of the polyps also raising cities on three other planets in the solar system, with speculation pointing to Mars, Neptune, and Venus.

Having arrived on Earth, the polyps warred with the Great Race of Yith but were eventually defeated and driven underground. Around 50 million years ago (during the Cretaceous era), the polyps rose from their subterranean haunts to exact revenge by exterminating the Yithians in one fell swoop.

In the intervening years to the modern era, the polyps left the planet en masse, although many remained and again sought out deep places to dwell, and seem content to remain there, annihilating anything that chanced upon their rest. The entrances to their dwellings are mostly below the ground, sometimes within ancient ruins or great wells now sealed over with stone, while others have taken to the deep oceans. For what purpose or reason these polyps remained on Earth is unknown, with numerous tomes speculating on a variety of factors. Such tomes also tell of the polyps' great powers concerning the manipulation of the elements, particularly the wind and air, which can be brought to bear upon enemies and cause terrible devastation.

Invisibility: a polyp can turn invisible by spending 1 magic point per round, although its approximate location may still be determined by the nauseating piping sound that a polyp seems to constantly make. Those trying to attack an invisible polyp should make a successful Listen roll to tell where it is and, if successfully located, any attack rolls are made with one penalty die—if the Listen roll is a critical success, no penalty die is applied. In addition, as parts of a polyp naturally phase

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in and out of visibility, a Luck roll must be made with each attack against it; if the Luck roll is failed, the polyp phases just at that moment and the attack is made with one penalty die—thus, even with a successful Listen roll, an attack may still suffer from two penalty dice.

When a polyp is invisible, it does not attack with its tentacles, but may still use one of the wind attacks or cast spells.

Flying Polyyps, awful neoplastic horrors

char.	roll	average
STR	(4D6+36)×5	250
CON	(2D6+18)×5	125
SIZ	(4D6+36)×5	250
DEX	(2D6+6)×5	65
INT	4D6×5	70
POW	(3D6+6)×5	80–85

Average Hit Points: 37

Average Damage Bonus (DB): +5D6 (only for Wind Blast)

Average Build: 6

Average Magic Points: 16

Move: 8 / 12 “floating”

Combat

Attacks per Round: 2D6 (tentacles) or 1 (wind-based attack)

Polyyps continually form and dissolve tentacles from their bodies; each round, roll 2D6 to determine how many tentacles can form and attack. Because of the partially nonmaterial nature of these entities, the tentacle’s damage is dealt directly to the target’s hit points, ignoring any body armor. The wound takes the form of a windburn or desiccation of tissue. A polyp may use only 1 wind-based attack per round.

Wind Blast: costs 1 magic point to create a blast extending 20 yards/meters (base range), with a 10-yard/meter-diameter cylinder of effect. The blast emanates from the polyp and deals damage equal to the polyp’s damage bonus. The cylindrical blast can extend farther, costing 1 magic point per additional 20 yards/meters, but loses 1D6 damage for each multiple of the base range—thus, a target at 39 yards would suffer 4D6 (damage bonus minus 1D6), and a target at 41 yards would suffer 3D6 damage. Victims of a wind blast have their flesh stripped from their bones, their skin dehydrated and wind-burned, and are blown backward for a number of yards/meters equal to the number of hit points they have lost.

Fixing Blast: a mysterious method for capturing prey costing 1 magic point. In this mode, the fixing blast has a maximum range of 1,000 yards/meters and can blow without

diminishment around corners or up through winding corridors. Although the wind emanates from the polyp, it has a peculiar sucking effect on the target, slowing them down and forcing the target to make an opposed STR roll versus the polyp’s POW. Note that beyond 200 yards the attack becomes less effective and one bonus die is granted to the target’s STR roll. If the polyp wins, the victim cannot move away that round; if the target wins, they may move normally. The flying polyp can move at full speed while using this ability, so it may be both chasing interesting prey and slowing it. This ability may be used on multiple targets within 30 yards/meters of one another—each additional target gains one bonus die to their STR roll to oppose the polyp. The polyp may choose its targets.

Windstorm Attack: a polyp can generate a windstorm in conjunction with its fellows. The windstorm has a speed of 1 mile per hour (1.6 kmph) per 2 points of POW of the participating polyp/s. The windstorm is localized, losing 5 mph (8 kmph) of force for every 200 yards/meters it travels. A group of polyyps can generate hurricane-force winds within an area of a few square miles. Targets suffer 1D4 damage for every 20 mph (32 kmph) above 100 mph (161 kmph) of wind speed; those that succeed in a Luck roll suffer half damage. For example, seven polyyps could each spend 40 POW (280 POW total) to create a 140 mph (255 kmph) windstorm causing 2D4 damage. POW invested is regained at the rate of 10 points every five days.

Fighting	85% (42/17), damage 1D10 per tentacle
Dodge	30% (15/6)

Skills

Sense Prey 50%.

Armor: 4-point otherworldly hide; extra-terrene polyp suffers minimum damage from mundane weapons (incl. bullets); fire and electrical based attacks deal normal damage.

Spells: 70% chance of knowing 1D10 spells.

Sanity Loss: 1D3/1D20 Sanity points to encounter a flying polyp.

FORMLESS SPAWN

At the second quarter of the summoning did the god’s hands rise from the great bronze bowls. For what seemed like black pools were sentient creations of foulness: a living ooze able to take temporary shapes of wild design. An intelligent and amorphous black slime that, in an instant, became a mass of undulating limbs, and then a great sphere possessing many mouths.

Alternative names: Black Slime, Fluid Ones, the Ichorous.

These black, protean beings may be found in temples dedicated to the Old Ones or in deep sunless caverns, often acting as guardians and protectors of secrets. They may accompany or herald the arrival of an Old One or stand in the god's stead, or simply lie motionless for years at a time, like some quiet dark pool waiting to be disturbed by the unwary. Whether they are born of a specific entity magically created is unknown.

Formless spawn can change their form and shape in an instant, from toad-like lumps to elongated things with hundreds of rudimentary legs—to any conceivable form. Being a living viscous liquid, they can ooze through small cracks, usually finding a way through any obstacle, while also able to enlarge their appendages at will. They are intelligent, with some able to cast spells, and can form vocal organs to issue strange sounds—no record exists suggesting they have ever communicated with words a human could understand.

Formless Spawn, shape-shifting ichor

	Average Size		Greater Size	
char.	roll	average	roll	average
STR	(2D6+11)×5	90	(6D6+11)×5	160
CON	(2D6+4)×5	55	(4D6+4)×5	90
SIZ	(4D6+10)×5	120	(6D6+12)×5	165
DEX	(2D6+12)×5	95	(2D6+12)×5	95
INT	(2D6+6)×5	65	(2D6+6)×5	65
POW	3D6×5	50–55	3D6×5	50–55

Average Hit Points:	17	25
Average Damage Bonus (DB):	+2D6	+3D6
Average Build:	3	4
Average Magic Points:	10	10
Move:	12	10

Combat

Attacks per round: 2 (whip, crush, strike, grab) or 1 (bite)
Due to their extreme fluidity, formless spawn are able to attack in a wide variety of ways: forming whips, tentacles, and other appendages with which to bludgeon and strike their opponents, normally attacking twice in a round. If using its bite attack, it forgoes its second attack.

Bite: with a successful attack the target is instantly swallowed. Each round thereafter the victim suffers 1 damage from constriction—the damage per round progressively increasing by 1 point (e.g., 2 damage on the second round, and so on). While swallowed, the victim may take no action whatsoever, though friends may attempt to slay the monster to free their colleague—a kind Keeper might allow the monster to spit out the victim if it reduced to half hit points. Certain spells may help also. While

digesting a victim, a spawn may continue to fight but cannot move without disgorging what it has swallowed. A formless spawn can make one bite attack per round and can continue to swallow prey until having swallowed its own SIZ in prey.

Grab (mnvr): uses one of its whip-like appendages to grab an opponent, and may crush them on the following round, causing damage bonus damage. The range of the attack is one-fifth of the monster's SIZ in yards. Those held can attempt to wriggle or break free with an opposed DEX or STR roll.

Fighting	60% (30/12), damage 2D6+DB
Grab (mnvr)	60% (30/12), held, damage DB on following round
Bite	30% (15/6), swallowed (see above)
Dodge	47% (23/9)

Skills

Detect Prey 50%, Stealth 80%.

Armor: none; immune to mundane and enchanted weapons (wounds simply snap closed after being opened); fire, chemical, explosions, and cold based attacks cause damage (assume 1D6 per round).

Spells: 25% chance of knowing 1 spell (of those, 2% know 2D4 spells).

Sanity Loss: 1/1D10 Sanity points to encounter a formless spawn.



Formless Spawn

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GHAST

Know them by their repulsive smell and strange guttural speech. They shun the light, preferring dark places below the ground, and go about on overlong hind legs, leaping forth to pounce on the unwary. In size, they resemble a small horse, yet humanoid in shape they appear, with yellow-red eyes and a bestial yet human-like face devoid of a nose or forehead. Their skin is scabrous, often flaking off in dry patches, and coarse to the touch.

Alternative names: Creeping Hoppers, Crypt Lurkers, Dark Fiends, Faceless Ones, the Shunned.

Ghasts may be encountered in places where sunlight never comes, such as underworld labyrinths, cavern networks, and deep tunnel systems. They shun light and are fearful of the sun, as when they are exposed to direct sunlight they sicken and may eventually die.

Often living in groups of 10 to 20 members, some ghost communities can accommodate up to 60 or more individuals. Ghasts prefer to go about either singly or in pairs but may hunt in larger packs, making the best use of their knowledge of underground networks to herd and trap prey. Close relationships between ghasts are rare, as they are cannibalistic in nature, happy to prey on one another as well as other beings that enter their domains. In some cases, wizards (human or otherwise) have been able to utilize ghasts as guardians as they have a tendency to be fairly docile and amenable to command, although their primitive and savage nature does carry a risk of brooding resentment if left to their own devices, which can cause them to attack and eat "allies" considered to be particularly tasty.

It has been suggested that the horrible, semi-human bipeds ridden by the morally degenerate people inhabiting the inner world of K'n-yan may be distant relatives of ghasts. Should this conjecture prove true, it suggests that the origin of the ghasts may stem from genetic experimentation by the serpent people.

Ghasts, unwholesome scabrous beasts

char.	roll	average
STR	(3D6+12)×5	110–115
CON	4D6×5	70
SIZ	(4D6+12)×5	130
DEX	(2D6+6)×5	65
INT	1D6×5	15
POW	3D6×5	50–55

Average Hit Points: 20

Average Damage Bonus (DB): +2D6

Average Build: 3

Average Magic Points: 10

Move: 10

Combat

Attacks per Round: 2 (claw, punch, kick, bash)

Ghasts have the usual range of unarmed attacks open to humanoids.

Fighting	45% (22/9), damage 1D6+DB
Dodge	35% (17/7)

Skills

Stealth 70%.

Armor: none.

Spells: none.

Sanity Loss: 0/1D8 Sanity points to encounter a ghost.

GHOUL

Some may once have been human, displaying certain human-like qualities in terms of their appearance, while others were greatly bestial with elongated snouts equipped with pointed teeth and receding foreheads conveying a canine-like aspect. They walked on two legs, although some seemed more comfortable moving on all fours. Their skin ranged from pale white to gray and brown, and in places, their rubbery flesh was coated in grave mold or retained sodden rags of what was once clothing. Mostly hairless, some still bore tufts of greasy hair about their head, arms, or body. Their hands ended in long claw-tipped fingers, and their feet were more akin to a goat's hooves.

Alternative names: Dark Kin, Ghûls, Fiends, Corpse Eaters, Grave Lurkers, Grave Robbers, Tomb Dwellers.

Loathsome humanoids with rubbery skin, hoof-like feet, canine-bestial features, and long claws, they dwell near crypts and graveyards, traveling via underground tunnels to feast upon the unspeakable delights of rotting remains. Due to their appetite for corpse flesh, ghouls are never far from human settlements and live in secret at the edges of civilization. During times of strife and war, when the number of human dead rises, ghouls gather to enjoy the bounty of misfortune. The ghoulish delight for dead flesh is considered by some scholars to arise from an ability to consume the memories of those devoured—the remains of a person containing their essence and memories of life—which are sweetmeats for ghouls.

While ghoulish tunnels crisscross the soil beneath human feet, certain deep tunnels go beyond the Waking World and enter the Dreamlands, with ghouls able to pass physically between the realms. Such tunnels, in the main, connect to the Crag of Ghouls that lies above the dark and bone-filled Vale of Pnath where it is best not to tread.

Ghouls have an uncertain relationship with humanity, as, much like humans, each is an individual who may or may not want to entertain a dialogue. Certainly, some are known to have commerce with witches, sorcerers, and those seeking unspeakable pleasures, while others see humans as nothing more than an unprepared meal and readily attack anyone who foolishly ventures into their dark domain. Such curious relationships may in part stem from the lore that suggests humans may transform into ghouls over a prolonged period if certain conditions are applied, and if certain unwholesome foods are consumed. If this lore is to be believed, then in any population of ghouls, a number may consist of those who were once human. If there is a distinction between

“true” ghouls and those who were once human, the secret remains unknown, as some speak of all ghouls once being human. Given their propensity for longevity, those who were once human would, after many centuries, would be indistinguishable, with little of their original humanity left. Whatever the case, ghoulish-tongue comprises sounds best described as “meeping” and “gibbering,” although some—perhaps those of human origin—are able to articulate human tongue when it suits them.

Ghouls, *mocking charnel feeders*

<i>char.</i>	<i>roll</i>	<i>average</i>
STR	$(3D6+6) \times 5$	80–85
CON	$(2D6+6) \times 5$	65
SIZ	$(2D6+6) \times 5$	65
DEX	$(2D6+6) \times 5$	65
INT	$(2D6+6) \times 5$	65
POW	$(2D6+6) \times 5$	65

Average Hit Points: 13

Average Damage Bonus (DB): +1D4

Average Build: 1

Average Magic Points: 13

Move: 8

GHOU CULTS

Human ghoulish cults exist, offering their members access to “special” banquets where they can partake of forbidden foods. Such cannibal cults seem to operate at all levels of society, from elegant and sophisticated soirées for the jaded and wealthy elite to the dark and earthy gatherings of those at the bottom of the social order, who have little option but to dine upon the free meat available in any graveyard. Most cults of this kind are close-knit and do not readily accept new members, others may be comprised solely of a family unit for whom cannibalism is a tradition. Of course, some groups have dug deeper and become intertwined with real ghouls, developing a symbiotic relationship, with each providing something the other wants: humans can provide protection and discretion for a local ghoulish community, while the ghouls can provide access to illicit gastronomical pleasures.

For some humans, the eating of corpse flesh is the spark that sets them upon the road of transformation into a ghoulish. For others, it appears the consistent proximity of ghouls alights the change, perhaps aided in part by the consumption of meat “prepared” by the ghouls. In some locales, long-standing ties can be found between humans and ghouls, and who work together to ensure no one interferes with the arrangement they have.



Ghoul

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Combat

Attacks per Round: 3 (bite, claw, kick)

Ghouls have the usual range of unarmed attacks open to humanoids but do possess filthy razor-sharp claws that can slice through flesh in an instant. At the Keeper's discretion, wounds caused may become diseased if not treated.

Bite and hold (mnvr): if a bite strikes home, the ghoul hangs on instead of using claw attacks, and worries the victim with its fangs, continuing to do 1D4 damage automatically per round. An opposed STR roll is required to dislodge the ghoul, breaking the hold and ending the bite damage.

Fighting	40% (20/8), damage 1D6+DB
Bite and hold (mnvr)	40% (20/8), damage 1D4 per round
Dodge	40% (20/8)

Skills

Climb 85%, Stealth 70%, Jump 75%, Language (English*) 60%, Listen 70%, Spot Hidden 50%.

Armor: Firearms deal half damage.

Spells: ghouls have a 15% chance of knowing 1D10 spells.

Sanity Loss: 0/1D6 Sanity points to encounter a ghoul.

**A ghoul has a 50% chance of remembering/knowing a human language (which may vary dependent on the country where the ghoul is encountered).*

GLA'AKI, SERVANTS OF

The servants of Gla'aki vary in appearance due to how fresh their servitude is, with newer converts able to pass as human while other, older, servants are more like walking skeletons. Each is bloodless and undead, with impossibly long, cracked nails. A gaping wound in their chest confirms their status; the wound derives from being pierced by Gla'aki's spines, which grants the creature undead life. When first embraced by Gla'aki, they look human enough, if stiff and corpse-like, but in time they wither into foul monsters. Retaining their intelligent, some servants may use artifice and makeup to conceal their true, rotting appearance, and some may even go as far as to sleep in vats of formaldehyde to stall their inevitable decay.

Alternative names: Chosen of Gla'aki, Lake Ghouls, Strange Ones, Wrong People.

Humans are summoned or brought before Gla'aki to enter its service, whereupon they are harpooned by one of the Great Old One's metallic spines. The spine eventually breaks free but remains impaled long enough for Gla'aki's consciousness to enter and corrupt, killing them but imparting new undead life.

Its slaves share a portion of Gla'aki's memories or thoughts, becoming almost an extension of the Great Old One, though such slaves can perform individual actions and act autonomously as needed. Such servants may work in unison under the Great Old One's direction to achieve a goal (perhaps to free some portion or splinter of the god) or may go abroad to further the designs of Gla'aki among human populations.

While first looking human enough, in time a servant withers, their flesh corrupts, and they become horrible to look upon. After six decades of undeath, the servants of Gla'aki become subject to the **Green Decay** (see box nearby), where if they are exposed to intense light, such as daylight, they begin to rot on the spot. What remains of their flesh and bones rapidly corrupts into a foul broth within a few hours until nothing remains but a nasty smell.

Servants of Gla'aki, decaying slaves

char.	roll	average
STR	3D6×5	50–55
CON	3D6×10	105
SIZ	(2D6+6)×5	65
DEX	1D6×5	15
INT	(2D6+6)×5	65
POW	3D6×5	50–55

Average Hit Points: 16–17

Average Damage Bonus (DB): 0

Average Build: 0

Average Magic Points: 10

Move: 5



THE GREEN DECAY

The green decay affects all servants of Gla'aki eventually. Strong sunlight causes a green mold to grow upon the servant's skin, rotting their flesh away. Long-lived servants are all likely to display patches of green decay. Over time, the mold spreads, eating away until nothing of the servant remains but a bubbling liquid that then dries to a dark-green stain.

It is said that Gla'aki imparted a spell that acts in the same way as the green decay, enabling its chosen followers to curse this hideous condition on other humans. Certain Gla'aki cults use this spell to doom others, making them more pliable to the cult's demands.



Combat

Attacks per Round: 1 (unarmed or weapon)

Servants of Gla'aki have the usual range of unarmed attacks open to humanoids, or they may be armed, typically with a knife or sickle.

Fighting	40% (20/8), damage 1D4+DB, or by weapon type
Dodge	10% (5/2)

Skills

Average skills based on previous life; Gla'aki may impart Aertain useful skills as necessary, assume 60–80% proficiency.

Armor: none.

Spells: no spells, though some may retain any known while alive, plus any new spells taught by Gla'aki (at the Keeper's discretion).

Sanity Loss: no Sanity point loss if fresh (human-seeming); 1/1D8 Sanity points lost if in living-corpse aspect; if dissolving from Green Decay, 1/1D10 Sanity points to witness this foul dissolution.

GNOPH-KEH

Something like a polar bear monstrosity, with six-limbs and covered in shaggy white hair. From its forehead rose a single horn, while its great mouth was filled with wicked and sharp teeth. Cunningly, it may walk upright on two legs or bear-like on four, other times it uses all six limbs to rip across the ice to find its prey.

Alternative names: Bear Monsters, Nanruki, Ohto, Oon-T'keph, White Horns.

Note: the ghoph-keh race of bear-like terrors is not to be confused with the Great Old One known as Gnophkehs.

The gnoph-keh are a race of beings who appear to inhabit cold places, notably Greenland, northern Canada, and other isolated wintry wildernesses. Legend purports that the gnoph-keh are the remnants of a lost tribe who turned from earthly gods to serve the Great Wind-Walker, Ithaqua, and in so doing became something other than human. Other tales speak of the creatures as earthly extensions of alien powers, always at the periphery, waiting and watching in the vast wilderness to pounce on those who would forsake the safety of civilization. Some tomes recall the attack of the gnoph-keh upon doomed Lomar. Whatever their true origin, gnoph-keh are territorial, individualistic, and rarely encountered. Seemingly, their solitary existence is broken only occasionally, when two or more gather to form a pack for unknown reasons—

perhaps when they sense the arrival of Ithaqua or some other manifestation of the Great Old One. Especially harsh winters may bring them down into lowland regions and closer to humanity.

Feared by those who are aware of their existence, there are a few isolated communities who have turned their fear into a form of worship, venerating the gnoph-keh as harbingers of icy fate and, in doing so, some have been touched by the mind of Ithaqua and turned their devotions to the Great Wind-Walker. Such communities soon turn to the terrible delights of cannibalism and consort with the gnoph-keh in blasphemous ceremonies.

Blizzard: gnoph-keh have the power to summon a small blizzard to conceal their appearance, with such effects restricting visibility to 3 yards/meters maximum. The ability costs 1 magic point per hour and yields a blizzard with a radius of 100 yards/meters, which may be increased by +100 yards/meters for every additional magic point expended. On the rare occasions that two or more gnoph-kehs work together, they may combine their magic points to create gigantic blizzards (multiply the area of effect by the number of gnoph-keh participating). Such blizzards are always centered on the gnoph-keh.

Every 15 minutes spent within such a blizzard, an investigator must succeed with a CON roll or lose 1 hit point to freezing damage (if not properly protected against ice and wind). Note that no recovery of hit points may take place while exposed to the blizzard.



Gnoph-Keh

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Generate Cold: may create an intense cold around its body by expending magic points; for each magic point spent, the temperature drops by 20 degrees F (-6.67 degrees C) for an hour in a 100-yard/meter radius. If the creature desires, both cold and blizzard effects may be combined to create a terrifying local storm. See **Hypothermia** box, nearby.

Gnoph-Keh, *ice fiends*

char.	roll	average
STR	(2D6+24)×5	155
CON	(3D6+12)×5	110–115
SIZ	(2D6+24)×5	155
DEX	4D6×5	70
INT	(1D6+12)×5	75
POW	6D6×5	105

Average Hit Points: 26–27

Average Damage Bonus (DB): +3D6

Average Build: 4

Average Magic Points: 21

Move: 9

Combat

Attacks per round: 5 (claws, bash) or 1 (horn gore)

A gnoph-keh may attack with its vicious claws and tremendous bulk, as well as with its horn.

Fighting	45% (22/9), damage 1D6+DB
Horn Gore	65% (32/13), damage 1D10+DB
Dodge	35% (17/7)

Skills

Detect Prey 45%, Stealth 60%.

Armor: 9-point gristle, fur, and hide.

Spells: 75% chance of knowing 1D10 spells.

Sanity Loss: 0/1D10 Sanity points to encounter a gnoph-keh.



HYPOTHERMIA

Should a person's core body temperature drop below 95 degrees F (35 degrees C), there is a risk of **hypothermia** (when the body is unable to produce enough heat to counter the heat that it is losing). **The condition can cause** shivering, clumsiness, confusion, and worse if the temperature drops further (see table below). Once exposed to such low temperatures, call for a CON roll once per hour (difficulty is variable dependent on the temperature), with failure indicating the onset of hypothermia.

Hypothermia causes variable damage per hour (until in a warmer environment) and may apply penalty dice to non-combat skill rolls and, at the Keeper's discretion, apply

delusions per *Call of Cthulhu: Keeper Rulebook* (page 162). Prolonged exposure to such conditions (after 4 to 6 hours) may, at the Keeper's option, increase the severity one step.

- Unconsciousness lasts until the person is warmed up, a colleague makes a successful First Aid roll, or (if alone) succeeds in an Extreme CON roll (unconsciousness will return if their situation does not change); otherwise, with the loss of hit points, death may be the outcome.
- Note that no recovery of hit points may take place while exposed to intense cold.

Body Temperature	Severity	CON Roll	Possible Effects	Damage
89.6 to 95°F (32 to 35°C)	Mild	Regular	Shivering; delusions	1 per hour
82.4 to 89.6°F (28 to 32°C)	Moderate	Regular	Drowsy, confusion, decreased reflexes; delusions; one penalty die to skill rolls.	1 per hour
68 to 82.4°F (20 to 28°C)	Severe	Hard	Delusions; two penalty dice to skill rolls; unconsciousness if a second Hard CON roll is failed.	2 per hour
Below 68°F (<20°C)	Profound	Hard	Delusions; two penalty dice to skill rolls; unconsciousness if a second Hard CON roll is failed.	2 per hour



GOATSWOOD GNOME

You'll see them in gardens, ugly little things made of stone, pretending to be jolly gnomes or elves in pointed red hats, with crooked noses and wearing beards and mocking smiles. But some are more than that. Brought to life by old magic, they are quiet and still during the day but, come night, they go about their vile and wicked business and you see them for what they are: loathsome things, with hideous eyes and pointed teeth. I reckon it's to do with the moon, with them drawing strange sustenance from old Lunar. Of course, their true mother is a dark one, she of a thousand young.

Alternative names: Garden Gnome, Garden Grim, Little Folk, Night Comers, Red Caps.

Found in many gardens across Europe, the British Isles, and North America, the garden gnome is thought to be a comic and endearing character, designed to liven up and decorate front and back yards. These stone or concrete-created “elves” are, in the main, inanimate; however, some are in fact ugly little creatures brought to life by magic and alien design. Some believe the Dark Mother with a Thousand Young or her children imbue life into these vessels, which lie dormant during daylight hours but can spring to life at night to carry out vile and devious acts.

The awakening of these small, stone monsters may be linked to the cycles of the moon, and they may be able to function only at specific times such as full or new moons, with much depending on the magic used to enchant them or the source of that magic. Acting as scouts, with watchful eyes, or

going forth to carry out strange or vile acts, these “Goatswood” gnomes bring nightmares and fear to the unwary who might see them about their business during darkness. Rumors tell of those witnessing the gnome’s antics as being marked, should they be seen by the gnomes, and liable to expect some form of revenge from the spiteful little folk. Such “revenge” may be minor but might also lead to a horrific death, should the gnomes deem their target to have seen “too much.”

Apart from some affinity to Shub-Niggurath, reports suggest that certain wizards and witches may have uncovered the necessary spell or spells to conjure life into such vessels for their own ends, using gnomes to carry out tasks and meter out harm as directed.

Known as Goatswood Gnomes (to those in the know), due to the fact that it was in the Goatswood area of the Severn Valley in England (to the east of Brichester)—where the mysterious Moon-Lens (a curious 50-foot/15 m metal pylon) is positioned in the center of the town square—where their appearance was first noted.

Goatswood Gnomes, *enchanted servants*

char.	roll	average
STR	2D6×5	35
CON	(4D6+3)×5	85
SIZ	(1D3+2)×5	20
DEX	(2D6+3)×5	50
INT	(2D6+3)×5	50
POW	(2D6+6)×5	65

Average Hit Points: 10

Average Damage Bonus (DB): -2

Average Build: -2

Average Magic Points: 13

Move: 9

Combat

Attacks per Round: 1 (claw, bite)

Goatswood gnomes use their little claws or shark-like teeth to mince up flesh.

Fighting	50% (25/10), damage 1D4+DB
Dodge	40% (20/8)

Skills

Climb 70%, Dig Tunnel 70%, Jump 50%, Locksmith 55%, Stealth 70%.

Armor: 9-point stone hide against blades/impaling weapons; 3-point armor against blunt weapons. Some reports talk of blood or revolting pink organs spilling out of wounded gnomes, should their hard exterior be penetrated.



Goatswood Gnome

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Spells: 50% chance to know 1D3 spells, which typically derive from or align with Shub-Niggurath, but may also be those granted by a sorcerer.

Sanity Loss: 0/1D3 Sanity points to encounter a “living” Goatswood gnome.

GOF'NN HUPADGH (ALSO SATYRS)

Found dwelling in wooded regions are folk born of Pan the Wood King. With their goatish features, hooved feet, and horns resplendent on their heads, no two seem completely alike. And, there are some whose form is a mockery of humanity, more beast than man, their blood strong with the taint of faery.

Alternative names: Blessed of Shub-Niggurath, Goat-Faced People, Goblins, Satyrs, Spawn of Shub-Niggurath,

Servants and priests of Shub-Niggurath, the Gof'nn Hupadgh are a mutant race, resembling satyrs of myth. Indeed, historically, they have been associated or mistaken for the hedonistic pagan god Pan. As such, these creatures have formed the basis of many myths and legends, including those concerning woodland goblins and other fairy-type folk. Communities of Gof'nn Hupadgh may be found hidden living apart from civilization, with those seeming more human treating with nearby villages while the less than human elements of such groups remain hidden. Thus, a community can exist at the fringes of society, allowing them to conduct their unholy rites to Shub-Niggurath free from constraint.


Separate but kin to the Gof'nn Hupadgh are those who were once human but who have been transformed by tasting of the milk of Shub-Niggurath. Unlike the Gof'nn Hupadgh, these are usually lone individuals or small groups, rather than the bloodlines of entire communities. Such changelings tend to be known as “satyrs” rather than Gof'nn Hupadgh. Once the milk of Shub-Niggurath has been consumed by a human, it enters the bloodstream and provokes changes at a cellular level, triggering the mutation. The person is changed into a half-human-half-monstrous thing. Depending on the blessing granted by Shub-Niggurath, satyrs may take a greater or lesser form. Most often, as the physical mutation takes hold, the person gains certain animalistic features, such as that of a goat, bird, pig, dog, or other animal, and tend to act in manner commensurate with the animal they manifest as. Such hybrids of humanity and animal may account for the folklore concerning creatures like werewolves, the Jersey Devil, Skunk Ape, and so on. As the mutation reaches fruition, the human mind sinks into madness while the body mutates into a mass of riotous flesh. At this point, such folk are no longer recognizable as human or animal in any



FROM THE JOURNALS OF SIR HANSEN POPLAN: THE SEVERN VALLEY

I find it curious how certain locales seem to be hotbeds of strange and wild folklore. The Severn Valley of England is one such place. A cluster of villages and towns that attracts more than its fair share of weirdness. I visited the Valley during one summer and listened with interest to the tales the old folks told and how the Valley was cursed and touched by the Old Gods back in the time before humans came to settle there. My recollection of the communities follows.

Berkeley still seems to be locked in the Middle Ages. Its villagers ward against the Berkeley Toad, which they believe to be imprisoned below Castle Morley, near Severnford. Indeed, the folk of Severnford also speak of the Berkeley Toad. Brichester is the jewel of the Severn Valley, a modern town in Gloucestershire and home to Brichester University. The Brichester locals tell of secret passages beneath the town, and awful dreams sent from what they call a “ghost lake” said to be somewhere to the north. Some whispered that witches still conduct their sabbat rites at a titanic stone slab west of the town. Picturesque Camside is notable because of the claim that a slumbering subterranean god dwells below the community in a labyrinth that extends all the way to Brichester. Clotton (once Cloth Town) seemed to be a bastion of sanity amidst the Severn Valley. Goatswood I found interesting for the numerous gnomes dotted about many of the gardens, some of which were far from the happy fellows found in many a country garden up and down England's pleasant landscape. Lydney lies west of the Severn River and thus is removed from most of the oddness of the Valley; however, I did come across references to something called the “Coven of the Shining Face” which I must look into at another time. I found Temphill to be a particularly strange place; the residents claim the Knights Templar founded the town, and I recall seeing numerous missing persons signs displayed in shop windows (I did not stay long). Lastly, there is Warrendown, perhaps the most isolated of the communities in the Valley. Here, can be found effigies of the Green Man and belief in a god that grants a good harvest to those who pay the proper observances.



way, being utterly insane and devoid of purpose other than to consume and reproduce. While lesser satyrs may retain some human aspects of appearance, greater satyrs tend to be monstrous aberrations.

Gof'nn Hupadgh and Lesser Satyrs

Note: the following profile may be used for either a Gof'nn Hupadgh or a lesser satyr. The key difference between the two forms is that while the gof'nn Hupadgh are a race, lesser satyrs are mutated humans who eventually mutate into monstrous riots of flesh.

char.	roll	average
STR	(2D6+4)×5	55
CON	(4D6+4)×5	90
SIZ	(2D6+6)×5	65
DEX	(4D6+2)×5	80
INT	(2D6+5)×5	60
POW	(2D6+3)×5	50

Average Hit points: 15

Average Damage Bonus (DB): 0

Average Build: 0

Average Magic Points: 10

Move: 8



Gof'nn hupadgh

Combat

Attacks per round: 1 (unarmed or weapon; if satyr, dependent on mutation)

Gof'nn hupadgh may attack unarmed (bite, horn gore, claw, hoof, kick, or fist), and some may use simple weapons (club, knife, sword). If a lesser satyr, the attack form is dependent on their mutation, which usually can be discerned by the type of animal they most resemble (e.g. if a dog, then bite; if a goat, then horn gore, hooves, bite; if a frog, then tongue; and so on).

Fighting	50% (25/10), damage 1D4+DB to 1D6+DB (varies by form or by weapon)
Horn gore	55% (27/11), damage 1D6+1+DB
Dodge	40% (20/8)

Skills

Climb 40%, Jump 40%, Listen 40%, Stealth 50%, Throw 45%. For lesser satyrs, skills may vary depending on form taken.

Armor: none.

Spell: a gof'nn hupadgh has a 30% chance to know 1D3 spells; a lesser satyr knows no spells.

Sanity loss: 1/1D3 Sanity points to encounter a gof'nn hupadgh or lesser satyr; increase to 1/1D6 for particularly horrific satyr mutations.

Greater Satyrs

char.	roll	average
STR	(4D6+2)×5	80
CON	(4D6+6)×5	100
SIZ	(4D6+4)×5	90
DEX	(4D6+2)×5	80
INT	2D6×5	35
POW	3D6×5	50–55

Average Hit points: 19

Average Damage Bonus: +1D6

Average Build: 2

Average Magic Points: 10

Move: 7

Combat

Attacks per round: 2 (bite, claw, others dependent on mutation)

Uses may bite and claw attacks, as well as specific attacks based on a mutation (e.g. a tail to grab or strangle).

Fighting	60% (30/12), damage 1D6+DB
Dodge	30% (15/6)

STRANGE AND UNUSUAL: MONSTERS OF THE CTHULHU MYTHOS



SCARLET CIRCLES

The gof'nn hupadgh perform this group ritual annually in devotion to Shub-Niggurath. When completed, the ritual tears the fabric of space allowing travel between distant places, much like a temporary Gate spell. A group of gof'nn hupadgh gather in a circle and begin to chant. Each sacrifices a point of POW while their leader offers a blood sacrifice (of at least SIZ 90) to Shub-Niggurath—the sacrifice may be a cow, one or more humans, or several smaller animals. In particularly auspicious times, the gof'nn hupadgh may sacrifice one or more of their own. As the blood soaks into the ground, a scarlet circle appears—the Gate. The gof'nn hupadgh may go through the portal or they may summon some portion or herald of Shub-Niggurath to come through to them. The gof'nn hupadgh have complete control of where the Gate opens. The temporary Gate lasts for 12 seconds per point of POW sacrificed by the group.



Skills

Climb 50%, Jump 50%, Listen 40%, Stealth 40%. Skills may vary depending on form taken.

Armor: none; some mutations may confer 1 to 4 points of armor at the Keeper's discretion.

Spell: none.

Sanity loss: 1D3/1D6 loss to encounter a greater satyr.

GREAT OLD ONES, LARVAE OF THE

Frightful bulbous sacks from which erupt claws, crooked-tipped wings, or tentacles, these wet and steaming "eggs" are like some isolated internal organ able to convey itself about and treat with the world around it. When birthed free of the sack-like egg, the larvae are monstrous to behold, giving vision to the things they will one day grow to become.

Alternative names: Children of the Gods, Dho-Spawn, Festering Things, Kin of the Old Ones, Spawn of the Stars.

The larvae of the Great Old Ones are the undeveloped, immature, juvenile things that may one day grow and develop into full-fledged Great Old Ones. While it's assumed that most larvae are spawned by the Great Old Ones themselves, some

are rumored to take form through alien science or sorcery, and some appear to be birthed by strange living planets or other cosmic strangeness. Potentially discovered as eggs, but more likely to be encountered in juvenile form. All larval Great Old Ones are unique in appearance, attributes, and abilities.

Upon creation or birth, Great Old One larva may aimlessly float through space or some other dimension, perhaps to take up residence on a planet where they can mature. Wherever a larva makes it lair or home, it begins to grow and mature—the time required to reach maturity varies from a matter of hours or days to unknowable centuries of deep time. Once matured, the new Great Old One generally seeks out a permanent domain where servants, attendants, and followers can best tend to its wishes and provide the necessary sacrifices. Ghadamon and Dho-Spawn are two specific examples of larval Great Old Ones; the generic profile below provides a standard juvenile example which can be increased by +1D6 per characteristic if a slightly more mature version is required.

Note: Keepers are advised to be as creative as possible when designing larval Great Old Ones, taking inspiration from other Mythos beings and their deep imagination.

Special Ability: given their heritage, each larva has a 50% chance of possessing some ability or power (determined by the Keeper). Two suggestions follow.

Aura of Pain: at a cost of 3 magic points per round, the larva sends out waves of pain to those within 5 yards/meters. For each round after the first that a person remains within the proximity of the larva, they suffer 1 damage. In addition, for every round of proximity, all movement is halved and physical actions suffer an increased difficulty or penalty die (a penalty die if attempting combat—but does not apply to Dodge rolls).

Maddening Influence: at a cost of 5 magic points, the larva unleashes psychic waves, effectively opening and sending its alien thoughts to those within 10 yards/meters. The effect forces everyone in proximity to make a Sanity roll (1D6/1D10 loss). Having one's mind flooded with alien imagery and perception grants +1D4/+1D8 points of Cthulhu Mythos to those affected (varies dependent on their Sanity roll result). In theory, should the larva wish it, a person could remain close by opening their mind to the wonders of the Cthulhu Mythos and gaining amounts of Cthulhu Mythos while it eats away at their Sanity till none remains.

Note: see **Dho-Spawn** box, over page, for an example of a unique larval Great Old One.

Larvae of the Great Old Ones, juvenile cosmic horrors

char.	roll	average
STR	(6D6+7)×5	140
CON	(6D6+6)×5	135
SIZ	(4D6+2)×5	80
DEX	(4D6+3)×5	85
INT	(4D6+6)×5	100
POW	6D6×5	115–120

Average Hit Points: 21

Average Damage Bonus (DB): +2D6

Average Build: 3

Average Magic Points: 24

Move: 1D10–1 (roll, varies; may be crawling, walking, slithering, flying, etc.)

Combat

Attacks per Round: 1D6+1 (varies: claws, bite, tentacle crush, horrendous sound, etc.)

Each larva is unique, so determine its form and attacks, which could be anything from sharp spines or claws to crushing or even using sound as a weapon.

Fighting	45% (22/9), damage DB or 1D6+1 for sound attacks
Dodge	45% (22/9)

Skills

Varies; determined by Keeper based on larva's form, suggest skill range of 40%–80%.

Armor: 4-point skin; varies by body type; bullets deal minimum possible damage; immune to cold, fire, and chemical-based attacks.

Spells: knows 1D6 spells as determined by the Keeper.

Sanity Loss: varies, from 1/1D10 to 1D6/2D10 Sanity points to encounter the larvae of the Great Old Ones.

GREEN ABYSS, SPAWN OF THE

Gelatinous things with an elastic-rubber-like flesh, larger than a man, they pulsate and swell, sending forth pseudopods or tentacles to taste the air and search for prey. They make wet, plopping sounds as they move; their black-green flesh dripping a foul blue substance that seems to extrude like sweat. At the center is a sphincter-like orifice, sucking in air and belching it forth in a revolting fashion, which also appears to serve as a maw for feeding. Above the sphincter rises a worm-like tentacle, able to extend outward to feel the vibrations around it somewhat like a snake's tongue. On land, it rolled or spread, rather than walked.

DHO-SPAWN (A.K.A Z'EKK-ULLA)

Invisible to the naked eye, the liberal application of the Ibn Ghazi formula grants sight to behold the ghastly appearance of this entity. Enormous and without fixed shape, its livid pulsating body shifts and rotates through many dimensions. From its median line sprouts a writhing forest of whip-like tendrils, ten of which end in mouths that emit faint, dissonant moans.

A unique entity known as Dho-spawn (also as Zekk-Ulla) represents one possible manifestation of a larval form Great Old One. Dho-spawn is invisible but exudes a sense of “oiliness” in the air—passing through the space occupied by the entity imparts the impression that the air has thickened. It is huge, with a body mass that constantly shifts and pulsates; elements of this mass exist outside of human perception in other dimensions. Certain specially prepared goggles and the Powder of Ibn Ghazi (or similar spells) allow this foulness to be fully appreciated.

Dho-spawn was brought to this dimension through a Gate at the beginning of the 1920s. The being initially appeared as nothing more than a small crystalline object, although eventually the crystal grew and transformed into Dho-spawn. In time (perhaps another million years), assuming Dho-spawn reaches maturity, it will undergo its final metamorphosis into a fully-fledged Great Old One.

Alternative names: Deep Spawn, Kraken Brood, Monstrous Jellyfish, Sea Slime.

The spawn of the Green Abyss herald from outer space and came to this planet long ago to inhabit oceans and watery places. While similar to shoggoths, in some respects, the spawn are utterly alien and possess great intelligence, sometimes traveling in groups for undecipherable reasons. They tend to remain in deep waters, occasionally swimming to the surface to hold what appear to be strange rituals when certain cosmic alignments take place. Some fishermen—who claimed to have been taken down into the depths by the spawn—speak of the monsters dwelling in bizarre aquatic societies and that they are ruled by beings named Zoth Syra and Yoth Kala. Some have alleged the spawn are actually part of deep one society and can be found deep within that race's underwater cities.

The spawn appears as a bluish-black slime with various and shifting features, able to create limbs and sensory organs as

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DHO-SPAWN (A.K.A Z'EKK-ULLA) (CONTINUED)

Read Mind: may invade and command the thoughts of a person who is within 2 miles (3 km). it must win an opposed POW roll with the target, granting it dominance over the person for 1D10 rounds. Only one person at a time may be mentally coerced in this manner.

DHO-SPAWN, larval horror

STR 250
CON 130
SIZ 250
DEX 75
INT 85
POW 125

Hit Points: 38

Damage Bonus: +5D6

Build: 6

Move: 8 / 12 flying

Combat

Attacks per round: 1D6 (tentacle swipe or rip), 1 (tentacle implant), or varies by number of puppets.

Dho-spawn prefers to use absorbed slaves ("puppets") when faced with combat, using their bodies to initiate attacks and so forth. Otherwise, it can use 1D6 tentacles to swipe, tear, or rip into opponents, or (once per round) attempt to absorb a new slave. If damage reduces Dho-spawn to half hit points, it flees and breaks contact with any currently absorbed slaves (potentially killing them, see **Absorption** below).

Absorption: absorbs the memories of beings it controls. By implanting an invisible tentacle within the brain stem of a victim and winning an opposed POW roll, it can control controlled said person. Those absorbed effectively become something like an extra limb for Dho-Spawn, and may be used as communication vessels, enabling the Dho-spawn to speak and act through them. When Dho-spawn breaks contact with one of its "slaves" it snaps its tendrils back to its body, which sometimes means the victim's spine is ripped out in the process, killing them instantly—determined by a Luck roll (Sanity loss for witnessing such horror is 1D4/1D6+2). Should a currently controlled slave be killed or fall unconscious, Dho-spawn can continue to manipulate the slave's nervous systems, making them appear like horrid marionettes; witnessing this gruesome sight provokes a Sanity roll (0/1D6 loss).

Puppet: term used in the combat statistics below to show an example absorbed person used by Dho-spawn to perform attacks (operating that person like a glove puppet). Number of puppets will usually be determined by the characters within a given scenario featuring Dho-spawn.

Invisible: when attacking, characters must make a successful Listen roll to hear faint moans and determine where Dho-spawn is, and if successful, any attack rolls are made with one penalty die—if the POW roll is an Extreme success, no penalty die is applied.

Fighting	40% (20/8), damage DB
Tentacle Absorption	30% (15/6), contact established, opposed POW roll req. (see above)
Dodge	n/a
Fighting (Puppet)	60% (20/12), damage 1D3+1D4 or by weapon (assume 1D6+1D4)
Dodge (Puppet)	Puppets do not dodge

Skills

n/a.

Armor: none; mundane weapons deal minimum possible damage.

Spells: may know any spells desired by the Keeper.

Sanity Loss: 0/1D4 when in the presence of Dho-spawn; 1D3/2D10 Sanity points to encounter Dho-spawn if its invisibility is negated.



Dho-Spawn

needed. They are capable of speech, including human tongue, and use a form of "singing" that akin to old sea tales of mermaid and siren song, able to command the will of weak-willed folk.

Hypnotic Song: able to "sing" alien melodies that influence those who hear them. Such songs can carry a great distance above or below the water. Those hearing the strange music are subject to an opposed POW roll with the respective spawn, with failure indicating that the person has fallen under the creature's spell, obeying its every command. The victim can attempt to break the spell every round thereafter by succeeding in an Extreme POW roll (this roll may be downgraded to Hard if friends assist with a successful Persuade or Psychoanalysis roll at Hard difficulty, or somehow physically injure the affected person, the pain helping to bring them to their senses).

Spawn of the Green Abyss, deep singers

char.	roll	average
STR	10D6×5	175
CON	7D6×5	120–125
SIZ	(7D6+25)×5	245–250
DEX	1D6×5	15
INT	(2D6+10)×5	85
POW	(2D6+10)×5	85

Average Hit Points: 36–37

Average Damage Bonus (DB): +4D6

Average Build: 5

Average Magic Points: 17

Move: 8 rolling (land) / 12 swimming

Combat

Attacks per Round: 1D3 (strike, whip) or 1 (crush)

Attacks by using 1D3 pseudopods to strike or whip at as many opponents or, forgoing those attacks, can roll over and crush using its bulk. Each pseudopod has a range of 30 yards/meters.

Fighting	50% (25/10), damage half DB
Crush	60% (30/12), damage DB
Dodge	unable to dodge on land; 30% (15/6) in water

Skills

n/a.

Armor: none; immune to mundane weapons; fire, electrical, and chemical based attacks cause harm; regenerates 1D3 hit points per round (death at zero hit points).

Spells: 15% chance of knowing 1D4 spells.

Sanity Loss: 1D6/2D10 Sanity points to encounter a spawn of the Green Abyss.

- H -

HASTUR, SPAWN OF

They swim among the bones and terrors of the Lake of Hali, ever-present guardians of lost Carcosa. They may be spied, close to the banks of that foul lake, waiting and watching for those who traveled far to reach the Yellow Court. At first, one may think to have seen floating faces breaking through the water's ripples, some skull-like, some grinning or yearning with desire, but these are not the bodies of those cast out of the wondrous city. Rather, they are the faces of the Hali spawn, whose bodies better resemble octopoid sacks with many limbs: things of many feeling arms and dark mottled flesh, whose hideous faces break open to reveal gaping maws of gnashing and rending teeth.

Alternative names: Guardians of the Court, the King's Hounds, Sunken Ones, Watchers in the Water.

The spawn of Hastur appear to be amphibious, spending most of their time lurking in the foul waters of the Lake of Hali or else upon its banks. Some spawn possess limited flight capabilities and can make short excursions over land, while most appear to crawl or skitter about when on land. Atop their heads is usually a human-seeming face, although some are more skull-like than others, and when gathered together in the water, onlookers may suppose they are seeing a mass of drifting bodies.



Spawn of Hastur

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Such creatures are rarely found beyond the shores of Carcosa where they act as guardians, troubling the unwitting who might approach the lake or venture noisily toward the lost city across one of the bridges striding over the black water. The spawn's awareness seems to be auditory and sensory, rather than visually, based; thus, reports tell of cunning folk who have escaped the spawns' attention through stealth and guile.

Minions of He Who Is Not To Be Named, they may be transported by their master or its avatars to other places, or summoned by foolish wizards when Aldebaran is above the horizon (foolish, as such dark demons are wont to consume the wizard rather than parlay with them).

Spawn of Hastur, *unspeakable guardians of Hali*

char.	roll	average
STR	(6D6+10)×5	155
CON	(3D6+6)×5	80–85
SIZ	(6D6+10)×5	155
DEX	(2D6 +8)×5	75
INT	(2D6+6)×5	65
POW	(4D6+3)×5	85

Average Hit Points: 23–24

Average Damage Bonus (DB): +3D6

Average Build: 4

Average Magic Points: 17

Move: 4 / 12 swimming (8 flying)

Combat

Attacks per Round: 2 (tentacles) or 1 (body bash or grab and hold)

The spawn attacks with two tentacles or uses its body to bash (forgoing two attacks for one), or may attempt to grab and hold (once per round), and then crush victims to death pull them into their rubbery sack-like bodies where they are swallowed whole. Of course, if in water, a spawn may try to pull its victim into the water to drown and then devour its prey.

Grab and Hold (mnvr): if successful, the spawn may either crush its victim, inflicting DB damage per round, or pull the victim into its gaping maw, where its teeth and digestive juices deal 1D6+2 damage per round—if the unfortunate victim is held and consumed in this manner for three continuous rounds, on the fourth round the spawn swallows what remains whole (effectively killing the victim outright*). In either situation, the victim may try to break free each round with an Extreme STR roll or an opposed DEX roll.

**For Pulp Cthulhu, being swallowed whole should not necessarily be instant death; allow the player at least one chance to devise an epic plan of escape.*

Fighting	60% (30/12), damage half DB for tentacles; full DB for body smash
Grab and Hold (mnvr)	60% (30/12), held and crushed or pulled to mouth
Dodge	30% (15/6)

Skills

Detect Prey 45%, Stealth 40%.

Armor: 6-point thick and rubbery hide.

Spells: Call Hastur, plus 1D6 spells (typical dealing with Hastur).

Sanity Loss: 1D6/2D10 Sanity points to encounter a spawn of Hastur.

HELL LEECH

Be wary of the water, for not all that swims are fish, lest the devilish leech fiends sup upon your blood and shred your flesh to the bone. Many have tried to cross through that damned plateau only to become fodder for the giant leeches that choke its waters. Massive, as large as a man, they lie below the water, their dark forms glistening when they break the surface. With their reaching tentacles they latch on and then their harp teeth they bite and tear, opening the veins to let the blood pour out and turn the waters red.

Alternative names: Blood Devils, River Kings, Swamp Lurkers, Water Demons.

Best described as something like an enormous pulpy black leech, they swim and loiter in waters found in jungles and strange plateaus. Unlike normal leeches whose bites are painless, a bite from a hell leech is akin to having one's flesh ripped off by a wire grater (i.e. very painful). Their mouths contain rows of densely packed serrated teeth able to easily tear through soft flesh and clothing. Four large eyes are arranged around their head, although these rarely open as hell leeches favor using their tentacles (located above the mouth) to feel for prey passing by. Once prey is sensed, the creature either attempts to latch on with its tentacles and draw its meal toward it or simply launches itself at its target, leaping on top and using its teeth to injure (incapacitate) the prey. Once blood is detected in the water, other hell leeches are liable to be quickly drawn to the scene to partake of the blood feast.

Hell Leeches, giant devourers

char.	roll	average
STR	(2D6+10)×5	85
CON	(2D6+10)×5	85
SIZ	(2D6+6)×5	65
DEX	2D6×5	35
INT	1D6×5	15
POW	(2D6+6)×5	65

Average Hit Points: 15

Average Damage Bonus (DB): +1D4

Average Build: 1

Average Magic Points: 13

Move: 12 swimming

Combat

Attacks per Round: 2 (tentacles) or 1 (lunge)

Attacks with grasping tentacles, aiming to latch onto its prey and bite, but may instead lunge and bite.

Tentacle Latch (mnvr): if a tentacle attack is successful, the leech has latched onto its prey (it may target only one opponent with both tentacle attacks per round). Once latched on, the leech may automatically bite on the following round, inflicting 1D4 damage plus poison (see below).

With a single tentacle attached, the victim may attempt to break free with a Hard STR roll per round; if both tentacles are attached, the difficulty is increased to Extreme. Tentacles may be targeted, with each possessing 4 hit points, and thereby cut off or damaged enough that the leech lets go; attack rolls made by the victim suffer no penalty die, although allies targeting a tentacle receive a penalty die for such attacks.

Lunge: an all-out attack, the leech leaps onto its prey, aiming to use its bulk and bite to maximum effect. If successful, the leech delivers 1D4+DB damage plus poison (see below).

Poison: a successful bite releases poison, requiring a Hard CON roll to resist. If failed, the victim is paralyzed and unable to further resist the leech, whose mouth now latches onto the victim and begins to drain blood at the rate of 3D6 STR points per round. At zero STR, the victim is dead. If somehow managing to escape death, the victim remains paralyzed for 1D4 hours and any lost STR points are regained at a rate of 1D6 points per 24 hours (adjust damage bonus accordingly until back to normal).

Fighting	50% (25/10), damage 1D4+DB +poison
Tentacle Latch (mnvr)	50% (25/10), no damage, attached to victim

Blood Drain	automatic on bite, 3D6 STR damage per round
Dodge	20% (10/4)

Skills

Detect Prey 45%, Leap 50%, Stealth 80%.

Armor: 2-point slimy hide; fire attacks cause double damage.

Spells: none.

Sanity Loss: 1/1D4 Sanity points to encounter a hell leech.

HUNTING HORROR

Enormous viper-like creatures, 120 hands in length, with twisting worm- or rope-like bodies upon distorted misshapen heads. On great leathery wings they fly like some monstrous bat, with fearsome claws to clutch and tear, and a mouth of needle fangs. Their form continually shifts and changes, twitching and writhing, and is blasphemous to behold. To look upon them is to know true terror.

Alternative names: Flesh Tearers, Hounds of the Faceless One, Sky Devils, Winged Death.

Believed to have some form of affinity with the Crawling Chaos, Nyarlathotep, hunting horrors are thought to undertake their master's bidding across the cosmos and other dimensions, even breaking into the dreams of humanity to bring fear to those who seek safety in the world of dream. Sometimes acting as heralds or go-betweens for their dark master, they bring Nyarlathotep's word to cultists and those most favored. Those wizards who know the secret words and signs may call on these malevolent beings, summoning them to exact revenge or other tasks befitting their capabilities. Woe betide the sorcerer who undertakes such a summoning without the necessary rites or appeasements.

As to whether these interdimensional and space-faring entities gather in any sense of society or community is unknown, as rarely are more than one or two encountered together. If such society exists, then its place and form are well hidden to the eyes of wizards and cult devotees.

Able to approximate speech through harsh guttural "voices," hunting horrors may bestow knowledge or relay the wishes of the Crawling Chaos, although such verbal communication appears rare. Certain texts presume to advise that these horrific creatures are dispelled by strong daylight and fear intense light sources; whether a grain of truth resides in such words is pure conjecture. What is clearly known is that they move swiftly and are relentless hunters, able to navigate the darkest of places without hindrance. Their savagery and their propensity for what can only be described

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in human terms as “pure rage” is undoubted, causing these hunters to smash through brick walls and rip apart metal casings to reach the object of their desire.

Fear of Light (optional): at the Keeper’s discretion, hunting horrors may suffer damage from prolonged exposure to strong light sources, such as daylight. While most will actively avoid excessive exposure, if unable to move away from the direct light source a hunting horror suffers 1D6 damage per round of exposure. A nuclear blast would undoubtedly kill a hunting horror outright.

Hunting Horrors, great viperine flyers

char.	roll	average
STR	(5D6+12)×5	145–150
CON	3D6×5	50–55
SIZ	(5D6+24)×5	205–210
DEX	(3D6+3)×5	65
INT	(1D6+12)×5	75
POW	6D6×5	105

Average Hit Points: 25–26

Average Damage Bonus (DB): +3D6

Average Build: 4

Average Magic Points: 21

Move: 7 / 11 flying

Combat

Attacks per Round: 2 (claws, bite, crush, tail grasp)

May attack with its claws, bite, its crushing bulk, and its tail tentacle grasp.

Grasp (mnvr): the tail can wrap and hold a target, preventing movement. The hunting horror may then fly off with its victim or keep fighting. The victim can attempt to break loose with successful opposed STR roll on their action in a round. When a victim is caught in the twisting tail, the hunting horror gains a bonus die with bite attacks against the held victim.

Fighting	65% (32/13), damage 1D6+DB
Grasp (mnvr)	65% (32/13), target held
Dodge	35% (17/7)

Skills

Spot Hidden 60%, Stealth 70%.

Armor: 9-point tough skin.

Spells: 25% chance of knowing 2D10 spells.

Sanity Points: 0/1D10 Sanity points to encounter a hunting horror.

HYPERBOREANS

Small and slender, they were human-like but seldom more than five-feet tall. Their hair was light blue to a pure white, while their eyes were gray or green. All possessed prominent, straight noses and very long ear lobes. Some had bluish beards and had marked their faces with strange blue-colored sigils. Each wore unusual clothing, unlike our own, which brought to mind images of science fiction and functional design. Their manner was curious and sometimes unexpected, yet clearly, they were a civilized people.

Alternative names: Ancient Ones, Cold Folk, Eibon’s Race, Proto-Atlanteans.

The Hyperboreans were a great race who built a fabulous culture that rose and fell before the dawn of recorded history. Said to be 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 Hyperborean wizard who dwelled in the province of Mhu Thulan. The great Hyperborean civilization fell to ruin when Hyperborea was engulfed by the Pleistocene Ice Age, their once proud and fabulous cities destroyed or buried underneath encroaching glaciers. The ancient Greeks considered the Hyperboreans to be giants, who lived in happiness in the far north, and whose life extended far beyond human norms. Such ancient wisdom likely draws upon the numerous myths and legends surrounding Hyperborea and Atlantis, and much remains open to interpretation. Certainly, speculation concerning a link between Hyperborea and Atlantis is particularly strong.

Today, the Hyperboreans are an all but extinct race. Rumors speak of tiny groups of Hyperboreans left, hidden in the cold, glacial areas of the world. The surviving descendants of this once-great civilization now live a primitive lifestyle, using stone weapons and tools, their fabled technology and endeavor long forgotten. Such survivors may still worship Yhoundeh, the elk-goddess, although for some, the worship of Tsathoggua never died out. Such remnants may still cling to the notion that Tsathoggua will return for them, heralding a new golden age and a return to their ancient glory days.

Elsewhere, travelers in the Dreamlands may come across Hyperborean dreamers, who partially escaped the doom of their race by sending their minds into dream. Such folk are not primitives, being the same people who once walked through Hyperborea’s cities and lands, and who have lived long in dream. Such individuals can remember the splendors and technology of Hyperborea.

Hyperboreans, a once-great civilization

Note: the following profile describes “primitive” Hyperboreans, i.e. those who no longer possess the ancient knowledge of their people. For ancient “civilized” Hyperboreans, simply increase and diversify their skills, including artistic and technological knowledge, as well as increasing the chance to 40% for knowing at least 1D6+1 spells.

char.	roll	average
STR	3D6×5	50–55
CON	3D6×5	50–55
SIZ	(2D4+6)×5	55
DEX	3D6×5	50–55
INT	(2D6+8)×5	75
POW	3D6×5	50–55
APP	3D6×5	50–55
EDU	(1D8+11)×5	75

Average Hit Points: 10–11

Average Damage Bonus (DB): 0

Average Build: 0

Average Magic Points: 10

Move: 8

Combat

Attacks per Round: 1 (unarmed or weapon)

May use humanoid unarmed attacks and weapons (knife, spear, sword, etc.).

Fighting	35% (17/7), damage 1D3+DB or by weapon type
Spear	40% (20/8), damage 1D8+DB
Dodge	30% (15/6)

Skills

Climb 60%, Listen 60%, Stealth 60%, Survival (Cold) 80%.

Armor: none.

Spells: 10% chance of knowing 1D3 spells; although those descended from Tsathoggua-worshipping wizards have a 30% chance of knowing 1D6+2 spells.

Sanity Loss: there is no Sanity loss to encounter a Hyperborean.

ITHAQUA, SPAWN OF

Passing among us as human, those carrying the taint of the Great Wind-Walker manifest when provoked, changing their appearance to such an extent that any relationship to humanity is lost. Monstrous and bestial, growing coarse and pale hair across their forms, with long talons and wolf-like teeth, and yellow eyes within which only hatred and malice lie.

Alternative names: Ice Blessed, the Chosen, Ice Devils, Wind Born.

These spawns are the offspring of Ithaqua and a human male or female. Such progeny appears normal in all ways until their true nature is revealed. At their choosing (or when angered), a spawn transforms into a huge, monstrous parody of its former human self, growing in height, with white hair sprouting wolf-like across the body and head, hands turning into long extended claws and nails, the face contorting into a bestial mask with huge fangs within a snarling mouth, and yellow eyes slits of pure evil. Looking more like its Great Old One parent, it is a monstrous parody of its former human self.



Spawn of Ithaqua

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Such tainted folk are evidence of Ithaqua's earthly sojourns, whether in the Great Old One's true form or that of an avatar. While none can correctly determine the god's motives, such unions may be requested by a human seeking to join with their god, offering themselves in utter devotion when summoning or desiring Ithaqua's attention.

While the majority of Ithaqua's spawn look human, a few are cursed to look more like the Great Old One from birth. These hideous individuals are often turned out and left to fend for themselves in the wilderness, some surviving to infect isolated areas with their alien presence.

Alter Weather: when angered, a spawn may call down powerful storms (blizzards, thunder, and lightning, driving rain, and even tornados). The Keeper establishes the base weather condition, with every 5 magic points sacrificed effecting one level of change (see below). The effective radius of a spawn's weather control is 2 miles (3.2 km) but may be increased at a cost of +5 magic points for each additional mile (1.6 km). This change in the weather lasts 30 minutes for every 5 magic points of the total contributed, but very violent weather (such as a tornado) lasts only one-quarter of this time.

Five weather components can be changed, in varying levels of effect. One level change costs 5 magic points; thus, to change the two levels from partly cloudy to heavy clouds requires 10 magic points. For snow to fall, the temperature must be 32 degrees F (0 degrees C) or lower, otherwise the precipitation is rain rather than snow. Use the reckoner below as a guide.

- **Cloud Cover Levels:** (1) clear, (2) foggy, (3) partly cloudy, (4) cloudy, (5) heavy clouds.
- **Wind Speed Levels:** (1) calm, (2) breezy, (3) gusty, (4) strong steady wind, (5) gale, (6) local hurricane, (7) tornado.
- **Temperature Levels:** one level raises or lowers the temperature in the area of effect by 5 degrees F (–15 degrees C)—see **Hypothermia** box, page 73.
- **Precipitation Levels:** (1) dry, (2) drizzle or mist, (3) rain [snow], (4) hail [snow], (5) heavy rain [heavy snow], (6) thunderstorm [blizzard].

Spawn of Ithaqua, *the ice-blessed*

Both human and monstrous forms are described below.

char.	Human form		Monstrous form	
	roll	average	roll	average
STR	(2D6+11)×5	90	(4D6+18)×5	160
CON	(2D6+9)×5	80	(6D6+24)×5	225
SIZ	(2D6+6)×5	65	(10D6+30)×5	325
DEX	(2D6+15)×5	110	(2D6+16)×5	115
INT	(2D6+6)×5	65	(2D6+6)×5	65
POW	(2D6+9)×5	80	(2D6+9)×5	80
APP	3D6×5	50–55	n/a	n/a
EDU	(2D6+5)×5	60	n/a	n/a

Average Hit Points:	14	55
Average Damage Bonus (DB):	+1D4	+5D6
Average Build:	1	6
Average Magic Points:	16	16
Move:	9	20 flying

Attacks per Round: Human: 1 (unarmed or weapon)
Monstrous: 4 (claw, bite, bash, crush)

In human form, a spawn has the usual range of humanoid attacks, while in monstrous form it may use its talons, teeth, and general mass to cause injury.

(Human) Fighting	50% (25/10), damage 1D4+DB or by weapon type
(Monstrous) Fighting	60% (30/12), damage 1D6+DB
Dodge	55% (27/11)

(Human) Skills

Climb 50%, Jump 60%, Psychology 20%, Stealth 60%.

(Monstrous) Skills

Stealth 40%.

Armor: no armor in human form; 6-point fur and hide in monstrous form.

Spells: Call Ithaqua, and any others at the Keeper's discretion.

Sanity Loss: none until the creature reveals its true self, and then 1D4/1D10 Sanity points to encounter a spawn of Ithaqua.

- K -

KING IN YELLOW,
COURTIERS OF THE

Attendant upon the will of the King in Yellow come the courtiers. Arrayed in flowing and tattered yellow-orange rags, they wear pale and uncanny flesh-like masks. Beneath these robes and masks none can say what form they take. Within the King's court, they perform elaborate dances to strange music that echoes through the dank corridors of Lost Carcosa. Dance not with the courtiers lest your flesh be corrupted and turn to decay.

Alternative names: the King's Demons, Masked Ones, Pallid Dancers, Yellow Horrors.

Servants of Lost Carcosa, the courtiers of the King in Yellow may be encountered attending to the king, appearing to perform ritualistic dances at the king's desire. They move with unnatural grace, swirling in violent circles and moving in synchronized patterns. For unwelcome guests, the courtiers reveal their malice, the edges of their flowing robes turning to razors to cut down those unworthy of the king's attention.



Of the few records existing of those who have claimed to have traveled to Carcosa, they speak of the courtiers acting as both entertainers and guards, as well as the dancers being somehow psychically linked to the King in Yellow, with some suggesting that they are in fact physical manifestations of the king's will.

Rarely encountered outside of Carcosa, when the courtiers are seen it is said to presage the arrival of the King in Yellow, the avatar of He Who Is Not To Be Named. Such sightings seem to be accompanied by outbreaks of mysterious illnesses and panic, as well as cruel acts of violence.

Dance of Death: the courtiers, working in unison or individually, begin a complex dance of death, mesmerizing and damaging those bearing witness. The target/s of the courtiers (those specifically nominated by the Keeper, who must be within 20 yard/meters of the dance) are required to attempt a Hard POW or become mesmerized. In the following round, the courtiers' tattered robes take on a razor-like quality, cutting into those mesmerized and causing 1D4 damage per round (total) as they pass each victim. Their frozen audience is unable to react or respond to these injuries but may, once per turn thereafter, attempt a Hard POW roll to break free of the spell. Those unable to free themselves of the enchantment are simply cut to shreds during the performance of the dance, eventually falling dead to the ground in a pool of blood.

Courtiers of King in Yellow, pallid dancers

All courtiers have the same profile.

STR	70
CON	80
SIZ	50
DEX	120
INT	100
POW	100

Hit Points: 13

Damage Bonus (DB): 0

Build: 0

Move: 15

Combat

Attacks per round: 1 (robe lash or weapon)

When not engaged in a dance of death, the courtiers' robes act as razor-sharp weapons. In addition, the courtiers may produce scimitar swords from beneath their robes.

Fighting	70% (32/13), damage 1D4 (razor robes)
Scimitar	65% (32/13), damage 1D6
Dodge	60% (30/12)

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Skills

Jump 70%, Stealth 70%.

Armor: none.

Spells: Summon/Bind Byakhee and others at the Keeper's discretion.

Sanity Loss: 0/1D3 Sanity points to encounter the unnatural grace of the courtiers of the King in Yellow.

K'N-YAN, PEOPLE OF

We came upon those who dwell in the blue-lit subterranean world of K'n-yan. Tall and lean, these dark-robed humanoids had black hair, dark-coppery skin, and expressionless, aquiline faces. Their long-headedness was pronounced by long and narrow, sharp-nosed faces. Their eyes were large and bulged slightly. Unlike humans, their ears had long lobes, and the tops of were flat rather than curved. Apart from the noticeable differences, they somewhat resembled the first peoples of North and South America, although their clothes were black robes decorated with ornate symbols. Carried at their sides where unusual weapons; bizarre swords and knives, which seemed wrought from unknown metals and alien in design. They live in K'n-yan, a blue-lit, subterranean empire beneath the earth.

Alternative names: K'n-yanians, Old Ones, Tulu People, Under-dwellers.

K'n-yan is a vast, blue-lit, subterranean empire beneath the earth, said by some to be accessed in the region of Oklahoma where secret tunnels lead from K'n-yan up to the surface world, as well as down into the black Gulf of N'kai and other more dreadful realms. Some tunnels most certainly lead into the Dreamlands, as well.

Many kinds of strange plants and creatures live in K'n-yan, although the most significant residents are the K'n-yanians: an advanced race of people with spectacular abilities and knowledge. Some sources (including certain K'n-yanian sects) believe that the K'n-yanians came to Earth from the stars with Great Cthulhu, although others doubt such claims.

It was around the time of the destruction and sinking of Atlantis that the people of K'n-yan shut themselves off from the surface dwellers. In the ensuing millennia, much of their advanced knowledge of art, science, and magic has been lost and their civilization becomes stagnant. Childbirth among K'n-yanians is almost non-existent. Today, the K'n-yanians appear to be in a continuous search for emotional and intellectual stimuli. To these ends, they have devised many forms of torture and inhumane scientific experimentation. They pursue savage games that test strength and skill and stamina, and they create and partake of various mind-altering substances. The people of K'n-yan are also dreamers,

sometimes remaining in dreamlike trances for years at a time while their minds explore the Dreamlands and other realms.

The K'n-yanians worship a variety of gods, including Cthulhu (known as "Tulu"), Yig, Nug and Yeb, Han, Shub-Niggurath, Ghatanothoa, and Hastur. In the main, both Yig and Cthulhu appear to be the preeminent deities in terms of devotion, and many believe themselves to be Tulu's descendants.

Besides the crumbling remains of their advanced scientific, artistic, and magical knowledge, the people of K'n-yan possess great mental powers and are effectively immortal, as death only occurs from unnatural sources (such as violence) and the power to reanimate the dead is known to them.

Telepathy: K'n-yanians are masters of telepathic communication and rarely speak vocally, mentally projecting images and concepts back and forth. K'n-yanians can communicate telepathically among each other with ease through eye contact. They can communicate with other telepaths they know or their slaves without eye contact by spending 1D4 magic points per hour; the range of this is 30 yards/meters. Assume a Telepathy skill of 60% to 80% for an average K'n-yanian.

K'n-yanians can communicate with non-telepaths as well, which also requires eye contact. The non-telepath must make a successful POW roll to "hear" the messages being sent.

Dematerialization: a psychic skill in wide use by the people of K'n-yan, who can regulate matter and energy to dematerialize and rematerialize organic and inorganic substances. While once used in industry, now the K'n-yanians primarily use the ability for entertainment, especially while sleeping, projecting their minds and dreamily wandering the surface world like ghosts. A K'n-yanian may dematerialize or engage in dream projection, spending 1D8 magic points to do so. Assume a Dematerialization skill of 45% to 65% for an average K'n-yanian.

A K'n-yanian may also dematerialize objects and creatures, costing 1D8+2 magic points. If the target is unwilling, an opposed POW roll is required. Whether willing or not, being dematerialized costs 1D6 Sanity points.

Dematerialization can be used to inflict harm. Inserting and holding a dematerialized object inside someone and then rematerializing it causes damage commensurate with the injury level of the weapon used (see *Call of Cthulhu: Keeper Rulebook*); a successful fighting attack is also required. Likewise, a dematerialized victim could be rematerialized while within a wall or the like (causing 1D10 to 2D10 damage at the Keeper's discretion). Using Dematerialization is inefficient in combat, taking three rounds to pull off (one round to dematerialize something, another to insert the object or position the target with a successful attack roll, and one more to rematerialize the object).

Disintegration-Ray Projector: resembling a bulky box camera with a trigger in each handle, this weapon emits a beam of pure energy that causes both flesh and inanimate materials alike to burn and melt, causing 1D10 damage and having a range of 20 yards/meters. Wounds inflicted automatically cauterize, but any hit point lost are permanently lost (although may be regained via magical or superior technological means). Such

victims may suffer permanent APP loss (reduced by same amount as hit points lost) at the Keeper's discretion. If the attack roll results in a roll of 100, the projector malfunctions and the feedback caused the weapon to be vaporized, with the wielder suffering 8D10 damage.

People of K'n-Yan, psychic subterranean dwellers

This profile describes a "civilized" K'n-yanian.

char.	roll	average
STR	(2D6+5)×5	60
CON	(2D6+5)×5	60
SIZ	(2D6+6)×5	65
DEX	(2D6+6)×5	65
INT	(2D6+11)×5	90
POW	(2D6+9)×5	80
APP	(2D6+5)×5	60
EDU	(2D6+12)×5	95

Average Hit Points: 12

Average Damage Bonus (DB): +1D4

Average Build: 1

Average Magic Points: 16

Move: 8

Combat

Attacks per Round: 1 (unarmed, weapon, or psychic attack)

K'n-yanians have the usual range of unarmed attacks open to humanoids and can use any human weapons. Civilized folk favor swords and disintegration-ray projectors for weapons. In addition, they may use a psychic attack, pitting their POW against a target in an opposed roll to cause 1D10 magic point loss (the target falls unconscious at zero magic points).

Fighting	40% (20/8), damage 1D3+DB or by weapon type
Psychic Attack	opposed POW roll with target, damage 1D10 magic points
Disintegration-ray	35% (17/7), damage 1D10
Dodge	32% (16/6)

Skills

Cthulhu Mythos 20%, Dematerialization 45%, Dream Lore 20%, Lore (K'n-yan) 50%, Telepathy 80%.

Armor: none; may dematerialize (all physical attacks deal no damage).

Spells: 1D6 spells of the Keeper's choosing.

Sanity Loss: there is no Sanity loss to encounter the people of K'n-yan.

FROM THE JOURNALS OF SIR HANSEN POPLAN: ATLANTIS

I first read of the lost land of Atlantis in Plato's Timaeus; it told of an island greater in size than Asia Minor that lay just beyond the Pillars of Hercules. It was said to have been a vast kingdom, far back in the shrouded depths of time. The Atlanteans conquered all the Mediterranean lands but for the Greek city of Athens, but then their home was claimed by the sea. The truth of Atlantis gains some credence in other ancient writings, notably the Ancient Egyptians whose hieroglyphs note "sea people" invading their lands.

Until the Middle Ages the existence of Atlantis appeared to be fact to most, as true as the Isles of the Blest or the Fortunate Islands. In modern times scientists have decided to place Atlantis in the category of myth. If they read the correct tomes, they would be enlightened, for within these the history of Atlantis is writ large. The Book of the Golden Gates tells of an Atlantis at its height, before it fell to the worship of dark gods, while The Book of Thoth paints a bleaker picture, detailing a once-great civilization fallen to barbarism due to natural cataclysms. The Ilarne Papyri mentions the last days of Atlantis some 11,500 years ago and offers a reflection of Plato's own writing.

Still, we know little about Atlantean civilization. It seems clear they began to worship dark gods in the years preceding their great disaster. I propose Cthulhu was among the deities who found favor among the Atlanteans.

Today, the dark secrets of Atlantis live on. Far beneath the surface of the ocean, long-abandoned ruins may be found, and in those cities are ancient relics. As for the people, I suspect there are humans walking the Earth today who could trace their lineage to Atlantean stock.

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LENG, GHOUL HOUNDS OF

The amulet best described the hound's appearance: that of a quadruped with folded wings, crouched and ready to pounce. Its head was repellent, something vaguely canine, with enormous fangs and eyes that spoke of an ancient hunger and malignancy. Its skin was furry in places, while in others it seemed caked in grave mold or soil.

Alternative names: Dragvals, Dark Seekers, Flesh Rippers, Grave Beasts.

Ghoul hounds are believed to come from the hidden Plateau of Leng where numerous realities are said to co-exist and where the high priest not to be described is said to dwell. Whether the ghoulish hounds have some form of connection to the yellow-masked high priest is unknown. Some speculate that the hounds were once creatures living on the plateau that have been transformed by proximity to dimensional nexus points, their flesh and forms twisted and ripened by strange wills drifting on cosmic tides. Many argue for an association between the ghoulish hounds and a strange cult of human-corpse eaters who make the Plateau their home, claiming that the hounds are used by the cult to guard sacred locations.

Tokens (amulets and the like) in the shape of ghoulish hounds have been found in human graveyards and tombs. These tokens may identify certain crypts or graves that fall within the perceived ownership or protection of the ghoulish cult; the tokens are left as a warning to those who would disturb such sites. Certain books advise against the removal of hound-shaped tokens from graves, as to do so invites the hound to seek the graverobber and unleash on them a grisly death. If true, these carvings or hound-shaped moldings are indeed placed to ward away those who would disturb the sleep of the dead.

The arrival of a ghoulish hound may be noted by the chilling sound of far-off baying and the flapping of great wings. Relentless hunters, ghoulish hounds seek out their target, each night drawing closer until they pounce to either rip their prey limb from limb or carry them away to answer for their crimes.

Death Cry: the baying of a ghoulish hound is so bone-chilling that those hearing it must make a Sanity roll (0/1D2 loss). Each night while pursuing its prey, a ghoulish hound will call out its death cry, requiring all who hear it to make a Sanity roll each time.

Death Stare: a ghoulish hound may stare into the eyes of its prey, transfixing the unfortunate person to the spot if they

lose an opposed POW roll versus the hound. During that moment of connection between hound and prey, the target comprehends the reason why they are being hunted down—perhaps seeing a vision of what they did to bring the hound's attention; such clarity provokes a Sanity roll (1/1D6, possibly 1D4/1D6+1 depending on the vision seen). The target remains transfixed (unable to move) until the ghoulish hound launches its first attack, breaking the spell and allowing the target to act thereafter.

Ghoul Hounds of Leng, graveside horrors

char.	roll	average
STR	(4D6+4) × 5	90
CON	(4D6+2) × 5	80
SIZ	(2D6+8) × 5	75
DEX	(2D6+9) × 5	80
INT	(2D6+4) × 5	55
POW	(2D6+5) × 5	60

Average Hit Points: 15

Average Damage Bonus (DB): +1D6

Average Build: 2

Average Magic Points: 12

Move: 10 / 12 flying

Combat

Attacks per Round: 2 (claws) or 1 (bite)

May attack with a single vicious bite or two claws each round (may direct claw attacks to different targets).

Fighting	65% (32/13), damage 1D8+DB
Dodge	50% (25/10)

Skills

Jump 90%, Listen 75%, Spot Hidden 55%, Track (Scent) 90%.

Armor: 3-point thick fur and hard skin.

Spells: none.

Sanity Loss: 0/1D6 Sanity points to encounter a ghoulish hound of Leng.

L'GY'HX, INHABITANTS OF

Strange cuboid entities with numerous legs and limbs, who seemed to be metal made flesh. They stood about three feet in height and scuttled about, like strange bugs. Some limbs clutched bizarre devices or weapons, and they moved with purpose. One seemed to stop its movements and look up, staring right through our enchanted lens and into my eye. Eye to eye, I discerned an alien intelligence, cold and inquisitive and unlike anything I had previously encountered.

Alternative names: Box People of Uranus, Lroggiens, Machine Bugs.

The inhabitants of L'gy'hx (the planet humans know as Uranus) worship a being they call Lrogg, a two-headed bat-like creature that may have some form of affinity with Nyarlathotep. L'gy'hxians appear industrious, working in a coordinated fashion across their society, much like a colony of ants on Earth. Whether they are truly individuals or share some form of group consciousness is unknown. What little contact with humanity there has been has shown the strange box-like people to be highly curious, suggesting both intelligence and a scientific mind. In one case of a human visiting their planet, the inhabitants seemed eager to find out what made the man tick—performing vivisection on the unfortunate traveler.

While rarely encountered away from L'gy'hx, a few were brought to Earth as slaves of the insects from Shaggai; the Shan had previously attempted to impose their will and their abhorrent rites to Azathoth on the metallic cuboid entities but were forced to flee when the L'gy'hxians revolted.

Inhabitants of L'gy'hx, multi-limbed metal aliens

char.	roll	average
STR	6D6×5	105
CON	(2D6+10)×5	85
SIZ	(2D6+10)×5	85
DEX	(2D6+3)×5	50
INT	(2D6+10)×5	85
POW	3D6×5	50–55

Average Hit Points: 17

Average Damage Bonus (DB): +1D6

Average Build: 2

Average Magic Points: 10

Move: 8

Combat

Attacks per Round: 1 (unarmed or weapon)

Able to utilize various weapons constructed of a strange gleaming metal, as well as perform unarmed attacks.

It is possible the L'gy'hxians have previously unseen (by humans) technologically advanced weapons, such as energy rays.

Alien Weaponry

L'gy'hx Knife: able to cut through metal as easily as through soft flesh, dealing 1D6+DB damage.

L'gy'hx Whip: emits an electrical charge upon contact, inflicting 1D4+1D6 electrical damage; an Extreme success

notes that the whip has wrapped around the target, holding them unless they can make a STR or DEX roll at Hard difficulty on their next or following actions.

L'gy'hx Energy Ray: shoots a ray of energy (base range 20 yards/meters) that delivers 1D6+2 damage; targets struck by the ray must attempt a CON roll or fall unconscious for 1D3 rounds.

Fighting	35% (17/7), damage 1D4+DB
L'gy'hx knife	35% (17/7), damage 1D6+DB
L'gy'hx whip	30% (15/6), damage 1D4+1D6 electrical damage (see above)
L'gy'hx energy ray	30% (15/6), damage 1D6+2 (see above)
Dodge	25% (12/5)

Skills

Climb 60%, Jump 40%, Electrical Repair 50%, Mechanical Repair 50%, Spot Hidden 30%, Stealth 25%.

Armor: 10-point metal skin.

Spells: 15% chance to know one spell; mostly Contact Lrogg.

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



Inhabitant of L'gy'hx

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LLOIGOR

These spirit entities are powerful vortices of power, invisible in their natural state. From time to time, they take on material forms, tangible and visible, with which to dominate and instill fear. Such forms are monstrous to behold, bearing resemblance to enormous reptiles or dragons of myth.

Alternative names: Daemons, Dragons, Gloom Eaters, Misery Eaters, Silent Feasters, Wyverns.

Note: The twin monstrosity named Zhar and Lloigor should not be confused with this race.

It is believed that the lloigor originally came to Earth from the Andromeda galaxy and that their first earthly colony was on a lost continent somewhere in the Indian Ocean. The lloigor used human slaves to perform their will and used cruel disciplines to control recalcitrant slaves, such as amputating limbs or causing cancer-like tentacular growths to sprout on them. Over time, these earthly lloigor decayed and declined, retreating under the earth and seas, where they still husband their failing energies, nourishing themselves on the minds of nearby human communities.

Lloigor minds are not divided into layers of consciousness. Lloigor do not forget, nor do they have imaginations or a subconscious to mislead or distract them. Their outlook of absolute pessimism results in a pervading atmosphere of gloom that makes lloigor minds and actions incomprehensible to humanity. Proximity or mind-contact with lloigor always leads to depression for humans, which may result in suicidal thoughts and actions. Lloigor appear to need humans to survive, as these immaterial entities must draw energy from intelligent beings to perform necessary tasks. Where possible, lloigor cultivate human slaves to supply a source of "mind" sustenance. These communities are tended well, with the lloigor careful not to over feed upon the human minds. Such groups may be known by the overarching sense of gloom or despair displayed by their members.

When taking material form, while they bear a resemblance to enormous reptiles, close inspection reveals their utter dissimilarity to any reptiles that ever walked the face of the Earth.

Certain books record what are believed to be encounters or rumors of lloigor activity, naming places in Wales, Rhode Island, and Iraq as where these events happened, while the folklore of Haiti, Polynesia, and Massachusetts hints at their presence. Some texts refer to an affinity between the lloigor and Great Old Ones Ghatanothoa and Ithaqua, although such associations remain foggy and mysterious.

Drain Magic Points: by expending one of its own magic points a lloigor may drain 1D6 magic points from a sleeping human (both as a source of nourishment and to use in the performance

of magical actions). A lloigor can drain energy from several sleeping humans at once, from up to several miles away despite intervening obstacles, and if feeling greedy, could sup multiple times from one or more individuals in one night. The next morning, such targets wake complaining of headaches and a bad night's sleep. If the lloigor does not "rotate" its food supply and instead continues to drain from the same humans night after night, such individuals become physically and spiritually weak, leading to sickness, total despair, and possibly death. Those drained to zero magic points in a single night automatically fall unconscious and are unable to wake (see following) and will ultimately die as their body loses its will to live.

Whenever magic points are drained by a lloigor, the victim/s should make a CON roll, as no magic points can be recovered until a CON roll is successful (victims may roll once per day). If the CON roll succeeds, victims can begin to regain magic points at the usual rate of 1 point per hour. If the CON roll is failed, no magic points are recovered. If drained of all magic points, a successful CON roll restores 1 magic point and wakes the victim; for the next 24 hours, the victim suffers a penalty die to all physical and mental skill tests (including combat), but does begin to regain magic points at the usual rate after these 24 hours have passed.

Manifestation: to take the shape of a monstrous distorted reptile, a lloigor must expend magic points equal to one-fifth of the lloigor's SIZ (thus, at SIZ 250, 50 magic points are required). Once the body is formed, it may be maintained indefinitely or be dissolved at will. If the lloigor is slain in reptile form, it dies permanently. Several lloigor may combine their magic points to permit a single one to create a physical form quickly. A lloigor in reptile form has all its usual powers except that it cannot pass through walls and is not invisible.

Mind Contact: while draining magic points, a lloigor may send thoughts to a human; usually, sending commands to slave-servants. At other times, mental messages sent to a conscious human cost a lloigor 1 magic point—such waking contact costs humans 1/1D4 Sanity points.

Telekinetic Effects: can push people and manipulate objects (such as a compass needle or a door latch) through the power of telekinesis. The (presumably immaterial) lloigor must be present and within 50 yards/meters of the effect. Creating a telekinetic force of STR 5 above ground requires the lloigor to expend 10 magic points, while it costs 6 magic points to create the same level of effect in a subsurface but open area, such as a riverbed or canyon, and 3 magic points to cause telekinesis of STR 5 in a tunnel or cave. Thus, above ground, a force of STR 50 would require 100 magic points. A group of lloigor can combine magic points to create this effect.

Lloigor, gloom-mongers

Note: while in reptilian form, a lloigor has all the characteristics listed below. When immaterial and intangible, it lacks the parenthesized characteristics, skills, etc., possessing only INT, POW, and DEX.

char.	roll	average
(STR)	(6D6+19)×5	(200)
(CON)	(8D6)×5	(140)
(SIZ)	(2D4)×50	(250)
DEX	(2D6+4)×5	55
INT	(4D6+6)×5	100
POW	(4D6)×5	70

Average Hit Points: (39)

Average Damage Bonus (DB): (+5D6)

Average Build: (6)

Average Magic Points: 35 (14+6D6*)

Move: 7 / 3 through stone**

*Assumes the lloigor has been lightly feeding; thus, 6D6 (average 21) plus base 14. Magic points could easily be much higher.

**When immaterial.

Combat

Attacks per Round: 1 (2 when in reptilian form; claw, strike, bite)

While in reptilian form, it may use physical attacks; otherwise, uses a special power or a vortex attack.

Vortex Attack: a type of implosion, sounding like the roll of distant thunder. Things in the blast area are torn to pieces and the ground is ruptured. 50 magic points are required for an area 5 yards/meters in diameter; 100 magic points for an area 10 yards/meters in diameter, and so on. Everything within the vortex suffers 1D100 damage. Alert investigators may notice the tell-tale effects of swirling lines of glowing energy appearing in the air and a half-unheard throbbing noise penetrating their bodies moments before the attack, possibly allowing them to dive for safety.

Fighting	30% (15/6), damage 1D6+DB
Dodge	26% (13/5)

Skills

Sense Humans 40%; in reptilian form may have Climb 50%, Stealth 40%.

Armor: 8-point reptilian hide; while immaterial it cannot be harmed by mundane weapons (incl. bullets).

Spells: know at least 1D4 spells.

Sanity Loss: 0/1D8 in reptile form; no Sanity loss for invisible form; mind contact costs humans 1/1D4 Sanity points.

LURKER

Aberrant shapes of twisted flesh and bone molded in nightmare and let loose upon the world. Some were mockeries of humanity, possessing additional limbs or heads, while others might pass for human in dim light. Common to all were their fanged teeth in overlarge mouths, used to bite down on their prey and open savage wounds through which they would sup the blood of the living.

Alternative names: Children of Yidhra, Creeps, Fruit of Yidhra, Vampires.

These horrors are the children of Yidhra. Once human, they have been consumed and rebirthed to serve the will of Yidhra. Each is somewhat different in appearance to the next: some are more like bloated flesh sacks walking about on stunted limbs; others have a roughly humanoid shape but are clearly not human at all; while some might be mistaken for human. Perhaps the original root of vampire myths, these creatures leech the blood of the living by tearing flesh with sharp, claw-like nails or else using fangs to puncture their victim's flesh. While solitary lurkers might be encountered, they tend to operate in small groups, secreting themselves near to but out of sight of society. Left to their own devices, lurkers hunt for food and, once sated, retreat and sleep for long periods of time.

Each lurker is linked to Yidhra and is, practically speaking, an extension of that greater entity. Thus, each may be called upon by Yidhra to perform tasks or gather to its aid when desired. Most times, Yidhra appears to content to create lurkers and allow them free reign to infect human society. No one knows just how many lurkers exist.

Psychic Link: each lurker is connected to Yidhra, who may see through a lurker's eyes and feel whatever sensation that lurker is experiencing. In this manner does the entity collect information, although such data is fragmentary and does not make Yidhra omniscient. If needed, Yidhra may recall one or more lurkers so it may re-consume them and feed upon the life force they have gathered.

Lifeblood: a lurker must consume at least 2 hit point's worth of living blood per 4 days. If unable to do so, the lurker suffers a penalty die to all of its skill rolls; if this situation continues for 8+ days, the lurker's movement decreases to one, and it suffers 2 damage per day (at zero hit points it falls into torpor and can only be revived if blood is somehow brought to it).

Appear Human: some lurkers appear more human-like, able to pass through society to lesser or greater degrees (the Keeper determines how "human" a lurker may seem). Those most human may remember some of the skills they possessed before they were transformed by Yidhra; the Keeper should consider

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allocating around 40 to 80 points to skills including Charm, Fast Talk, Intimidate, Persuade, Psychology, and so on.

Lurkers, *the fruit of Yidhra*

char.	roll	average
STR	(4D6+2)×5	80
CON	(4D6+3)×5	85
SIZ	(2D6+8)×5	75
DEX	(4D6+2)×5	80
INT	(3D6+4)×5	65–70
POW	3D6×5	50–55

Average Hit Points: 16

Average Damage Bonus (DB): +1D4

Average Build: 1

Average Magic Points: 10

Move: 9

Combat

Attacks per Round: 1 (claw, bite, weapon, or feed)

Some may use melee weapons but most rely on claw-like nails and fangs. Note that less human-seeming lurkers may have multiple limbs and, while they are unable to use melee weapons, they may have 1D4 attacks per round at the Keeper's discretion.

Feed (mnvr): once a victim has been injured, the lurker may attempt to feed by latching on to the wound with its mouth and supping the victim's blood (1D6 damage per round). A victim may attempt to break free with an opposed STR or DEX roll once per round, but, once half of their normal maximum hit points have been drained, the victim suffers a penalty die on any roll to escape. Colleagues able to inflict 8 damage to the lurker in one round force it to detach.

Fighting	60% (30/12), damage 1D4+DB, or by weapon type
Feed (mnvr)	60% (30/12), damage 1D6 per round (see above)
Dodge	40% (20/8)

Skills

Climb 60%, Jump 70%, Listen 40%, Sense Prey 50%, Stealth 70%, Spot Hidden 30%.

Armor: none; for every 6 hit points drained from a victim, a lurker gains 1 temporary hit point (these points do not heal and can only be regained through further feeding).

Spells: none.

Sanity Loss: 0/1D6 Sanity points to encounter a human-like lurker; 1/1D6+2 to encounter a less human version.

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MARTENSE KIN

The unwholesome descendants a once great family. These humanoid cannibalistic creatures are the result of generations of inbreeding and seclusion from the outside world. Mockeries of humanity, they are small in stature and deformed, with pale and matted hair or fur covering their bodies. Missshapen mouths contain yellow fangs, while their hands and feet are bestial claws.

Alternative names: the Corrupted, Decayed Ones, Monstrous Descendants, Once-Humans.

In the late seventeenth century, the wealthy New Amsterdam merchant Gerrit Martense built the Martense mansion high atop Tempest Mountain in the Catskills in the Appalachian Mountains. Over time, the Martense family devolved into a horde of ghastly ape-like creatures more monstrously animal than human. Dwelling in the tunnels, caverns, and caves beneath their ancestral mansion, as well as in numerous dank lairs across the nearby mountainous terrain, these horrors consume their prey live but will attack and eat others of their kind. They work in groups, swarming and overpowering



Martense Kin

victims, with some swarms numbering in the hundreds. Such swarming may be caused by hunger, seasonal changes, or other provocations. They are almost never encountered singularly or in groups smaller than a dozen. They shun the light, preferring to go about in darkness—their eyes able to see in complete darkness.

While the Martense kin are a specific form or strand of these kinds of creatures, there are other groups of devolved once-humans existing in forgotten or dark corners of the world. Often festering unseen below the modern world, such survivals may contribute to myths and legends of strange folk glimpsed in storm drains, in dark alleys, or remote locations, giving rise to all manner of folklore and misconceptions.

Dark Eyes: due to their ability to see in complete darkness, Martense kin do not suffer penalties for zero or low light levels, and are able to navigate by sense.

Martense Kin, once-human horrors

char.	roll	average
STR	2D6×5	35
CON	(2D6+3)×5	50
SIZ	(2D4+1)×5	30
DEX	(2D6+3)×5	50
INT	2D6×5	35
POW	3D6×5	50–55

Average Hit Points: 8

Average Damage Bonus (DB): –1

Average Build: –1

Average Magic Points: 10

Move: 9

Combat

Attacks per Round: 1 (bite, claw)

Attack by swarming victims, biting, and clawing until their prey is overpowered.

Fighting	35% (17/7), damage 1D4–1
Dodge	25% (12/5)

Skills

Climb 70%, Jump 60%, Listen 30%, Sense Prey 30%, Stealth 30%, Spot Hidden 25%.

Armor: none.

Spells: none.

Sanity Loss: 0/1D3 Sanity points to encounter Martense kin; 1/1D6 Sanity points to encounter a large swarm of these creatures.

MI-GO

Pinkish colored insectoid things with crustaceous bodies bearing vast pairs of dorsal fins or membranous wings, and equipped with several sets of articulated limbs, most ending in claw or pincers. Their heads are a sort of convoluted ellipsoid, covered with multitudes of short antennae. While they can vary in size, most appear to be around five feet in length, able to walk on all their legs or by using their hindmost pair only.

Alternative names: Abominable Snowmen, Fungi from Yuggoth, Nevermen, Ones from the Sky, Yuggothians.

The mi-go are poly-dimensional sentient fungi, an interstellar race from another world or dimension. Their nearest outpost or colony to Earth is Yuggoth—what humanity calls Pluto, although some report that Yuggoth lies beyond Pluto. Resource gatherers, the mi-go have been visiting Earth for centuries for the purpose of mining rare metallic ores, as well as studying the planet's inhabitants for scientific research and other less understandable reasons.

These strange entities do not possess “animal” physiology, being more akin to a form of fungus. They communicate by changing the colors of their brain-like heads; however, they can speak human tongues in buzzing, insect-like voices. Their physiology means they are unable to eat terrene food and must import theirs from other worlds. They can fly through the interstellar aether on their great wings, though Earth's atmosphere makes their flying maneuverability clumsy at best. Some speculate that the mi-go are pan-dimensional beings, as their bodies seem to resonate at unusual frequencies; this becomes most apparent when trying to capture the creatures on film or other media, as photographic plates will not take an image of these beings while modern-era digital images are distorted, hazy, and unclear. When injured, the mi-go can either regrow or attach new limbs as needed. After death, a mi-go dissolves into a pool of translucent goo within a few hours. This goo quickly dries out, leaving only an oily and foul-smelling stain.

Able to take other forms, the mi-go can surgically adapt their bodies to suit differing environments or roles, with some mi-go specifically “grown” to fulfill a bespoke task. Soldier mi-go are designed to be fast, killing machines, possessing large, lobster-like claws, and a hardened carapace. Mi-go scientists are distinguished by the size of their heads, these being twice that of typical mi-go. Other types exist, including those grown to perform as containers of information (“librarians”), as well as smaller and more agile “scouts.”

Mi-go may be altered to allow them to pass for humans (“spies”), a process that removes some of their limbs and reshapes their brain-like heads to appear human when

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VARIANT MI-GO FORMS

Characteristic	Soldier Mi-Go roll [average]	Scientist Mi-Go roll [average]	Spy Mi-Go roll [average]
STR	(4D6+6)×5 [100]	(2D6+4)×5 [55]	(2D6+4)×5 [55]
CON	(4D6+6)×5 [100]	(2D6+4)×5 [55]	(2D6+4)×5 [55]
SIZ	(4D6+2)×5 [80]	(2D6+4)×5 [55]	(2D6+4)×5 [55]
DEX	(4D6+2)×5 [80]	(2D6+4)×5 [55]	(2D6+4)×5 [55]
INT	(2D6+6)×5 [65]	(6D6+3)×5 [110-115]	(2D6+6)×5 [65]
POW	(2D6+6)×5 [65]	2D6+6)×5 [65]	(2D6+6)×5 [65]
HP	18	11	11
DB	+1D6	0	0
Build	2	0	0
MOV	9 / 11 flying	8	8
Attacks/Round	2 claws or 1 weapon	2 claws or 1 weapon	2 claws or 1 weapon
Fighting	70% (35/14)	30% (15/6)	30% (15/6)
Damage	1D8+DB	1D6+DB	1D6+DB
Dodge	45% (22/9)	30% (15/6)	50% (25/10)
Armor	3 points	2 points	none

Spy Special Ability: Mental Probe—using its telepathy, a spy may delve into a human mind at the cost of 3 magic points plus 1 point per round following; unwilling targets must be overcome with an opposed POW roll. Each round, the mi-go may delve deeper into the thoughts of the recipient, until the entire contents of its mind have been absorbed. The exact nature of the mi-go's discoveries from a mental probe is determined by the Keeper.

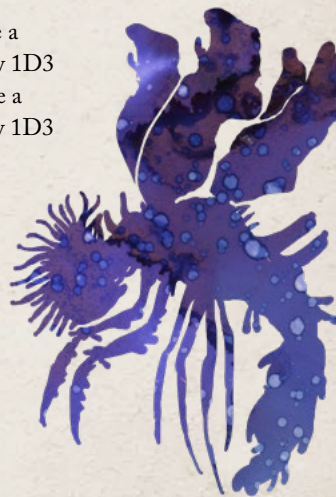
Skills

Varies and should be determined by the Keeper; spy will have Listen 60%, Spot Hidden 60%, and Stealth 70%.

Armor: varies by form; extra-terrene body causes all impaling weapons to deal minimum possible damage.

Spells: soldiers have a 30% chance to know 1D3 spells; scientists have a 40% chance to know 1D3 spells; spies have a 30% chance to know 1D3 spells.

Sanity Loss: 0/1D6 Sanity points to encounter mi-go soldiers, scientists, and spies (in their true form).



covered by vat-grown skin head masks, hands, and feet. It has been known, when expedient, for an average mi-go to contort its form and wear a flayed human skin mask and severed hands to give it the semblance of humanity.

Inquisitive scientists, the mi-go are capable of astounding surgical feats, including the placing of living human brains in life-sustaining tubes, granting a form of immortality and the ability to travel through the void of space without the discomfort of a human body. Such "brain canisters" may be attached to speaking, listening, and viewing devices, allowing a human (or alien) brain to interact with those around them. Such surgery may be bestowed on favored individuals as well as those who possess information required by the mi-go.

The mi-go worship both Nyarlathotep and Shub-Niggurath, and possibly others. On Earth, these alien visitors make use of human agents to front their operations and provide a network of spies to ensure their work on the planet remains hidden. Occasional sightings in remote places have become the source of the Abominable Snowman stories told in the Himalayas, as well as the truth behind supposed encounters with backwoods critters and other cryptozoological phenomenon.

Powers: the special abilities listed below constitute what appear to be the most common powers possessed by the average mi-go. Other abilities may exist, perhaps designed to fulfill the distinct function of altered or specifically grown mi-go variants.

Bio-Web Armor: average mi-go may don webs of semi-luminous green slime, which works as armor against potential harm. These bio-webs provide 8-point armor against mundane attacks, flames, and electricity. Such armor may be worn by humans but causes 1 damage each time the slimy net-like device is taken off due to it ripping away hair and flesh. As humans do not excrete the proper nutrient solutions to care for it, bio-web slowly degrades through humans use: each time it is worn by a human, the armor decreases in protection by 1 point. When no armor points remain, the armor disintegrates into a steaming, sticky pool of viscous matter.

Hypnosis: by introducing ultra-high and ultra-low frequency tones into its buzzing, a mi-go can put one or many humans listening into a trance state. Those within 40 feet (12 m) of a buzzing mi-go must succeed in an opposed POW roll or become incapable of action.



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Telepathy: some mi-go can telepathically send simple phrases to humans within 50 yards/meters, costing 1 magic point per 5 rounds (humans may resist the communication with an opposed POW roll).

Void Light: creates a sink from which photons will not emerge. A mi-go must spend 1 magic point for every cubic yard/meter of blackness desired. No light can escape the affected area, making a useful visual protection for these fragile aliens. The darkness may be like a sheet or a spherical in volume

Mi-Go, enigmatic aliens from beyond

The following profile describes an average mi-go, see the box nearby for some variant forms.

char.	roll	average
STR	3D6×5	50–55
CON	3D6×5	50–55
SIZ	3D6×5	50–55
DEX	4D6×5	70
INT	(2D6+6)×5	65
POW	(2D6+6)×5	65

Average Hit Points: 10–11

Average Damage Bonus (DB): 0

Average Build: 0

Average Magic Points: 13

Move: 7 / 13 flying

Combat

Attacks per Round: 2 (claws) or 1 (seize or weapon)

May attack in hand-to-hand combat with its two crab-like claws or utilize a weapon.

Seize (mnvr): attempts to seize a target (of equal Build or smaller) and then fly into the sky to drop the victim from a height (1D6 damage per 10 feet; 3 m) or carry them away.

Fighting	45% (22/9), 1D6+DB
Seize (mnvr)	45% (22/9), see above
Dodge	35% (17/7)

Skills

Varies, as determined by the Keeper.

Armor: none; resonating extra-terrene body causes all impaling weapons to deal the minimum damage.

Spells: 25% chance of knowing 1D3 spells.

Sanity Loss: 0/1D6 Sanity points to encounter a mi-go.

MILLION FAVORED ONES, THE

The Crawling Chaos is master of the Million Favored Ones; those who shall be called to enact the master's wishes and commands. There are many forms taken, each twisted and corrupted by the touch of Nyarlathotep. Some appear human seeming, yet dead flesh hangs from their skeletal frames, while others are strange to visage, drawn from the spaces beyond. Common to most are their eyes that are but pinpoints of red set within black wells. Each chosen by Nyarlathotep for his purposes. It is said, when the stars are right and the Old Ones return to claim what was once theirs, the Million Favored Ones shall gather to form a vast army.

Alternative names: the Chosen, the Dead, Lurkers.

The Million Favored Ones are creatures and entities connected with Nyarlathotep, who is known as the Father of the Million Favored Ones. It is unlikely that Nyarlathotep is the literal parent of all these entities, although the Outer God has seemingly played some role in their corruption or development. Each are unique beings or especially powerful or noted members of their species or race. Many exhibit godlike abilities though they are neither gods nor Great Old Ones. Being one of the million favored does not



MI-GO MIST PROJECTOR

A cluster of twisted metal tubes about 1 yard/meter long that project a cone of icy mist in a fat cloud approximately 3 yards/meters across. The mist looks like thick white fog and is intensely cold. The mist deals 1D10 points of damage per round of exposure, less 1 point if the targets are dressed in warm clothing, or 3 points for thick, arctic clothing. Hiding inside a car affords 4 points of protection, but the mist freezes automobile engines, running or not, and they will not start or restart until they have warmed. The weapon's projection can be sustained—mi-go mist over a target for several rounds, ensuring the death of unprotected humans.

Because the mist travels more slowly than a bullet, investigators who have seen mist projectors in action and who have freedom of movement (i.e. they are not caught in an enclosed space), can dodge the slow-moving mist streams with a successful DEX roll.

An investigator can figure out how to use this weapon with a successful INT roll. The base chance for use is 25%. Such weapons carry enough charge for 20 shots, each lasting one combat round.



necessitate the worship of Nyarlathotep, as many of the favored ones appear to act independently of any Mythos deities. It is written that when the time is right, some form of control or drive will bring the favored ones to Nyarlathotep's call. It is assumed that, before such a time, Nyarlathotep may call on individuals or small groups of the favored to enact certain schemes or whims as befits the Outer God's purpose.

On Earth, certain scholars of the Old Ones have witnessed visions of an army of the dead rise and gather to the side of the Black Pharaoh, suggesting that some humans (or at least their corpses) are unwittingly among the favored of Nyarlathotep and will be called upon at the End Times.

One of the million favored is described in a text as possessing large membranous wings and webbed appendages. The creature's description is confusing to behold as it appears to be a mass of independent wriggling and squirming monstrosities consisting of: "a squid-headed thing with a beak, gangling limbs, and a bubbling gob." Given the range of physical possibilities, just one form is profiled below, that of a globular thing able to shoot out limbs ending in sharp pincers, which is said to lurk in the lonely and forgotten backwaters of Green Swamp, North Carolina, USA.

Swamp Lurker, one of the million favored

Not native to Earth, swamp lurkers may be summoned to undertake certain tasks; in addition, lurkers send forth their embryonic young through space, with some arriving on the planet in a manner not dissimilar to a meteor shower. Such young fend for themselves, often taking up residence in swamps and wetland areas.

char.	roll	average
STR	(8D6+4)×5	160
CON	8D6×5	140
SIZ	(4D6+4)×5	90
DEX	(2D6+1)×5	40
INT	(2D6+1)×5	40
POW	(2D6+3)×5	50

Average Hit Points: 23

Average Damage Bonus (DB): +2D6

Average Build: 3

Average Magic Points: 20

Move: 6 / 8 swimming

Combat

Attacks per Round: 6 (tentacles, pincers, maw bite)

Can attack up to six opponents simultaneously with tentacles or pincer arms, swiping, bashing, or nipping opponents. If caught in one of its appendages, a victim may be brought to its crunching maw to be bitten and consumed.

Grab (mnvr): if grabbed, the target suffers 1D4 damage. In the following rounds the lurker may either crush for 2D6 damage per round or begin to bite and feed upon the victim for 1D6+4 damage per round. The victim may attempt to escape with an opposed STR or DEX roll versus the lurker's STR. Friends may help, either adding their STR to the support the attempt or focusing attacks on the arm (fumbled rolls may mean their friend has been hit instead). If the arm suffers 5+ damage, it releases whatever it is holding.

Poison Skin: while not a direct form of attack, the lurker's skin exudes a poison. Contact with human skin requires a successful Hard CON roll to avoid suffering 1D4 acid-like damage that dissolves layers of skin.

Fighting	50% (25/10), damage 2D8
Maw bite	30% (15/6), damage 1D6+4
Grab (mnvr)	50% (25/10), damage 1D4, then 2D6 or 1D6+4 (see above)
Dodge	30% (15/6)

Skills

Sense Prey 60%, Stealth 70%.

Armor: 1-point slimy skin; mundane weapons cause only half damage; resistant to fire; susceptible to salt—if covered in large quantities, causes 1D6 damage per round.

Spells: 30% chance to know 1D4 spells.

Sanity Loss: 1D4/1D8 Sanity points to encounter a swamp lurker.

MIND PARASITE

Insubstantial entities that lie unseen within human minds, able to latch on brains and direct the will of those they possess. They have been among us for a time, controlling and directing human interactions as they see fit. Leeching upon our intellect they are parasitic and malign. Heed my words and trust no one.

Alternative names: Brain Leeches, the Masters, Mind Crawlers, the Unseen Ones.

Mind parasites are bodiless entities who feed upon the will and intellect of sentient species (including humanity). Originally, lore suggested they were a race of sentient gas living within our solar system's sun. At some distant time, a comet passing close to the sun forced a chunk to be torn off, with that errant solar chunk becoming stuck in the gravity of the Earth. The chunk cooled and eventually became the moon. The intelligent gaseous entities living on the solar chunk did not die and somehow evolved to

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become a part of the otherwise lifeless moon. Subsequently, these intelligences made their way to our planet, infesting human minds. Through their parasitic feeding and meddling, they have advanced or stalled human development as they desired, shaping the direction of human social and scientific evolution. It is unknown if any of the mind parasites' ancestors still dwell within the sun.

Some scholars conjecture that the parasites are a divergent or allied race to the Insects from Shaggai, even an advanced version from the future who traveled back in time to direct the course of humanity to some unfathomable plan. It is not known whether the Shan and the mind parasites know of each other's existence, and if so, whether they are enemies or kindred spirits.

The parasites infect the minds of many human beings on the planet; it is uncertain how many, with some guessing that every human carries the "infection," while others suggest localized groupings. The truth as to the extent of their control and coverage is unknown. Certainly, most humans have no knowledge of the parasites' existence, and those that do are usually driven mad or coerced into committing suicide.

Brain Food: multiple parasites may infest a single human brain, with the parasites surviving by consuming the host's life force. Normally, such "surface-level" feeding does not change a person's characteristic or magic point values, although should that person become aware of their parasites' existence, the parasites can begin to consume significant amounts of magic points. Over the course of a night, a victim can be drained of 3D6 magic points, which may cause them to fall to zero points and unconsciousness (those who have 1 or more magic points after such feeding wake up tired and weak). For each 5 magic points drained, the victim also suffers the loss of 1D4 Sanity points, experiencing horrific nightmares. Over the course of the day, lost magic points regenerate (bringing the unconscious to wakefulness), but they may be drained away again that night. Should a person lose 20 percent or more of their Sanity through consecutive attacks, they become suicidal. In theory, the parasites may keep their victim in a coma by fulling draining them every night.

Dealing with a Parasite: becoming aware of the parasites' presence is extremely difficult. It happens generally by accident, and amounts to a feeling of "being watched." The Keeper should secretly make an Extreme POW roll for the affected investigator/s: if the roll is successful, the investigator/s become aware of "being watched" and begins to develop paranoia. By making a successful Cthulhu Mythos roll or through the casting of certain spells, or through research (tomes or experimentation), the investigator may become aware of the presence of mind parasites. Such revelation provokes a Sanity

roll (1D4/1D10 loss). The mind parasites immediately know when their host has become aware of their existence, although it is possible for the host to mask their thoughts through conscious effort—the keeper may allow an investigator to hide their thoughts from the parasites (no roll), but should insist on a POW roll when the character is stressed or tired, and if injured require a Hard roll.

Dealing with and fighting off mind parasites is another matter. There is little that most humans may do to rid themselves of the creatures. Those able to cast spells or with unusual or powerful psychic abilities may be able to combat the parasites. This is a gray area and left to the discretion of the Keeper to play out as their plot or campaign develops. Certain spells may help to subdue or destroy the mind parasites altogether. Another option is to remove oneself to an enclosed chamber of iron and submit their body to a dose of chlorine gas (also known as Bertholite when used in



CHLORINE GAS

There is no antidote for chlorine exposure. Chlorine gas can cause violent coughing, nausea, vomiting, lightheadedness, chest pain, and corneal burns causing permanent blindness. Without a gas mask, as chlorine is water-soluble, exposure can be limited or minimized by covering oneself with water-soaked (or urine-soaked) cloth over the mouth and nose.

- Low exposure to chlorine gas around 30 parts per million (ppm) causes immediate chest pain, shortness of breath, and a cough, which can last for 4D6 hours; a successful CON roll reduces this time by half. During this period, characters suffer a penalty die to all actions (except combat actions).
- Prolonged exposure at higher levels (40+ ppm): a successful Hard CON roll results in 2D4 damage plus the effects noted for low exposure; if the roll is failed, 4D6 damage is suffered, with may mean death by asphyxiation.
- At 400 ppm, an Extreme CON is required to avoid death within 30 minutes; if successful, 3D6 damage is suffered.
- If surviving the exposure, characters should seek medical attention. The use of oxygen may help relive ongoing symptoms. Aftereffects may include memory loss at the Keeper's discretion.
- At 1,000 ppm and above, death is unavoidable, occurring within a few minutes.



World War I by the German Army in 1915), which kills off the parasites but most likely the host as well (see **Chlorine Gas** box, page 99).

Mind Parasites, *mental vampires*

Mind parasites gather in groups of 10 or more; they are never “encountered” singly. The only practical statistics for the parasites are INT and POW.

char.	roll	average
STR	n/a	n/a
CON	n/a	n/a
SIZ	n/a	n/a
DEX	n/a	n/a
INT	(2D6+8) × 5	75
POW	05	05

Average Hit Points: n/a

Average Damage Bonus (DB): n/a

Average Build: n/a

Average Magic Points: 1

Move: n/a

Combat

Attacks per Round: n/a

Groups of 10 or more parasites can drain 3D6 magic points over a night (see **Brain Food**), and may combine their POW (e.g. 10 × 5 = 50 POW) to resist spells and other magical effects.

Skills

n/a

Armor: n/a

Spells: n/a

Sanity Loss: 1/2D6 Sanity points upon becoming aware of the mind parasites.

MIRI NIGRI

Creatures of Chaugnar Faugn, they take the form of small humanoids crafted from the corrupt flesh of toads. These servants scurry and strive to fulfill the wishes of their master. Like men but not men, their features belie their amphibious origins, with cold and bulbous watery eyes. Their skin is slimy moist and pockmarked with strange lumps and bulges. They watch with silent mouths.

Alternative names: Silent Ones, Spawn of Faugn, Toad Folk, Voiceless Creepers.

A race of dark, silent dwarf-like humanoids serving the Great Old One Chaugnar Faugn. They tirelessly tend to their alien sire and crawl about the inert form of Chaugnar Faugn day and night. It is said, twice a year the Great Old One sends its slime-coated servants forth into the world to acquire humans, usually young men and women, and return with them to feed their vampiric sire. At other times, the miri nigri may be sent or created in situ to undertake specific tasks for their master, which can include establishing dark pacts with other cults or servants of the Mythos. Having no voices, they communicate with their own kind by some form of mental telepathy or subtle facial or body gestures. Generally, these ugly and devious spawn are encountered in groups of 10 or more.

Miri Nigri, *minions of Chaugnar Faugn*

char.	roll	average
STR	2D6 × 5	35
CON	3D6 × 5	50–55
SIZ	(2D6–1) × 5	30
DEX	(3D6+6) × 5	80–85
INT	2D6 × 5	35
POW	3D6 × 5	50–55

Average Hit Points: 8

Average Damage Bonus (DB): –1

Average Build: –1

Average Magic Points: 10

Move: 9

Combat

Attacks per Round: 1 (punch, kick, bite)

Able to employ standard unarmed attacks and use weapons. Miri nigri prefer to gang up on victims, using their superior numbers to outnumber opponents or use cunning to ensnare or trap targets.

Fighting	45% (22/9), damage 1D3+DB or by weapon type
Dodge	45% (20/8)

Skills

Climb 60%, Jump 80%, Stealth 90%, Swim 75%.

Armor: none.

Spells: none.

Sanity Loss: 0/1D4 Sanity points to encounter a miri nigri.

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NAGÄAE

A toad-like body, transparent, its pulsating innards covered only by a thin layer of leathery skin. It had the hind legs of a frog, and the forelegs of a man. It moved crab-like, crawling on its lumpy belly and pushing with the force of its hind legs, giving itself direction by muscular movements of its belly. The forelegs were raised mantis-like as in prayer, all four of them. The face, if such it could be called, consisted of bulging eyes and an oversized mouth with multiple forked tongues. The skin is a slimy, rubbery, translucent hide pockmarked with stiff warts, thick hairs, and puckered scars. They stink of rot and swamp gas.

Alternative names: Cyäegha's Claws, Nagae, Toad Kin.

Nagäae are the repellent, amphibious, toad-like servants of Cyäegha, although they are also sired or spawned by other Mythos entities to act as servitors and attendants. They are composed of transparent flesh wrought in the visage of a horrific hybrid of human and frog; equipped with four mantis-like forearms at the front and two frog-like squat legs at the rear. They move by creeping along the ground in a sideways fashion, not unlike a crab. Malodorous, they reek of decay and rot.

For unknown reasons, nagäae are attracted to water, especially swamps and bogs, and other dark places. Inimical to life, they wantonly eat and destroy any habitats they make their home. When killed, a nagäae dissolves into a sickening mass of corrosive black slime in 2D4 minutes. Smelling this sludge causes people to become violently sick (unless succeeding with a Hard CON roll). This acid-like slime will burn and blister exposed skin for 1 point of damage per round of contact.

Nagäae, twisted servants

char.	roll	average
STR	(4D6+12)×5	130
CON	(4D6+10)×5	120
SIZ	(4D6+8)×5	110
DEX	(1D6+3)×5	30
INT	(2D6+6)×5	65
POW	(2D6+6)×5	65

Average Hit Points: 23

Average Damage Bonus (DB): +2D6

Average Build: 3

Average Magic Points: 13

Move: 6

Combat

Attacks per round: 4 (claw) or 3 (claw and bite)

Can attack with four savage claw swipes per round or it can use two claws and a bite.

Bite Venom: if bitten, target must attempt an Extreme CON roll; if successful, suffers the effect of a hallucinogenic state, imposing a penalty die to all skill rolls for 3D6 rounds, as well as being subject to delusions (that cannot be shaken with a reality check). Otherwise, if failed, the target can suffer either 4D10 damage or paralysis for 3D6 rounds—the glands producing this venom are controlled by the nagäae; by varying the amount of venom released in its bite, a nagäae can render a victim immobile or kill it outright.

Fighting	60% (30/12), damage 1D6+DB
Bite	40% (20/8), damage 1D8+venom
Dodge	20% (10/4)

Skills

Listen 60%, Slither Quietly 70%, Smell Victim 80%.

Armor: 2-point tough, leathery, translucent skin.

Spells: 10% chance of knowing 1D4 spells.

Sanity loss: 1/1D8 Sanity points to encounter a nagäae.

NIGHTGAUNT

Smooth black things, their skin is oily and whale-like. From their heads rise two unpleasant horns that curve inward toward each other, while from their backs unfold great bat-like wings. Semi-human in appearance, they bear ugly prehensile paws and barbed tails, like some demon conjured from the lightless realms of the Abyss. They have no faces, only a suggestive blankness where a face ought to be.

Alternative names: Dream Devils, Faceless Ones, Night Bringers, the Ticklers, Winged Harbingers.

These creatures of the Dreamlands often wing their way into the Waking World for various reasons. It is said that they serve Nodens by, among other things, grasping and carrying off those who anger their master, unceremoniously dumping offenders in the most dismal and horrible places imaginable, and left to die. Others are called to temporarily serve a wizard, to act as a spy or steal an item. Some nightgaunts fly through dreams and manifest in the Waking World to those whose dreams have caught their fancy, sometimes establishing a strange connection, with the nightgaunt returning across the span of a particular human's life. Legend suggests that, for those who have this curious connection, a nightgaunt will come to them before

death to take them into dream where they can live on beyond the material world. Whether such “fairy tale” connections really end well is unknown, as it is equally likely for any human carried off into the night to end up discarded in some remote place or cast to the earth to meet a sudden death.

While in the Dreamlands, nightgaunts tend to cluster and gather in flocks, in the Waking World they are more usually encountered individually or in small groups. Even when brought by summoning, nightgaunts appear to be tricky, and may, in fact, be serving a different master to the one who summoned them.

With limited intelligence, nightgaunts appear capable of understanding and undertaking complex tasks, and are able to comprehend various languages, from human tongues to the gibbering of ghouls, and so on.

Nightgaunts, *faceless nightmares*

char.	roll	average
STR	(2D6+3) × 5	50
CON	(2D6+3) × 5	50
SIZ	4D6 × 5	70
DEX	(2D6+6) × 5	65
INT	1D6 × 5	20
POW	3D6 × 5	50–55

Average Hit Points: 12

Average Damage Bonus (DB): 0

Average Build: 0

Average Magic Points: 10

Move: 6 / 12 flying

Combat

Attacks per round: 1 (punch, tail rake, nail rake, horn gore, seize)
Can use their paws, barbed tail, and horns to perform various unarmed attacks. Nightgaunts favor seizing their opponents after which they can tickle them with their barbed tail. Nightgaunts try to attack in groups, attempting to sneak up quietly on victims, grasp their weapons, and overpower them. Two or more nightgaunts may combine their attacks against a strong opponent (outnumbering).

Seize (mnvr): opponent is held and carried aloft by one or more nightgaunts, who may thereafter take the victim to somewhere else, drop them from a great height (1D6 damage per 10 feet/3 meters), or tickle them. Victims may wriggle or break free with an opposed DEX or STR roll (but may still have to contend with fall damage). If two to four are combing their seize attack, grant a bonus die to the first nightgaunt’s attack roll; if five or more are seizing a target, grant two bonus dice to the first nightgaunt’s attack roll (make one attack roll for all nightgaunts involved).

Tickle: may only tickle foes who have already been seized. A successful tickling attack is extremely unnerving, for the barb of their tail is razor-sharp and perilous even while its light application deals no damage—the target is immobilized, becoming bewildered, humiliated, and disoriented, and suffers a penalty die on all rolls for 1D6+1 rounds or until the tickling stops. Nightgaunt tails can snake through holes and openings, slice through thick clothes, and find even the interstices of metal armor.

Fighting	45% (22/9), damage 1D4+DB
Seize (mnvr)	45% (22/9), target is held (see above)
Tickle	35% (17/7), immobilized 1D6+1 rounds (see above)
Dodge	35% (17/7)

Skills

Stealth 90%.

Armor: 2-point skin.

Spells: none.

Sanity Loss: 0/1D6 Sanity points to encounter a nightgaunt.

NIOth-KORghai

In its true form, it is something like a black-orange colored octopus. A bundle of fungoid-like creepers all gathered and joined at one end to a body sack, which is a pulsating mass of glistening flesh, within which is a circular shaped mouth. Yet, all can assume other forms to blend in with their prey while seeking to bend the will of others to their command.

Alternative names: Space Vampires, Ubbo-Sathlans.

A race of space-faring vampiric entities who journey through the cosmos in an immense and strange-looking spacecraft. They lay dormant within their vessel until they reach a world with inhabitants suitable to their vampiric needs. On arrival at a new world, the nioth-korghai are able to alter their physicality to resemble the indigenous life forms, able to go about unnoticed so as to target individuals on which to feed. Reports suggest that few nioth-korghai may dwell on the Earth, having remained here since a visit some ages ago.

Nioth-korghai worship the Outer God known as Ubbo-Sathla, believing it to be the creator of all life, including themselves. As such, they refer to themselves as, “We of the Ubbo-Sathla,” or “Ubbo-Sathlans.” Whether these creatures bear some affinity or heritage with the entities known as star vampires is unknown.

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Change Form: at a cost of 5D10 POW (which is regained at a rate of 1D10 POW per 20 hours, assuming regular feeding), a nioth-korghai may alter its form, mimicking nearby lifeforms or inanimate objects. Can change back to its true forms at any time without cost. A nioth-korghai retains its STR, CON, INT, and POW characteristics while camouflaged.

Possession: can mentally possess intelligent life forms by winning an opposed POW roll. The control is absolute, with the nioth-korghai able to direct the possessed person's functions if they remain within a 20-mile (32 km) radius. A possessed person is likely to be unaware of the alien's control as their memory purged of the possession (they experience blackouts when the creature comes to them to feed). An Extreme POW roll by a possessed person may give them a clue toward their being controlled by an alien mind.

Life Drain: feeds on the life force of intelligent creatures by grasping them tightly and leeching 3D10 points of POW per round—the victim simultaneously loses 2D8 points of both CON and APP (as well as the POW lost). As the life force is drained, the victim ages dramatically until nothing

is left but a dried and withered husk. Any POW, CON, and APP drained by a nioth-korghai is gone forever, while the feeding nioth-korghai adds drained POW to its own, up to a maximum of twice its original POW. If a person is reduced to zero POW or CON they die.

The nioth-korghai may drain as little as a single point of POW from a victim at a time, leaving them tired but otherwise unharmed; those drained but left alive may develop a psychic connection to the nioth-korghai—by concentrating, the affected person may sense what the nioth-korghai is doing or seeing. If an investigator is being fed upon, they are able to make a mental connection if they succeed with an INT or POW roll at Hard difficulty, which then costs them 0/1D6 Sanity points each time a connection is made.

Infection: if a person is drained to zero POW and dies, they become vampiric zombies. Two hours following death, the victim's dried husk of a body suddenly awakens, a withered zombie that needs to immediately feed upon the life force of some other creature. If unable to feed, the zombie goes through violent convulsions and soon falls dead (again), a dry and crumbling husk that can no longer be reanimated. Feeding, however, restores the zombie to their former (living) POW, CON, DEX, and STR, although they automatically lose all of their remaining Sanity points and their APP remains as it was at death. Such zombies have 2D6+3 hit points and must feed every two hours on the life force of others or perish; after two hours, a zombie begins to lose 1D6+1 hit points per hour thereafter, although feeding neutralizes this decline. Such feeding spreads the infection to new victims and, if left unchecked, a plague of vampirism may quickly spread.

The infected do not possess any of the nioth-korghai's special powers. The only cure for infection is driving a lead object through an infected person's solar plexus or destroying them in fire; both options obviously kill the infected. Killing the original nioth-korghai who started the plague also stops the spread, with all infected victims dying instantly.

Nioth-Korghai, *vampiric nasties*

char.	roll	average
STR	$(4D6+14) \times 5$	140
CON	$(4D6+14) \times 55$	140
SIZ	$(6D6+7) \times 5$	140
DEX	$(2D6+6) \times 5$	65
INT	$(2D6+10) \times 5$	85
POW	$(2D6+4) \times 5$	55*

*Base value: increases through feeding to maximum of double base value.



Nioth-Korghai

Average Hit Points: 28

Average Damage Bonus (DB): +2D6

Average Build: 3

Average Magic Points: 11

Move: 6 / 10 swimming

Combat

Attacks per round: 1D4 (tentacles) or 1 (energy blast)

Uses tentacles to attack one to four opponents, although prefers to avoid combat and use possessed minions instead. Alternatively, uses tentacles to grab opponent and then attempt possession or life drain. When pressed, may resort to energy blast.

Energy Blast: expends POW to create a powerful psychic blast targeted to a single opponent. For every 5 points of POW expended, the blast deals 1D6 damage. May only deliver one blast per round.

Fighting	40% (20/8), damage 1D4+DB
Grab (mnvr)	40% (20/8), held, can attempt possession or life drain (see above)
Dodge	32% (16/6)

Skills

Stealth 70%.

Armor: none.

Spells: none.

Sanity Loss: 1/1D8 Sanity points to encounter the true form of the niyth-korghai.

NY'GHAN GRII

Possessing round, globe-like, bodies curiously flattened at either end and covered in numerous slender tentacles that give it a rugose appearance. A great faceted eye grew from the bulk, below which a mouth, more like a puckered orifice, from which icy cold air would emerge. The flesh was semi-translucent and ivory in color: repellent and suggestive of pale and leprous things. It crawled and then floated upward, surrounded by a haze of fog.

Alternative names: Cold Things, Dimension Crawlers, the Enemy, Feasting Mounds, Space Parasites, Strange 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. They lurk at interdimensional Gates or nexus points, waiting for the right moment or conditions to allow them entry into other realms. Parasitic, they seem able to enter other dimensions

by attaching themselves to other entities and "piggybacking" their way through. Certainly, the ny'ghan grii appear to favor keeping close to entities like dimensional shamblers and using them as a living transport to other worlds. Once the journey has been made, the ny'ghan grii detaches itself and thereby finds itself in new environments.

Somehow able to perceive the very fabric of space and time, the ny'ghan grii may also jump between dimensions to places where magic and spells have distorted or weakened spacetime. Such events could, in theory, include the creation of Gates, significant summonings, and spells causing temporal or environmental effects.

Almost unknown, there are few references to the creatures in earthly tomes, and those that make mention of these nightmarish monsters tend to refer to them simply as: "the invaders" or "the Enemy."

Devolution: due to their innate knowledge of spacetime, a ny'ghan grii can cause an individual to rapidly and painfully devolve into a primitive version of its species. The ability requires the ny'ghan grii to succeed in an opposed POW with the target and, if successful, causes a human target to physically transform through a series of increasingly bestial forms until they become a distant evolutionary forebear: a primitive lifeform devoid of human qualities. The process takes 2D6 rounds and is not normally reversible, although certain spells and the benevolence of significant Mythos deities may work to return an individual to their proper "self." Witnessing such devolution provokes a Sanity roll (1/1D6 loss).

Ny'ghan Grii, extra-dimensional travelers

char.	roll	average
STR	(4D6+6)×5	100
CON	(4D6+2)×5	80
SIZ	4D6×5	70
DEX	2D6×5	35
INT	(2D6+4)×5	55
POW	(2D6+6)×5	65

Average Hit Points: 15

Average Damage Bonus (DB): +1D6

Average Build: 2

Average Magic Points: 13

Move: 2 / 8 flying

Combat

Attacks per round: 1D3 (tentacles, bite) or 1 (chilling blast) Attacks with 1D3 flailing tentacles and/or bite, or may use its chilling blast ability.

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Chilling Blast: numbing icy air pours from its mass, creating an area 2 yards/meters in diameter, and causing those within the area of effect to suffer 1D4 damage per round. The ability costs 2 magic points per round.

Fighting	45% (22/9), damage DB
Dodge	20% (10/4)

Skills

Attach to Another Being 80%, Stealth 70%.

Armor: 4-point fleshy hide; resistant to cold.

Spells: roll INT to determine if 1D6 spells are known.

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

NYOGTHA, SPAWN OF

Nyogtha creates its spawn from vile unions, its progeny taking human seeming shape at first before coming to resemble a shapeless bloated thing with gray-black rotted flesh, squirming as though filled with large black worms. Despite such foul appearance, the spawn wear once-human fang-filled faces and possess skeletal hands from which sharp talons extend. Hellish bulging eyes of crimson hue reveal little trace of humanity.

Alternative names: Children of the Red Abyss, Envelopers, Pus Sacks, Spawn of the Thing That Should Not Be.

The spawn of Nyogtha issue from blasphemous unions between the Great Old One Nyogtha and humans or ghouls. Such spawn swiftly degenerate into shapeless abominations after three to six decades, but at first resemble humans, able to pass within society. The transformation from human-like to fully matured spawn begins with hideous black splotches appearing on the flesh, which quickly spread. At the same time, the spawn grows ravenously hungry, growing alarmingly in weight and size as it feeds on anything organic. The human form's skeleton warps and distorts into a parody of itself, the bone and muscle tissue take on a ghastly elasticity, while the flesh continues to bloat and blacken like a rotting corpse. The metamorphosis complete, the monstrous form is a shapeless horror.

Serving the will of Nyogtha, the spawn appears to be tasked with inducting new recruits into the worship of their sire, seducing others into the god's dark cult. In late childhood, Nyogtha reaches out to its spawn, filling their dreams with visions of subterranean tunnels and caverns, chanting, and black-robed figures, as well as glimpses of Great Cthulhu and other titan horrors of the Mythos. As the months pass, the psychic dream sending increase in intensity until the dreams begin to cost the dreamer 1D3 Sanity points each

night. With growing insanity, the human-appearing spawn understands their origin and purpose, becoming willing extensions of the Great Old One's consciousness, and allowing Nyogtha to perceive the world with their senses.

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

Not Quite Human: a human seeming spawn may hide its origin for some time, although as its body changes it must cover itself in heavy long coats or robes. As the final transformation takes hold the spawn is liable to leave a disgusting slime where it has stepped. Before then, while mostly human-looking, close examination may reveal that a viscous black ichor pulses through its veins rather than blood.

Photosensitivity: as a spawn matures, they become photosensitive (usually around the age of 16); the mere touch of sunlight on their exposed flesh causes excruciating pain. They are easily blinded by bright light but have excellent night vision.



Spawn of Nyogtha

Spawn of Nyogtha, children of darkness

	Human Form		Monstrous Form	
char.	roll	average	roll	average
STR	(2D6+12)×5	95	(4D6+12)×5	130
CON	(2D6+9)×5	80	(2D6+9)×5	80
SIZ	(2D6+6)×5	65	(4D6+6)×5	100
DEX	(2D6+4)×5	55	(2D6+1)×5	40
INT	(2D6+6)×5	65	(2D6+6)×5	65
POW	(2D6+9)×5	80	(2D6+9)×5	80
APP	(2D6+9)×5	80	n/a	n/a

Average Hit Points:	14	18
Average Damage Bonus (DB):	+1D4	+2D6
Average Build:	1	3
Average Magic Points:	16	16
Move:	8	6

Combat

Attacks per round: 1 (human: unarmed or weapon) 2 or 1 (monstrous: claw and bite, or enfold)

In monstrous form, a spawn can employ two claw and/or bite attacks or can attempt a combat maneuver to enfold an opponent in its loathsome embrace.

Enfold: if successful, the target is pulled into contact with the spawn's cold, gelatinous flesh. In the next round, scores of worm-like tendrils sprout from the spawn's body, coiling around the victim's limbs and forcing their way into their body, causing 1D6 damage and costing 1/1D6 Sanity points. In addition, from the first round onward, the victim must succeed with an Extreme CON roll (each round) or begin suffocating, taking 1D4 damage per round until freed from the spawn's deadly embrace or until dead. While enfolding a victim, the spawn cannot utilize its other attacks. A spawn can enfold up to three targets simultaneously but receives an additional penalty die for each target after the first (up to a maximum of two penalty dice). While enfolding a target, the spawn's movement rate drops to one.

A victim may attempt to break or wriggle free each round with an opposed STR or DEX roll. Colleagues helping to pull their friend away from the spawn should attempt a STR roll: if successful, the victim gains a bonus die to the opposed roll to break free.

Human Form

Fighting	50% (25/10), damage 1D3+DB or by weapon type
Dodge	27% (13/5)

Monstrous Form

Fighting	65% (32/13), damage 1D6+DB
Enfold (mnvr)	65% (32/13), see above
Dodge	20% (10/4)

Skills (human form)

As the Keeper requires.

Armor (all forms): all impaling weapons (incl. bullets) deal minimum possible damage; immune to fire, chemical, radioactivity, and electrical based attacks.

Spells: Contact Nyogtha (once in psychic contact with Nyogtha); monstrous spawn know 2D6 spells.

Sanity Loss: none for a spawn still in human form; 0/1D3 Sanity points for seeing a human spawn ooze black ichor instead of blood; 1/1D10 Sanity points to encounter a monstrous spawn of Nyogtha.

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OLD ONES, FOSTERLINGS OF THE

It was unstable, a swollen bulk whose pale pink skin glistened as though flayed, with a bulb-like head possessing a lumpy forehead and covered in patches of hair-like strands of thin flesh. Despite its cursed origin, the taint of humanity could be seen.

Alternative names: Chosen One, Dark Child, Strange One.

Fosterlings of the Old Ones are the offspring of magical unions between humans and Outer Gods or Great Old Ones. Each resultant child is unique, with some resembling more the form of its Mythos parent, while others appear human. How such unions arise varies. Sometimes, a specific ritual is enacted to bring a Mythos deity to earth to transfer a portion of itself, or an entity reaches out psychically and transfers or imprints itself on an as yet unborn fetus. The human parent can be male or female, it really matters not to the designs and whims of the Mythos. While transforming an existing fetus probably requires a female human mother, other Mythos-tainted transfers are not necessarily gender specific.

The resultant pregnancy may be difficult, especially for male human parents. Whether the human parent is aware of that their child is not completely human depends on the given situation and circumstances. Once born, the resulting child can spend many years as a normal human until one day it transforms into something more closely resembling its

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alien parent. In some cases, child never fully transforms and remains “human” until death, but in life passes the taint of the Mythos to their own children. Where a full transformation does occur, the startling change from human to non-terrene entity can occur in a single evening or take years to reach fruition. Each is different. Two or more Mythos-human progeny may sometimes “grow together” into one fosterling.

In many cases, the genetic Mythos-alterations are passed from generation to generation; each successive generation becomes more like the parent deity. Those bearing the taint of such genes experience strange dreams of cosmic vistas and nightmarish dimensions. Such dreams or visions can include the ancestral memories of the initial encounter with the Mythos deity in question or be trace memories from the deity’s own consciousness. When the stars are right and the Great Old Ones walk the earth once more, the fosterlings shall be their chosen servants.

Special Powers: as each fosterling is different, so will be their innate abilities or powers. The Keeper should assume most fosterlings have one or two powers upon reaching adulthood, perhaps gaining more as they mature and transform. Certainly, early on, such powers will be limited in their scope. Some suggestions include: mind reading, mind control, prophetic visions, telekinesis, levitation, access to one or more spells, and so on.

Fosterlings of the Old Ones, children of alien gods

Note: 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 3D6×5) or no INT.

The profile below describes a matured fosterling in the process of final transformation.

char.	roll	average
STR	(3D6+3D10)×5	135
CON	(3D6+3D10)×5	135
SIZ	(3D6+1D10+6)×5	110
DEX	(3D6+1D10)×5	80
INT	(4D6+4)×5	90
POW	(3D6+1D10)×5	80

Average Hit Points: 24

Average Damage Bonus (DB): +2D6

Average Build: 3

Average Magic Points: 16

Move: 8

Combat

Attacks per round: 1 (or 2 or 3, dependent on form)

Attack forms will vary with each unique fosterling.

Fighting (Crush)	75% (37/15), damage 1D6+DB
Dodge	40% (20/8)

Skills

Some fosterlings may retain skills gained while living human lives, but many will be at severe penalties due to their size, body, and so on.

Armor: none; minimal damage from mundane weapons (incl. bullets).

Spells: all fosterlings may Call their parent deity and Summon/Bind or Contact members of that deity’s allied races, if any; those with INT 90 know at least 1D6 spells.

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

OUTER GODS, LARVAE OF THE

A company of entities, they number among those who dance for Azathoth at the center of all things. They spawn monstrous larvae which may, in time, grow into new gods. Each is nameless for now and possessed of nameless hungers.

Alternative names: Star Kin, Star Seeds.

The larvae of the Other Gods (sometimes Other Gods) are among those beings that dance blindly and idiotically in the court of Azathoth at the center of space and time. Occasionally, portions of these beings are torn off or ejected into the depths of space, and sometimes become living beings unto themselves—monstrous larvae of the Outer Gods. Whether they grow into full Outer Gods over time is conjectural; they are powerful entities nevertheless.

There are probably an infinite number of larvae, and each is unique. Even though two larvae may share the same “parent” entity, they need bear no resemblance to each other or their sire. Cast off from entities at the center of the universe, these larvae may drift forever in interstellar space, never encountering a planet. Others may land—willingly or not—on distant planets and stars, where they may lie dormant for millennia or grow to plague, conquer, or mindlessly destroy their new home world.

These entities may be of any form: insectoid, metal, liquid, gaseous, crystalline, living machine, geometrical, amorphous, phosphorous, fiery, mammalian, living sound, living color, and so on. Some possible examples follow.



Dhyighash: a mass of connected green-black pyramidal shapes ablaze with black electricity. The entity's form constantly shifts and changes as the geometric pattern spin, grow, shrink, and change. Moves by expanding, contracting, or re-shaping its geometric body.

Kr'nk: a living, sentient machine. An enormous conglomerate of mechanical parts that continually grows by reforming and adding any surrounding mechanical or electrical devices to itself.

Nour: a scuttling, dripping mass of tentacles, tendrils, claws, suckers, pseudopods, filaments, and pincers. Nour looks like an enormous nest of bloated, squirming serpents all wound around each other and wriggling in different directions. It may change the shape of its squirming mass, stretching out into a flat writhing carpet, contracting into a pulsing ball, or growing into a wriggling column.

Larvae of the Outer Gods, spawn of impossible alien forces

Note: the profile below describes a generalized range of abilities; the Keeper should modify these as desired; in particular, some may be larger than the figures below allow, and/or possess INT.

char.	roll	average
STR	6D10×5	165
CON	10D10×5	275
SIZ	8D10×5	220
DEX	(2D6+3)×5	50
INT	n/a	n/a
POW	(4D6+6)×5	100

Average Hit Points: 49

Average Damage Bonus (DB): +4D6

Average Build: 5

Average Magic Points: 20

Move: 1D10+1 (varies, dependent on form taken)

Combat

Attacks per round: 1D10 (varies by form)

Attacks according to individual form, be it with tentacle, poison gas, bite, smash, claw, engulf, and so on.

Fighting	90% (45/18), damage DB
Dodge	25% (12/5)

Skills

n/a.

Armor: none; immune to cold and vacuum; certain forms may have other vulnerabilities as decided by the Keeper.

Spells: 1D6 spells.

Sanity Loss: varies dependent on form; from 0/1D10 to 1D8/5D10 Sanity points to encounter a larva of the Outer Gods.

OUTER GODS, SERVITOR OF THE

At the center of all things lies Azathoth, whose sleep ensures the continuation of life as we know it, surrounded by the servitors. These beings are best described as amorphous masses, fluid-like and bubbling, yet sometimes taking on more solid forms resembling caricatures of toads, octopi, and squids. From them comes a ghastly ululation, a piping song which pleases Azathoth and ensures his unending sleep—lest he wake and in so doing give vent to primal destruction and end all things.

Alternative names: Herald, Pipping Ones, Star Creatures, The Dancers.

These amorphous beings progress by rolling, slithering, or lurching. Their ever-changing shapes are a blasphemous contortion, making description difficult, although they are sometimes depicted as toad- or squid-like.

Servitors may be found accompanying Mythos deities, though they are most commonly found in Azathoth's Court. These are the "demon flautists" playing flute-like music for their masters. The noise is best described as a sort of background dirge rising to a maddening cacophony of piping. It is believed that Azathoth shall fully wake should their piping cease, bringing the cosmos to an end in a wave of destruction beyond human comprehension. While it appears that the servitors' music appeases or lulls the will of Azathoth, the piping sounds channel waves of magical energy that other entities seem to feast upon or, perhaps, imbues them with certain thought forms.

Occasionally, servitors are summoned by cultists or sent to earth to act on behalf of other entities. On arrival, they sometimes play their music, aiding in the summoning of dark entities or gods, bringing their power to bear and ensuring the success of key rituals and rites. Despite the comforts and nourishment to be found from a group of enthusiastic cultists, most servitors do not stay on any planet for long, preferring to return to the void of space.

Music of Madness: the discordant music made by servitors of the Outer Gods adversely affects human listeners, provoking a Sanity roll every two rounds they endure the music (0/1D4 loss). It is suggested by learned wizards that those who lose

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their mind through such music may themselves become servitors—warped in mind and body and forever doomed to dance to the tune of the Outer Gods.

Servitors of the Outer Gods, *the pipping ones*

char.	roll	average
STR	4D6×5	70
CON	(4D6+2)×5	80
SIZ	(4D6+6)×5	100
DEX	(4D6+2)×5	80
INT	(4D6+3)×5	85
POW	(2D6+12)×5	95

Average Hit Points: 18

Average Damage Bonus (DB): +1D6

Average Build: 2

Average Magic Points: 19

Move: 7

Combat

Attacks per round: 4 (tentacles)

A mass of writhing tentacles batters and swipes the target. Roll for each of the four attacks, with each successful hit roll 1D3 per to determine how many tentacles cause damage (1D6 per tentacle). Alternatively, the tentacles may be used to seize up to four opponents.

Tentacle Grab (mnvr): the tentacles have a range of 20 yards/meters and may attempt to grab up to four targets. Held targets may either be crushed (1D6 damage) or flung (2D6 damage from “falling”); the Keeper may choose to ask the held victim to make a Luck roll to determine which action is taken, with a failed roll meaning that they have been flung out. Victims may break or wriggle free with an opposed STR or DEX roll on their action each round.

Fighting	45% (22/9), damage 1D6 per tentacle (see above)
Tentacle grab (mnvr)	45% (22/9), held (see above)
Dodge	40% (20/8)

Skills

n/a.

Armor: none; immune to mundane weapons (incl. bullets); regenerates 3 hit points per round (death at zero hit points).

Spells: knows 1D10 spells, usually including several Summon/Bind and Call spells.

Sanity Loss: 1/1D10 Sanity points to encounter a servitor of the Outer Gods.

- P -

PETESOUCHI

Do not tempt the malice of those who are learned in the arcane lest their ire is turned upon you. For there are those who can unnaturally twist the human form into bestial shape. Look upon the basking crocodile you passed outside and note its eyes. See you the mind within, unable to converse, possessing a mouth through which human speech is impossible. What despair a man whose intellect is forever trapped in inhuman form.

Alternative names: the Cursed, Crocodile Folk.

Differing opinions arise concerning the crocodile people known as petesouchi. Some are said to be transformed by dark spells perpetrated by vengeful sorcerers, while others are considered to have a tainted bloodline that turns a human being into a crocodile. Either way, the transformed person is cursed to live a sorrowful and pitiful life.

For those possessing a tainted bloodline, they change in a manner similar to deep ones, the petesouchi undergoes a metamorphosis beginning at adolescence and which slowly and agonizingly changes every aspect of their body. Unlike deep ones, however, their final mature form is that of an enormous crocodile with human intelligence. Unable to communicate with other humans or even their own children, they are cursed to remain nearby but forever isolated from their families. Such cursed petesouchi children and adolescents appear totally human, and not all undergo the change; some remain entirely human but go on to unknowingly pass on their tainted blood to their own children. Given knowledge of their curse, certain families encourage their kin to marry very young, at the first signs of puberty, and bear children before their change begins in the hope that, someday, the curse will be lifted.

Not all petesouchi turn into full crocodiles, some are only partly changed: having slightly scaly skin, elongated teeth, or webbed and clawed fingers. While they retain their human intelligence, some fully changed petesouchi lose their minds, becoming monstrous beasts able to overturn boats and thereby devour the wriggling and screaming occupants.

Petesouchi, crocodile people

Note: the following profile describes a fully matured adult.

char.	roll	average
STR	(6D6+8)×5	145
CON	(4D6+8)×5	110
SIZ	(6D6+8)×5	145
DEX	2D6×5	35
INT	(2D6+6)×5	65
POW	(2D6+1)×5	40

Average Hit Points: 25

Average Damage Bonus (DB): +3D6

Average Build: 4

Average Magic Points: 8

Move: 7 / 10 swimming

Combat

Attacks per round: 2 (bite) or 1 (roll)

Attacks with bites from its massive jaws, powerful enough to snap an adult human in half. Alternatively, may use a roll attack where it bites its victim and then goes into a classic crocodile roll, crushing, twisting, and snapping its victim to pieces.

Fighting	60% (30/12), damage DB
Roll	60% (30/12), damage 1D8+DB
Dodge	17% (8/3)

Skills

Overturn Boat 70%, Psychology 40%, Stealth 60%, Swim 80%.

Armor: 6-point hide.

Spells: none.

Sanity Loss: 0/1D4 Sanity points to encounter an adult petesouchi and comprehend its human intelligence; 0/1D6 Sanity points to encounter a transforming or partially transformed petesouchi.

Alternative names: Familiars, Scuttling Ones, Witch Kin.

While easily mistaken for normal rats at a distance, in close proximity, their unnaturalness becomes apparent. Rat-things are small, hairy rodents with rat bodies, evil-looking human faces, and tiny human hands for paws. All have extremely strong, sharp teeth, gray-black fur, and go about on four legs, although some tend to walk on two legs at times. It is unknown whether they are a distinct race or the result of malign sorcery, as some have been encountered in the role of familiar to a witch or wizard, while others reside in large packs seemingly beholden to none but themselves. Brown Jenkin, the familiar of the witch Keziah Mason, was a rat-thing.

Sometimes, a witch's faithful servant may be transformed into a rat-thing, thereby enabled to continue to serve its mistress. It is said such abominations are wise in the lore of the Mythos and may be gifted as familiars to those beloved of the dark gods. Indeed, perhaps somewhat like the fabled cats of Ulthar, rat-things appear able to move through time and space, understanding the angles of the cosmos and able to assist those who seek to explore beyond their present space and time.

Magical Assistance (optional): at the Keeper's discretion, a rat-thing may aid a sorcerer in their magical workings, providing a bonus die to any Cthulhu Mythos rolls made by the sorcerer. The rat-thing may give up a portion of its POW to aid spell



Rat-Thing

- R -

RAT-THING

It followed the witch like a pet, attentive and knowing. A familiar of sorts, it appeared as a large rat yet its face was that of a person, with human eyes, nose, and mouth. The face was one of malice and unkindness, and, when it opened its mouth it revealed sharp teeth. The body was in all other respects that of a rodent, with matted fur, four legs, and a long pinkish tail. I could not be sure in the dim light, but its claws seemed more like tiny fingers.

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casting, with 1 point of POW providing 5 magic points (any POW lost is regenerated at the rate of 1 POW per 24 hours). In addition, a rat-thing may twist the angles of spacetime to open Gates to other times and places, costing the rat-thing 10 points of POW to do so (regained at the rate noted previously), such Gates are temporary, lasting only 1D10+1 hours.

Rat-Things, malevolent spies

char.	roll	average
STR	1D3×5	10
CON	(2D6)×5	35
SIZ	05	05
DEX	(4D6+4)×5	90
INT	(2D6+3)×5	50
POW	(2D6)×5	35

Average Hit Points: 4

Average Damage Bonus (DB): -2

Average Build: -2

Average Magic Points: 7

Move: 9

Combat

Attacks per round: 1 (bite, rake)

Climbs up the legs or clothes of human opponents or drops down from ceilings, scratching and biting as it goes. Once an attack succeeds (1D4-2 damage; minimum 1 damage), the rat-thing bites down hard and clings on, raking and chewing in a frenzy (dealing 1D4-1 damage; minimum 1 damage). Tearing away a rat-thing with a successful Brawl roll costs the victim an additional 1D3 damage. Targeting an attached rat-thing with a weapon imposes a penalty die to the roll, due to the creature's size and rapid movement.

Fighting	35% (17/7), damage 1D4+DB (minimum 1 damage)
Dodge	45% (22/9)

Skills

Dodge 45%, Stealth 75%, Listen 50%.

Armor: none; attacks to hit a running rat-thing are made with one penalty die.

Spells: 30% chance of knowing 1D3 spells; humans transformed into rat-things who knew spells in life retain their magical knowledge; if a rat-thing is a gift from a Mythos deity, it is likely to know 1D6 or more spells.

Sanity Loss: 0/1D6 Sanity points to encounter a rat-thing; if the rat-thing was once human and known to the observer in life, it costs 1/1D6+2 Sanity points to encounter the familiar face of the rat-thing.

REANIMATES

At first, its outline was human, but venturing closer I beheld a thing no longer human. What had once been a man was now a mockery of life, frantic and bereft of nuance, it was bestial. Wounds that had clearly ended the natural life of the thing were now festering sores. It howled in rage and its eyes revealed the sorrow and pain of a thousand torments.

Alternative names: Undead, West's Children, Zombies.

Reanimates are human zombies created through the injection of certain chemical compounds into a corpse. They are unlike the resurrected created from the reduced essential salts of a corpse brought back through magic. Throughout history, countless scientists have sought the secret of bringing the dead back to life. Perhaps the most famous practitioner was Victor Frankenstein, who experimented with electricity to spark life in the dead; however, it was Herbert West, whose experiments focused on chemical reagents, who found particular success and notoriety. For years West experimented with different chemical formulae in his quest to revive the dead, enjoying differing levels of success, but never fully realizing his goals. At best, West's reanimated corpses were near-mindless parodies of their former selves, and, at worst, they were mindless things capable only of lashing out and destroying all around them. Whether, after the somewhat fantastic incidents at Miskatonic University, West survived and went on to perfect his chemical reagent is unknown. It is certain, though, that some or all of West's paperwork could have survived, allowing others to continue his groundbreaking work.

Stuck in a state between life and death, unable to truly die, and slowly rotting away, many of West's failed experiments still roam. Such specimens may gather in groups or pursue solo lifestyles. To say nothing of newer reanimates brought about by others possessing West's formula, who could also be wandering out in the world. In all cases, such reanimates are savage, brutal, and mindless things bent on revenge for their unholy state of existence. They never tire and possess no emotions other than a perpetual rage against all life. The chemical formula that curses their "unlife" is in every one of their cells, so dismemberment achieves nothing more than creating a collection of living limbs, some of which are able to crawl and attack unimpeded. To truly destroy a reanimate, it must be totally reduced to a pulp or ash.

Body Parts: every part of a reanimate's body retains the original's STR, CON, INT, POW, DEX and Move. Only the SIZ and hit points are reduced when the thing is chopped up into pieces. Use the nearby **Body Parts Table** as a reference should such an event occur. Severed limbs and organs move by crawling, flopping, or rolling, as per the best form of movement for the individual piece. Severed arms can grab and punch, legs can kick, and internal organs can strangle by looping trailing tissue around a victim's throat.

CHAPTER 2

Reanimates, undead experiments

char.	roll	average
STR	$(4D6+2) \times 5$	80
CON	$4D6 \times 5$	70
SIZ	$(2D6+6) \times 5$	65
DEX	$(2D6+8) \times 5$	75
INT	$1D3 \times 5$	10
POW	10	10

A BETTER FORMULA

Given the nature of science and scientists, it may be assumed that someone, somewhere, has taken Herbert West's original chemical formula and continued to experiment. Indeed, Herbert West himself may have done so, and now lives as a reanimate. Such an improved formula might allow fresher reanimated corpses to go about society unnoticed. It is certain that the strange desire for revenge against all life is still harbored in such reanimates, who consider the murder and killing of living things as a kind of blessing that ensures no one else can be returned to life—better to kill all life than allow evil scientists to play god.

Average Hit Points: 13

Average Damage Bonus (DB): +1D4

Average Build: 1

Average Magic Points: 2

Move: 9

Combat

Attacks per round: 1 (punch, rip, kick, bite)

Uses unarmed attacks, pummeling opponents before ripping them apart. Able to use simple weapons like clubs, although improved formula reanimates may possess the intelligence to wield more complex weaponry.

Fighting	40% (20/8), damage 1D6+DB or by simple weapon type
Dodge	n/a

Skills

Sense Life 40%, Sense Life of Creator 80%.

Armor: none; suffers half damage from mundane melee weapons; minimum damage from bullets; immune to effects of heat, cold, and electricity; cannot be drowned or suffocated; suffers normal damage from fire or acid.

Spells: none.

Sanity Loss: 0/1D6 Sanity points to encounter a reanimate; 1/1D8 for a truly horrible “not fresh” specimen or a former friend.

BODY PARTS TABLE

Randomizer (roll 1D10)	Body Part	Hit Points	Move	Build	Damage
1–3	Leg	3	2	–1	1D4 (kick)
4–6	Torso	4	1	0	0
7–9	Arm	3	3	–1	1D4 (punch, crush)
10	Head	3	1	–2	1D3 (bite)
n/a	Hand	2	4	–2	1D4 (crush, strangle)
n/a	Internal Organ	2	3	–2	1D4 (strangle)

Notes: optionally use randomizer when attacking a whole reanimate to determine hit location (Extreme damage severs arm, leg, head; other values for separated body parts only).

Damage notes type and die roll for single body part; assume strangulation begins with successful attack roll (victim may break free with successful Hard STR roll).

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- S -

SAND-DWELLER

They are not like earthly carbon-based forms, as the people of the sands are comprised of silicon crystal material. It is said, they lived billions of years before the serpent peoples' empires rose and fell or the deep ones built their sunken cities beyond the glimmer of the sun. Within the Great Hive the people of the sands dwell, a construct reaching downwards to the forgotten Abyss of Yoth. Over time, these sand-dwellers accumulate crusts of sand and silicates around their bodies, forming a rudimentary armor while also acting as camouflage. Many appear in human-like bipedal shapes but others have differing forms. Know them by their two large black eyes, small nose, misshapen, cruel mouths of sharp teeth, and claw-like feet and hands.

Alternative names: Crystal Folk, Desert Horrors, Gem Stealers, People of the Sands.

To some scholars, sand-dwellers appear to be an offshoot of hominid evolutionary development, although it is unknown just where and how they split from *Homo sapiens* in their evolution, while others suggest that they are unlike other earthly forms and comprised of silicon crystal material.

Sand-dwellers are reported to be immortal; however, this may be an ill-informed side effect of humanity being unable to distinguish one dweller from another, as they accumulate crusts of sand and silicates around their forms. Whether such crusts form some rudimentary armor or work as camouflage is unknown. In practical terms, sand-dwellers look like moving sand sculptures. Many appear in humanoid shapes but they may also take on other forms; again, whether they are able to shift forms quickly is uncertain.

Their primary habitat is the Great Hive, which reaches downwards to the horrific Abyss of Yoth, a hot, high-pressure environment of sulfur and volcanic vents. The Great Hive stretches below the surface world, with deep tunnels leading to nests around the globe. Natural geological activity, mining, magic, or religious purposes sometimes draw the sand-dwellers to the surface in areas of extreme heat and aridity. The deserts of Australia, Africa, the American South West, and Asia seem particularly attractive to them.

Sand-dwellers worship Ubbo-Sathla and pay devotion to Nyarlathotep in addition to revering their ancestors. Some reaches of the Great Hive celebrate Yig as their master.

Sand Form: particularly ancient sand-dwellers may alter their shape through force of will, able to reconstruct their bodies from their natural humanoid shape to other forms. Two or more may be combined to form larger individuals for ritual purposes or when need arises. Such transformation costs a sand-dweller 5 magic points, with the change in form lasting one hour. When two to more combine, their minds temporarily coalesce, working as one.

Sand-Dwellers, *desert lurkers*

Note: should two or more sand-dwellers combined their forms, multiply STR, CON, SIZ by the number of sand-dwellers (e.g. three combined would have CON $65 \times 3 =$ CON 195), and adjust hit points, damage bonus, and size accordingly.

char.	roll	average
STR	$3D6 \times 5$	50–55
CON	$(2D6+6) \times 5$	65
SIZ	$(3D6+6) \times 5$	80–85
DEX	$(2D6+6) \times 5$	65
INT	$3D6 \times 5$	50–55
POW	$3D6 \times 5$	50–55

Average Hit Points: 14–15

Average Damage Bonus (DB): +1D4

Average Build: 1

Average Magic Points: 10

Move: 7

Combat

Attacks per round: 2 (unarmed, claws, bite)

Sand-dwellers have the usual range of unarmed attacks open to humanoids, in addition to its claws.

Fighting	30% (15/6), damage 1D6+DB
Dodge	30% (15/6)

Skills

Listen 60%, Spot Hidden 50%, Stealth 55%.

Armor: 3-point rough hide.

Spells: 30% chance of knowing 1D6 spells.

Sanity Loss: 0/1D6 Sanity points to encounter a sand-dweller.

SERPENT PEOPLE

Old they are, rising and falling before the ascent of humanity. Now, they sleep, waiting until they can rise again to reclaim this world. Tall and slender they were, with scaled skin upon humanoid forms dressed in robes or tunics, with two legs and arms, a long neck, and a strong tail. Ophidian heads possessing two eyes, a lipless mouth

containing a forked tongue, and simple holes for ears. Indeed, these majestic snakes did craft wondrous science and magic.

Alternative names: First Ones, Ophidians, Serpent Kin, Snake People.

Serpent people are a refined and cultured race whose first kingdom, Valusia, flourished before even dinosaurs walked the Earth, some 275 million years ago. They built black basalt cities and fought wars, all in the Permian era or before. They were great sorcerers, devoting their energy to magical workings and brewing potent poisons. With the coming of the dinosaurs, 225 million years ago, their first kingdom fell forcing the serpent people to retreat into strongholds far underground, the greatest of which was Yoth. During these times, the serpent people became great scientists as well, devising strange devices to tamper with genetics, as well as killing machines.

In human prehistory, the serpent people raised their second kingdom at the center of the Thurian continent. It fell even more rapidly than the first Valusia, overthrown this time by humans, who later claimed the land as their own. Again and again, the serpent people retreated before the human hordes until their last citadel of Yanyoga was destroyed in 10,000 BCE.

A few lurking remnants of the serpent race survive, hibernating in sealed chambers hidden deep in the earth. These sleepers, who have rested for thousands of years or more, occasionally wake to assess whether the time has come to repopulate the planet and clean off the scum of humanity. Such sleeping serpent people retain their intelligence and the knowledge and ability to cast great sorcery, as well as use and manufacture a range of devices.

Some serpent people did not go into hibernation and, over time, devolved into degenerate forms more like common serpents, primitive caricatures of the once civilized race. Sometimes, a less devolved yet still primitive serpent person can be found among these degenerate snake folk—see the entry for **Worms of the Earth** for further details about devolved serpent folk.

Yig is revered above all other gods of the serpent people, for he is the Father of all snakes. In ancient times, some blasphemers chose instead to pray to Tsathoggua, inciting something akin to a civil war. While most of the heretic Tsathoggua worshippers were destroyed, some escaped the slaughter and now also hibernate, waiting till they can not only claim the planet but also dominance over all serpent people.

Spell Craft and Technology: serpent people tend to be divided by those who follow the old ways of magical practice and those who have turned their attention to the exploration of science. Sometimes, the two interests are held

ADVANCED WEAPONRY OF THE SERPENT PEOPLE

Armor Crystal

Armor crystals are opaque egg-shaped devices 2 inches (5 cm) long, with a circular bluish stain on one side. Pressing and holding the blue stain for a few seconds activates the device, creating an electromagnetic field that surrounds the user and prevents injury from physical harm. The crystal provides 10 points of armor for 5 rounds (a one-use device), after which the crystal ceases to function and can be discarded. While operating, an armor crystal creates a hazy aura around the person it is protecting.

Beam Weapon Crystal

These weapons appear to be palm-sized, milky-white crystals shot through with tiny dark blue striations, with a single 3–4 inch (7–10 cm) long shard jutting out. The device fits in the palm with the shard or “barrel” extending between the fingers toward the target; thumb pressure triggers a bolt of bluish electrical energy at a target. The weapon can be fired once per round, and each successful attack deals 1D8 damage. The base chance for serpent people using the device is 40%, while humans have a 05% base chance. The base range is 10 yards/meters. Beam weapon crystals usually contain enough charges for 25–1D6 shots.

Domination Serum

A colorless serum that carries the faintest taste of raspberries. No more than 10 drops are required for its full effect. If a Hard CON roll is failed, the target becomes suggestible, but only to serpent people; something about their peculiar smell or the specific intonation of their voices is the key to this suggestibility. The victim will do almost anything for serpent people, short of endangering their own life or the lives of loved ones. The serum metabolizes slowly, taking 1D10+10 days for a victim to be free of its effects, provided no more is imbibed in the meantime.

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by an individual or group of serpent people. In either case, serpent people tend to possess access to useful spells and/or technology surpassing human endeavor.

Language: the language of the serpent people derives from Naacal, the ancient language of Mu, but is now fragmented into a variety of dialects. While most serpent people understand Naacal to some degree, some speak so foreign a dialect as to be incomprehensible to others from different communities.

Serpent People, *full atavism*

char.	roll	average
STR	3D6×5	50–55
CON	3D6×5	50–55
SIZ	3D6×5	50–55
DEX	(2D6+6)×5	65
INT	(3D6+6)×5	80–85
POW	(2D6+6)×5	65

Average Hit Points: 10–11

Average Damage Bonus (DB): 0

Average Build: 0

Average Magic Points: 13

Move: 8

Combat

Attacks per round: 1 (unarmed or weapon)

Serpent people have the usual range of unarmed attacks open to humanoids. They may use any weapon (incl. guns), see the **Advanced Weaponry** box nearby for some examples.

Bite: highly poisonous; victim must succeed in an Extreme CON roll or suffer 1D8 damage.

Fighting	50% (25/10), damage 1D3+DB
Bite	35% (17/7), damage 1D8+poison (see above)
Dodge	32% (16/6)

Skills

Intimidate 60%, Language (Human, varies) 50%, Language (Naacal) 70%, Science (Biology) 40%, Science (Chemistry) 40%, Spot Hidden 35%; more scientific serpent people should have Science skill increased to 60–90%.

Armor: 1-point scales.

Spells: 2D6 spells, suggest Cloud Memory, Consume Likeness, Enthrall Victim.

Sanity Loss: 0/1D6 Sanity points to encounter a serpent person.

S'GLHUO, DENIZENS OF

From outside our world they come, creatures best described as sentient sound, although at times they seem to take on semi-physical forms that resemble tall, thin figures with blank, pupil-less eyes and a skin of blue scales that seem to constantly ripple.

Alternative names: Living Sound, Tru'nembrians.

In the Gulf of S'glhuo, in a strange and distant universe, all the worlds and their inhabitants are composed of sound. When able to enter our world, they may take on semi-corporeal shapes looking vaguely reptilian, although they are nothing more than intelligent, living sound. The strange entities of S'glhuo worship the Outer God Tru'nembra, an entity, like themselves, composed of living sound.

These sonic creatures are unable to travel outside their universe, though, without the aid of a “translator,” a special device that must be activated on the world they wish to visit. The ninth volume of the *Revelations of Gla'aki* contains the plans for building the alien translator device.

The denizens of S'glhuo can mentally project messages over incredible distances. Humans pick up these messages as dreams or inner voices. Those receiving the S'glhuoan messages are guided to the strange blueprints contained in the *Revelations of Gla'aki*, and are instructed to build the device, perhaps believing they will receive some great reward. What purpose these creatures have in accessing other worlds is unknown, although some speculate that they come to feed or perhaps to conquer.

Denizens of S'glhuo, *living sound*

char.	<i>Living Sound Form</i>		<i>Reptilian Form</i>	
	roll	average	roll	average
STR	n/a	n/a	n/a	n/a
CON	n/a	n/a	n/a	n/a
SIZ	n/a	n/a	(2D6+10)×5	85
DEX	(4D6+6)×5	100	(4D6+6)×5	100
INT	(4D6+6)×5	100	(4D6+6)×5	100
POW	(6D6+1)×5	110	(6D6+1)×5	110

Average Hit Points*:	22	22
Average Damage Bonus (DB):	n/a	n/a
Average Build:	n/a	n/a
Average Magic Points:	22	22
Move:	40	18

**The hit points are equal one-fifth of POW.*

Combat

Attacks per round: 1 (sonic)

Attack with bursts of sonic waves, which ignore mundane armor and cannot be dodged. The sound causes eardrums to bleed and ruptures flesh.

Sonic Blast	35% (17/7), damage 1D6
Dodge	42% (21/8)

Skills

n/a.

Armor: none; immune to all physical damage; certain spells affecting INT or POW cause harm, as well as particularly discordant sounds, which can cause between 1D4 to 1D6 damage per round depending on the volume and complexity of the sound.

Spells: none.

Sanity Loss: 0/1D2 Sanity points to hear the denizens of S'glhuo, and 0/1D4 Sanity points to see their reptilian blue-scaled form.

SHAGGAI, HUMAN HYBRIDS OF

Born of an egg, at first seeming human, the shaggai develops within. When ready, the last vestige of humanity is left behind, and the flesh is sloughed off in a manner like a spider or snake. Reborn, the true shaggai emerges, a giant wasp-like-humanoid-insect-creature with iridescent skin, multi-faceted eyes, a proboscis, and wings.

Alternative names: Insect People, Iridescent Ones, the Joined, Space Wasps.

The shaggai are a hybrid race, half-human and half-shan. They hatch from a maggot-like egg cell as human babies, continuing to grow and develop as humans until they reach puberty, at which time they molt into enormous humanoid insect-like creatures. In full shaggai form, they are the size of adolescent humans, semi-beetle-like, with wings.

Frequently, most shaggai in human form do not know their heritage. Throughout childhood they experience vivid dreams of alien worlds and creatures and, as they near adolescence, their dreams become more horrific and Sanity draining. Such "children" often become aggressive and destructive or completely withdrawn. When the time is right for their metamorphosis, these hybrid children have lost all of their Sanity and instinctively seek out a safe and hidden place to undergo their final transformation. Following the change, shaggai seek out others of their kind. Usually, shaggai gather to form a hive.

Shaggai do not possess any of the abilities of their shan ancestors: they cannot become immaterial and are unable to read or inject thoughts into the minds of others. They derive sustenance through a combination of shan-like photosynthesis and the consumption of food.

Queens: each shaggai hive produces two possible queens. At metamorphosis, the queens battle to the death for supremacy over control of the hive. The survivor has total dominance over the rest of her hive-mates. Queen shaggai are stronger and more intelligent, although they are usually smaller.

Shaggai, shan-human hybrids

Two forms, human and insect, are provided (statistics for queen shaggai are given in parenthesis).

Human Form Shaggai

char.	roll	(queen*)	average	(queen avg.)
STR	(2D6+4)×5	(—)	55	(55)
CON	(2D6+4)×5	(+15)	55	(70)
SIZ	(2D6+4)×5	(-10)	55	(45)
DEX	(2D6+4)×5	(—)	55	(55)
INT	(2D6+6)×5	(+30)	65	(95)
POW	(2D6+4)×5	(+30)	55	(85)
APP	3D6×5	(—)	50-55	(50-55)
EDU	3D6×5	(+30)	50-55	(80-85)

*Adjustment to roll for queen.

Average Hit Points: 11 (11)

Average Damage Bonus (DB): 0 (0)

Average Build: 0 (0)

Average Magic Points: 11 (17)

Move: 8 (9)

Combat

Attacks per round: 1 (unarmed or weapon)

Standard human unarmed and simple weapon attacks.

Fighting	30% (15/6), damage 1D3+DB
Dodge	27% (13/5)

Skills

Per normal human child or adolescent (queens have higher values in knowledge-based skills).

Armor: none.

Spells: none; young queens may know 1D2 spells.

Sanity Loss: no Sanity loss to encounter a shaggai in human form.

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Full Form Shaggai

char.	roll	(queen*)	average	(queen avg.)
STR	(2D6+6)×5	(—)	65	(65)
CON	(2D6+6)×5	(+45)	65	(110)
SIZ	(2D6+4)×5	(+10)	55	(65)
DEX	(4D6+2)×5	(+30)	80	(110)
INT	(2D6+6)×5	(+30)	65	(95)
POW	(2D6+4)×5	(+30)	55	(85)
APP	n/a	n/a	n/a	n/a
EDU	n/a	n/a	n/a	n/a

*Adjustment to roll for queen.

Average Hit Points: 12 (17)

Average Damage Bonus (DB): 0 (+1D4)

Average Build: 0 (1)

Average Magic Points: 11 (17)

Move: 6 / 20 flying (4 / 30 flying)

Attacks per round: 2 or 4 (claws) or 1 (proboscis)

When on the ground, may use its two arms for claw attacks.

If flying, may use arms and legs for four clawing attacks.

Alternatively, may forgo such attacks and use its proboscis.

Proboscis Attack: the shaggai shoots out caustic acid (with a range of 1 yard/meter), which immediately begins to dissolve the opponent's flesh tissue, causing 1D3 damage and APP loss (equal to damage rolled). The shaggai then uses its hollow tongue to suck up the melting flesh. The acid continues to inflict damage until it is washed off. While lost hit points may regenerate normally, lost APP points do not. A shaggai's acid spittle eats through most materials, although at varying speeds—subtract damage from armor values (if any); if armor is cumulatively reduced to zero, the acid has eaten its way through the material.

Fighting 45% (22/9), damage 1D4+DB

Proboscis attack 50% (25/10), damage 1D3
+APP loss (see above)

Dodge 40% (20/8)

Skills:

n/a.

Armor: 4-point chitinous shell.

Spells: none (queens know 1D6 spells).

Sanity Loss: 0/1D8 Sanity points to encounter a full form shaggai; 1/1D6 Sanity points to witness the gruesome metamorphosis from human to insectoid form.

SHAN (SHAGGAI, INSECT FROM)

It is written the Shan were marooned here, unable to return to the void. They have been with us for many years, hiding within the brains of humans. They are of other material, able to phase through and hide inside objects and flesh. When revealed, they are insect-like, possessing large eyes, tendrils, and ten legs, all festooned with shining black tentacles. Beneath their carapace is a pale underbelly into which their legs can fold. Able to leap from human to human by flying on their two semi-circular wings comprised of triangular scales.

Alternative names: Brain Bugs, the Hidden, Pain Seekers, Shaggaians, the Voice Within.

The insects from Shaggai are para-dimensional insect-beings. They do not feed as other creatures, using some form photosynthesis to revitalize themselves, and spend their time in decadence, in aesthetic enjoyment of abnormality coupled with a lust for causing pain upon others (usually through the torture of their slave races). Shan, as they are also known, are extremely long-lived, taking centuries to reach adulthood. As a race, they are scientifically advanced, having access to weapons and devices that operate by focused mind-power (magic points). The shan worship Azathoth with many complex rites and systems of torment.



Human-hybrids of Shaggai

The shan are a fugitive race, their home planet or dimension, known as Shaggai, was destroyed by a great catastrophe. While many of their kind died, some escaped in temple-vessels built of an indestructible gray metal, which teleported them to other worlds, including Earth. Unfortunately, those who came to Earth found they could not escape, as the planet's atmosphere contains a certain component that prevents them from teleporting away. This unknown atmospheric component also prevents individual shan from flying any great distance.

Trapped, the insect-beings now dwelling on Earth have what remains of their slaves that they brought with them, the strange beings from the planet Xiclotl. Unable to move on from Earth's confines, the shan have sought to manipulate humanity, possessing key people to advance their alien agenda.

At one time, the shan ruled a human witch-cult dedicated to finding sacrifices for Azathoth, while in the modern age it is rumored that they have begun to infiltrate pockets of political power and science. The largest colony of shan is believed to reside in Goatswood Village, an area of England's Severn Valley. From here, the shan direct their plans, sending members forth as unseen passengers within human brains to manipulate both local, national, and world

affairs. Despite such cunning, the shans' preoccupation with seeking pleasure stimulus (by causing torment to humans) seems to override their grander schemes for escape from Earth. Like some distracted children, they seem unable to pass up opportunities to feed upon pain.

Meld: the shan are parasitic and not wholly material; one of these bird-sized creatures can fly and phase right through human tissue into a target's brain, requiring the expenditure of 1 magic point. The meld causes no damage to the host but allows the shan to gain progressive control: if the shan wins an opposed POW, it can settle in the brain. Once in situ, removal of a shan is difficult, no least of which because the host may not initially be aware of its presence. Certain spells may cause a shan to depart a host, and some have experimented with trepanation (drilling a hole in one's head) with varying degrees of success.

Mental Attack: once inside a human brain, a shan crawls about and learns its host's memories, affecting thought processes while injecting specific memories and ideas of its own. During daylight hours, shan tend to be inactive and those within a human brain effectively sleep, leaving their host to do as they please. During nighttime, the shan wake-up and those inside a human can implant memories and effectively pre-program their host to do their bidding. When necessary, a shan can implant sanity-destroying sights, which the insect has witnessed, or riddle memory-fragments to entice their host into performing certain actions. Eventually, the host is so befuddled that they gladly (knowingly or unknowingly) help the shan. Often such progressively increasing control causes the victim to go insane, making them unsuitable hosts and causing the shan to find a new home.

MASSA DI REQUIEM PER SHUGGAY

Massa di Requiem per Shuggay is a never-published opera composed by Benvenuto Chieti Bordighera around 1768 in Italy. It is said the opera describes the flight of the Shan from their doomed home world to Earth. Apparently, Bordighera devised new musical instruments for the work, stating that his music could not played on conventional instruments. The composition contains lurid and unpleasant scenes depicting torture, incest, and other degradations, and was banned by both the Church and State.

Records say only a single performance was ever given and which resulted in a riot, leading to the opera's ban and to Bordighera's arrest and later execution, although some reports suggest that the composer escaped the Italian authorities by fleeing into France.

Occult scholars have long believed the opera's score and libretto contains magical wisdom, with some claiming that a spell is hidden in the notation for those with the eyes to decipher its meaning.

Insects from Shaggai, mental parasites

char.	roll	average
STR	1D3×5	10
CON	1D3×5	10
SIZ	05	05
DEX	(2D6+10)×5	85
INT	(2D6+9)×5	80
POW	(4D6+2)×5	80

Average Hit Points: 1

Average Damage Bonus (DB): n/a

Average Build: -2

Average Magic Points: 16

Move: 4 / 20 flying

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Combat

Attacks per round: 1 (nerve whip)

Shan tend to rely on the abilities of their hosts in terms of combat. If caught in the open, a shan can employ a small nerve whip device to inflict pain; otherwise, they have no natural attack capabilities.

Nerve Whip: a small device that projects a chattering line of pallid light. When the light strikes a target, make an opposed POW roll: if the shan wins, the target is overcome by agony and can do nothing but writhe on the ground until the weapon's beam is turned off (the target is incapacitated); if the shan fails, the target suffers lesser pain, imposing a penalty die to all skill rolls (incl. combat) until the beam is turned off. The beam attack may be continued each round (with a new opposed roll)—which may impose a second penalty die should the victim continue to lose the opposed POW roll.

Fighting	varies; use host's statistics
Nerve whip	50% (25/10), damage special (see above)
Dodge	70% (35/14)

Skills

n/a.

Armor: none.

Spells: 80% chance of knowing 2D10 spells.

Sanity Loss: 0/1D6 Sanity points to encounter a shan.

SHANTAKS

It came down from the stars upon two wings wrought of scales and sinuous skin rather than feathers, encrusted with rime and niter. It was loathsome and elephantine in shape, yet larger than those beasts of Africa. A chimera of sorts, seemingly composed of bird, reptile, and equine aspects. Its horse-like head was scaled and monstrous, and its dark eyes were set within deep pits of flesh. An unearthly steed, bringing its rider, the Chittering One, to treat with us.

Alternative names: Dragons, Steeds of the Gods.

Shantaks brood in cavernous holes within meteors and other bodies among the stars. Able to fly through the vacuum of space, they are sometimes bound by wizards and servants of the Outer Gods as steeds, conveying their passengers as directed. Said to be noisome and loathly, they are cantankerous beasts

who must be kept in check through the proper bindings lest they unseat and east their riders. Although limited in intelligence, they are cunning, sometimes (when the binding is not complete) ignoring commands and taking their riders directly to the Throne of Azathoth. For unknown reasons, shantaks appear to fear nightgaunts and will do their best to avoid these faceless flyers.

Shantaks, *elephantine mounts*

char.	roll	average
STR	(4D6+20)×5	170
CON	(2D6+6)×5	65
SIZ	(4D6+36)×5	250
DEX	(2D6+3)×5	50
INT	1D6×5	15
POW	3D6 ×5	50–55

Average Hit Points: 31

Average Damage Bonus (DB): +4D6

Average Build: 5

Average Magic Points: 10

Move: 6 / 18 flying

Combat

Attacks per round: 1 (strike, bite)

May strike with limbs or bite at an opponent.

Bite and Hold (mnvr): a successful bite attack allows the shantak to grab hold of its prey, causing an automatic 1D6 damage per round after the first. The victim may attempt to escape with either a STR or DEX roll opposed by the shantak's STR; otherwise, the victim makes a Luck roll each round to determine whether the shantak throws them to the ground, inflicting 2D6 damage and allowing the victim the chance to scurry away.

Fighting	45% (22/9), damage 1D6+DB
Bite and hold (mnvr)	45% (22/9), damage 2D6, held for 1D6 damage per round thereafter
Dodge	25% (12/5)

Skills

n/a

Armor: 9-point hide.

Spells: none.

Sanity Loss: 0/1D6 Sanity points to encounter a shantak.

SHOGGOTH

The insane creation of beings now dead, these monstrous nightmares are as plastic columns of black iridescence. Shapeless, yet able to form appendages and limbs at will, creating temporary eyes, mouths, and tentacles. Bubbling self-luminous protoplasm, forming and unforming. Once the slaves of their masters, they rose and destroyed a civilization.

Alternative names: the Builders, Elder Spawn, Loathsome Things, Shoggoths.

Shoggoths are among the most horrible and loathsome of things. Mighty sacks of protoplasm, roughly five yards/meters in diameter, these amphibious creatures can imitate other life forms, growing limbs, eyes, and other appendages at will. They communicate by forming special organs for the purpose and often mimic other lifeforms around them. Sometimes, such communication sounds like haunting pipe music.

Created by the elder things, who perhaps took inspiration from the Outer God Ubbo Sathla, shoggoths were used as beasts of burden and to build elder thing cities in prehistory, and said to be psychically controlled. Over time, mutations caused shoggoths to develop their intellect and will, causing them to rebel against their creators.

Despite Abdul Alhazred's claims that there were none left on Earth, save in the crazed nightmares of dreamers, shoggoths do exist in deep and dark places. Some are the original "mindless" servitors of the elder things, sleeping in the ruins of ancient cities, some are their descendants, more intelligent, and lurking in the depths of the oceans or in deep places underground. Some have developed new mutations, allowing them to fashion the appearance of humans and go about in society (see **Shoggoth Lord**). Some Mythos races, such as deep ones, have found the means to control shoggoths, cajoling them into performing tasks like their ancient masters once did. Shoggoths are surly at best, ever becoming more intelligent, more rebellious, and more imitative.

Mimicry: all shoggoths can mimic the sounds they hear, from penguin cries to human voices. The level and degree of success depends on a shoggoth's intelligence, with those possessing greater brain power able to perform without a flaw, as to go beyond simple mimicry to thoughtful creation and design.

Shoggoths, *fetid iridescences*

char.	roll	average
STR	18D6×5	315
CON	12D6×5	210
SIZ	24D6×5	420
DEX	1D6×5	15
INT	2D6×5	35*
POW	3D6×5	50–55

*For mutated and descendent shoggoths, increase INT to 70 (4D6×5).

Average Hit Points: 63

Average Damage Bonus (DB): 8D6

Average Build: 9

Average Magic Points: 10

Move: 10 rolling / 10 swimming

Combat

Attacks per round: 2 (swipe, bite, crush, engulf)

A shoggoth covers an area 5 yards/meters square, able to produce tentacles, claws, or any manner of appendages at will with which to swipe, bite, and crush opponents. Those unfortunate enough to be hit by a shoggoth attack may also be engulfed.

Engulf: each person engulfed within the shoggoth is attacked separately and each must make a successful opposed STR roll or be sucked apart (usually meaning instant death*). If the shoggoth attacks more than one target, it must divide its STR among all the targets. Those held within the shoggoth's bulk can strike back only on rounds in which they make a successful STR roll. Once engulfed, for each round a victim is held within a shoggoth, they suffer the shoggoth's damage bonus in damage—rupturing, crushing, and being sucked into pieces—note that if more than one person is being engulfed, the shoggoth's damage bonus should be divided by the number of people engulfed (e.g. if DB is 8D6 and 4 people are being engulfed, each would suffer 2D6 damage per round). A shoggoth can engulf any number of enemies; however, the total SIZ of those engulfed may not exceed the shoggoth's SIZ.

*Kind Keepers, or those playing Pulp Cthulhu, optionally may change instant death to 4D6 damage per round.

Fighting	70% (35/14), damage DB
Engulf (mnvr)	80% (40/16), damage DB (divided by number of targets, see above)
Dodge	8% (4/1)



Skills

Climb 80%, Jump 60%, Stealth 40%.

Armor: none; halve damage caused by fire and electrical attacks; mundane weapons (incl. bullets) deal only 1 point of damage per hit; regenerates 2 hit points per round (death at zero hit points).

Spells: none; however, certain individuals of great age may possess the knowledge and ability to cast 1D4 or more spells.

Sanity Loss: 1D6/1D20 Sanity points to encounter a shoggoth.

SHOGGOTH LORD

An expert in shape, this advanced species of shoggoth can blend in with its surroundings, mimicking humans to get as close as possible to its prey. Its polymorphic talents far transcend those of its ancestors, while its intelligence is equal, if not surpassing of, the human mind. Most will have no knowledge that they are in the company of one until it reveals its true form, just as it begins to consume them.

Alternative names: Changeling, Mimic, Shapeshifter, Shoggoth King.

Shoggoth Lords are smaller, more intelligent descendants of their larger monstrous cousins. Through some quirk of evolution or perhaps through the unwitting intervention of some other species or being, a handful of shoggoths evolved into intelligent creatures able at will to mimic humans in appearance and speech. In human form, these beings appear as grossly obese, hairless figures. They are cunning, charming, and devious, although can appear somewhat awkward in their interactions with humans.

A shoggoth lord may freely transmute between its human and monstrous forms, but does require great concentration and control to remain in human form for long periods of time. If somehow caught off-guard, angered, or distracted, a shoggoth lord is liable to quickly “melt” down into its terrible true gelatinous self. These creatures guard their secrets and identities well, living and feeding alone in private and quickly dispatching those who would unmask and expose their true horror.

Shoggoth lords find it amusing (and nourishing) to penetrate the human world, as they seem to take particular delight in a human’s “horror of comprehension,” something that makes their prey really worth eating. Though more sophisticated than most predators, they are given to the same grandiose claims of territory and to murderous squabbles among themselves. They are not social, they do not die natural deaths, nor do they breed. As such, shoggoth lords tend to be solitary, although rumors persist of small groups combining their efforts to effect greater degrees of secrecy, perhaps for some grand plan years in the making.

Shoggoth Lords, corpulent monstrosities

Note: due to the great control required to sustain their human guises, certain characteristics in their human form are lower than when in their natural true form state.

	Human Form		True Form	
char.	roll	average	roll	average
STR	(2D6+8)×5	75	(4D6+10)×5	120
CON	(2D6+6)×5	65	(6D6+10)×5	155
SIZ	(2D6+8)×5	75	(2D6+8)×5	75
DEX	3D6×5	50–55	(3D6)×5	50–55
INT	(2D6+6)×5	65	(2D6+6)×5	65
POW	(2D6+6)×5	65	(2D6+6)×5	65
APP	(1D6+3)×5	30	n/a	n/a
EDU	3D6×5	50–55	n/a	n/a

Average Hit Points:	14	23
Average Damage Bonus (DB):	+1D4	+1D6
Average Build:	1	2
Average Magic Points:	13	13
Move:	8	10 rolling



Mr. Shiny

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MR. SHINY (UNIQUE ENTITY)

Mr. Albert Shiny is a notable shoggoth lord who takes a distinct human form, namely that of a bloated and hairless physician dressed in a commodious doctor's smock and slacks. His shoes are bulky, black, and orthopedically braced. Beneath the doctor's smock, he wears a suit and tie. He wears leather gloves and round, gold-wire spectacles. Mr. Shiny is unusually intelligent and has discovered that the appearance of being a doctor allows him excellent access to his food.

Aware of the coming End Times, Mr. Shiny has decided to contribute to the Old Ones' return to dominion, even if just in a small way. He aims to create conditions that increase the human population. To this end, he has tried to help concoct empires, international trade, vaccines, religious organizations, the scientific method, better farming techniques, improved public health, missionary societies, newspapers, the acquisition of capital, growth hormone research, and so on—whatever seemed likely to drive humanity away from static tribalism and improve the quantity and condition of extant human biomass. Now, as the population soars, as the skies thicken with acids and toxins, as competing animal life is expunged, as the climate shifts, and as radiation threatens to scorch the planet, Mr. Shiny calculates that harvest time must be near.

Over thousands of years, Mr. Shiny has honed his mind and flesh and is able to remain in human shape for up to one month at a time, requiring only an hour or two in his true form to refresh his vitality—as long as he remains calm and in control of his thoughts. Should “he” be angered or somehow distracted (failing a POW roll), he loses control of his body and quickly melts down into his true shoggoth form. In addition, should his human form be reduced to zero hit points, he automatically must revert to his shoggoth form.

Mr. A. Shiny, your friendly doctor

	Human Form	True Form
STR	90	120
CON	70	130
SIZ	90	90
DEX	85	85
INT	80	80
POW	90	90
APP	45	n/a
EDU	92	n/a
HP:	16	22
DB:	+1D6	+2D6

Build:	2	3
MP:	18	18
Move:	9	10 rolling

Combat

Attacks per round: 2 (unarmed, weapon) or 1 (crush or engulf)

Mr. Shiny may use regular humanoid attacks (fist, kick, or weapon), but most desires to engulf “his” prey.

Engulf: a successful attack means the target is seized and begins to be sucked into the body mass, where it can be digested. While being digested, the victim suffers Mr. Shiny's damage bonus in damage each round. Those held may attempt to break free with an opposed STR roll per round. May only engulf and feed on one victim at a time.

Fighting (human form)	70% (35/14), damage 1D6+2+DB
Crush (true form)	90% (45/18), damage DB
Engulf (true form; mnvr)	90% (44/18), damage DB
Dodge	42% (21/8)

Skills

Archaeology 10%, Charm 80%, Choose Tasty Victim 90%, Climb 75%, Credit Rating 65%, Cthulhu Mythos 36%, Fast Talk 70%, First Aid (Human) 45%, History 70%, Law 30%, Library Use 60%, Listen 75%, Medicine (Human) 80%, Persuade 50%, Science (Physics) 55%, Psychology 60%, Science (Biology) 65%, Science (Chemistry) 60%, Science (Pharmacy) 80%, Stealth 80%, Track 75%, others as the Keeper desires.

Languages: Arabic 20%, Demotic Egyptian 10%, English 60%, Naacal 20%, Nath 65%, Spanish 30%, Sumerian 10%.

Armor: none; halve damage caused by fire and electrical attacks; mundane weapons (incl. bullets) deal only 1 point of damage per hit; regenerates 2 hit points per round (death at zero hit points).

Spells: Deflect Harm, Dominate, Enthrall Victim, Implant Fear, Mind Cloud.

Sanity Loss: 1D6/1D20 Sanity points to encounter Mr. Shiny's true form; plus 1/1D3 Sanity points for witnessing “him” change from human to shoggoth form.



Combat

Attacks per round: 2 (unarmed, weapon) or 1 (crush or engulf)
While a shoggoth lord may use regular humanoid attacks (fist, kick, or weapon), it most desires to engulf its prey into its bubbling gelatinous body.

Engulf: a successful attack means the target is seized and begins to be sucked into the shoggoth lord's body mass, where it can be digested. While being digested, the victim suffers the creature's damage bonus in damage each round from caustic acids and digestive fluids. Those held may attempt to break free with an opposed STR roll per round. Unlike their larger cousins, shoggoth lords may only engulf and feed on one victim at a time.

Fighting (human form) 60% (30/11), damage 1D6+2+DB
Crush (true form) 80% (40/16), damage DB
Engulf (true form; mnvr) 80% (40/16), damage DB
Dodge 30% (15/6)

Skills

Charm 70%, Intimidate 60%, Language (varies) 40%, Persuade 60%, Stealth 65%, more as the Keeper desires.

Armor: none; halve damage caused by fire and electrical attacks; mundane weapons (incl. bullets) deal only 1 point of damage per hit; regenerates 2 hit points per round (death at zero hit points).

Spells: 1D3 spells.

Sanity Loss: 1D6/1D20 Sanity points to encounter a shoggoth lord in its true form; plus 1/1D3 Sanity points for witnessing a shoggoth lord change from human to shoggoth form.

SHOGGOTH, PROTO

Notable is the tissue, characteristic of human flesh, though possessing greater mobility. The live specimen appears to be able to change at will. Its mass is humanoid but features ridges that are apparently muscle and/or bone pushing out through the skin. In addition to the usual two eyes and mouth are numerous ocular organs and mouth-like orifices seemingly randomly distributed around the form. What appears to be tears (or possibly open wounds) reveal internal organs. It should be noted such "openings" do not bleed. The subject continually shivers, with distinct rhythmic breathing. Apparently by design, the subject can will the formation of new limbs that are mostly human in appearance, or reform itself into different likenesses.

Alternative names: Monstrous Hybrids, Shoggoth Spawn, Weird Ones.

Proto-shoggoths are not true shoggoths but rather creatures created through science and/or arcane magic. A process of combining the tissue of a human with that of a shoggoth enables the formation of a proto-shoggoth. The tissue is the color and texture of human flesh, though it can change at will. These hybrid creations grow only through the combining and absorption of other proto-shoggoth matter (dependent on the manner of their creation, some may only require human flesh to grow); thus, they can be small in stature or grow to monstrous proportions. These creatures are often very intelligent and cunning. Small proto-shoggoths may move undetected among human society while in full human form.

At will, proto-shoggoths can form and thrust out a limb (that may resemble a human limb, though it might bend in the wrong place or have thickly corded muscles where none should be). At need, proto-shoggoths may alter their human-seeming appearance or change their body form, greatly lengthening a limb or growing new ones. They may open lipless mouths or sprout sense organs anywhere on their bodies. While the total body mass and volume cannot be changed; if a long, thick appendage is formed, stretching out from the body, then some other part of the proto-shoggoth must shrink accordingly.

Thought to be the results of experimentation (by mi-go, humans, and possibly others), proto-shoggoths are relatively rare. It is unknown how many are abroad in human society. Current wisdom considers them unable to reproduce, which is a blessing—should these things be able to produce offspring, the situation would surely be dire.

Proto-Shoggoths, *shape-shifters*

char.	roll	average
STR	10D6×5	175
CON	(6D6+4)×5	125
SIZ	8D6×5	140
DEX	(2D6+6)×5	65
INT	(2D6+6)×5	65
POW	(2D6+6)×5	65

Average Hit Points: 26

Average Damage Bonus (DB): +3D6

Average Build: 4

Average Magic Points: 13

Move: 8

Combat

Attacks per round: 1+ (crush, rake, whip, kick, fist)

Possesses 1 attack per 50 points of SIZ. May attack with limbs or they may engulf and crush a victim. Most are unable to use weapons. Thus, a proto-shoggoth with SIZ 160 may sprout 3 attack limbs. Can engulf only a single target at a time.

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Engulf: a successful attack means the target is seized and begins to be sucked into the body mass, where it can be digested. While being digested, the victim suffers the creature's damage bonus in damage each round. Those held may attempt to break free with an opposed STR roll per round.

Fighting (human form)	40% (20/8), damage 1D3+DB
Crush (true form)	50% (25/10), damage DB
Engulf (true form; mnvr)	50% (25/10), damage DB
Dodge	32% (16/6)

Skills

Varies; may retain skill knowledge of the human the proto-shoggoth was created from.

Armor: none; mundane weapons (incl. bullets) deal only 1 point of damage per hit; regenerates 2 hit points per round (death at zero hit points).

Spells: none; if a proto-shoggoth was created from humans who knew spells, it retains the knowledge and use of those spells.

Sanity Loss: 1/1D10 Sanity points to encounter a proto-shoggoth.

SHUB-NIGGURATH, CHILD OF

The chosen one's skin had earlier turned pearlescent but now changed again into a pale milky-yellow color. The transformation was messy and noisy. Cracking and wet ripping sounds noted the bones and flesh of the chosen one being torn apart as the child within broke free. The head dissolved first, followed by the rest of the flesh falling away to reveal the majesty within. Pallid bundles of muscle and tentacle growths emerged, constantly twisting and flexing. It was human in overall shape, but far beyond what might pass as human. It possessed numerous red or yellow eyes and a multitude of small mouths, while its head was simply a great slavering maw.

Alternative names: Children of the Grove, the Cursed, the Joined, Pale Ones, Spawn of the Mother, the Transformed.

The Mother's dark young are but one form of "her" "thousand young," many other horrific progenies derive from Shub-Niggurath. The children of Shub-Niggurath grow from seed pods that take human blood as nourishment. Such pods may be gifted to worshippers, drift to Earth on solar winds, or can be left behind by appearances of the deity or her dark young.

The pods are egg-shaped and roughly 6 inches (15 cm) in diameter, possessing a gray-yellow color and have a rough leathery outer casing. Those born through space may latch onto meteors and consequently arrive on the planet as

meteorites, perhaps hidden inside the extraterrestrial rock. The pods can lie dormant for many years, perhaps millennia, before finding the right conditions to stimulate growth.

When submerged in fresh human blood, be it in a bowl or within a living body, the pod's outer shell softens and the seed within begins to grow, breaking out through the pod's skin with plant-like fronds, which commence feeding upon the blood, growing to adolescence. At this stage, the seedling requires more nourishment, wrapping fronds around living creatures and draining them of vitality; if inside a human, the fronds wrap around internal organs and begin to merge with the host. The process of growth within a human is rapid, within 24 to 48 hours, compared to a pod growing externally, which may take up to 2 to 3 weeks. The matured form of the seedling is a vaguely humanoid monster comprised of bundles of pale root-like tentacles covered in eyes and mouths. If growing inside a human, the final stage of maturity sees the monster inside break through the host's skin and rise out of the sloughed-off flesh. The mature child of Shub-Niggurath is now able to shamble freely wherever it pleases.

Cults of the Dark Mother venerate such children, their members offering themselves to be hosts and blessed of the Mother's favor. Such matured children are considered the voice of their god, with cult high priestesses and priests deciphering the twisted croaks and gasps escaping from the child as directions from Shub-Niggurath. Thus, the word of the Mother is given, and the cult acts accordingly.

If maturing alone, without the nurturing care of a cult, the child of Shub-Niggurath will seek out a nest, somewhere hidden but where fresh animal or human food is available. When necessary, the child will creep forth to seek a new home once its food source has run dry.

Alternative Ingestion: some cults believe that grinding down seed pods into dust allows the boon of the Dark Mother to be more easily spread, enabling the cult to mix the pod dust with other foods or drink to be consumed by the unwary. Mostly, those consuming such tainted food suffer no more than some painful headaches or stomach cramps; however, for around 10 percent (indicated by a failed combined CON and POW roll), the pod dust takes hold and combines with the host, mutating their DNA and causing them to transform into fully grown children of Shub-Niggurath. Timewise, consumption to transformation takes 4D6+24 hours (or however long the Keeper desires). The process may be delayed or negated by certain spells and, if done immediately, possibly by pumping the stomach (Hard CON roll). In theory, it may be possible to devise a chemical test to determine if a human has been infected.

Children of Shub-Niggurath, seeds of the Mother

char.	roll	average
STR	(4D6+2)×5	80
CON	(4D6+4)×5	90
SIZ	(4D6+2)×5	80
DEX	(4D6+2)×5	80
INT	3D6×5	50–55
POW	(2D6+6)×5	65

Average Hit Points: 17

Average Damage Bonus (DB): +1D4

Average Build: 1

Average Magic Points: 13

Move: 8

Combat

Attacks per round: 2 (whip, bite, grab)

May attack up to 2 separate targets per round, using its tentacles to whip, mouths to bite, or a combination of both to grab an opponent.

Grab (mnvr): may use its tentacles and small mouths to grab and latch onto a target, pulling it to its larger central mouth to be consumed on the following round. Being eaten in this manner inflicts 1D6+1 damage per round. The victim can attempt an opposed STR roll to break free per round; should the child suffer 5+ damage in this period, the victim may make a Luck roll to determine if the creature breaks its hold.

Fighting	70% (35/14), damage 1D4+DB
Grab (mnvr)	70% (35/14), held, damage 1D6+1 per round after first
Dodge	40% (20/16)

Skills

Climb 70%, Mutter Mythos Wisdom 30%, Sense Prey 45%, Stealth 35%.

Armor: none; minimum damage from bullets; immune to fire and chemical based attacks.

Spells: Contact Shub-Niggurath, plus 30% chance to know 1D4 spells.

Sanity Loss: 1/1D6 Sanity points to encounter a child of Shub-Niggurath.

SHUB-NIGGURATH, DARK YOUNG OF

An enormous writhing mass formed of ropy black, earthworm-like tentacles. Something like twenty feet tall. Here and there, across the surface were great puckered mouths that dripped green goo. Beneath its central mass, two or three thicker tentacles terminated in enormous black hooves, on which it stamped forward. It carried the visage of some ancient gnarled tree when its shape was cast against the moon. The smell was appalling, like the stench of open graves.

Alternative names: Dark Walkers Death Trees, Hands of the Goat, Servants of the Mother, Squirming Ones.

Dark young are often mistakenly attributed to being the “young” referred to in Shub-Niggurath’s epithet, “Black Goat of the Woods with a Thousand Young;” however, they are but the most common form known to humanity, and other forms of young are possible. Despite such concerns, dark young appear to be most closely connected children of the Dark Mother, often sent in her stead as envoys or heralds to act as proxies, accepting sacrifices and cult devotions. Rarely does Shub-Niggurath appear without a coterie of dark young attendants, and the god seems to birth dark young at a prodigious rate. Being so closely connected, some suggest that each dark young possess a small portion of the Old Goat’s consciousness. Indeed, such monsters tend to be encountered in areas where the Dark Mother’s worship takes place or, at least, in areas sacred to “her.”

In silhouette, dark young may at first be mistaken for great trees, ranging from 12 to 20 feet (3 to 6 meters) tall. Their smell is gross and when they move, a wet tearing sound can often be heard. Perhaps through some strange quirk of regional alignments, dark young can vary in form, appearing in England like some mighty oak tree, while in Africa looking more akin to baobab or quiver trees. Indeed, an aquatic form, known as the dark sargassum, is believed to swim in the oceans. All types are highly intelligent and capable hunters, and usually encountered as individuals but, at certain times or places, a group may be gathered to undertake their mother’s work.

Dark Sargassum: a different form of dark young that may be encountered in oceans. To the casual observer, a dark sargassum looks like nothing more than an enormous mass of black, rotting seaweed. Such monsters are exceptionally large but also exceptionally rare—see profile below the standard dark young profile.

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Dark Young of Shub-Niggurath, *stomping horrors*

char.	roll	average
STR	$(4D6+30) \times 5$	220
CON	$(4D6+2) \times 5$	80
SIZ	$(4D6+30) \times 5$	220
DEX	$(4D6+2) \times 5$	80
INT	$4D6 \times 5$	70
POW	$(4D6+4) \times 5$	90

Average Hit Points: 30

Average Damage Bonus (DB): +4D6

Average Build: 5

Average Magic Points: 18

Move: 8

Combat

Attacks per round: 5 (strike, swipe, kick, crush, grab) or 1 (trample)

May use its thick and sinuous tentacles to swipe, crush, and grab, as well as using its hooves to kick, or strike with its massive bulk. May only use a trample attack against up to 4 people once per round.

Grab (mnvr): uses its tentacles to grab and capture up to four targets at a time. When successful, the person is pulled to one of the horrible sucking mouths and drained of $1D10+5$ STR per round (this STR loss cannot be restored). While being drained, a victim is capable only of ineffectual writhing and screaming, and must rely on companions to free them, who may attempt to combine their STR to pull their friend free (identify the companion who makes the opposed STR roll, but first ask any additional helpers to attempt a STR roll—each helper provides a bonus die toward the opposed roll, to a maximum of two dice, if they succeed in their STR roll).

Trample: uses its massive hooves to trample, typically hooting and bellowing as it rears up and smashes down on as many opponents as it can (up to $1D4$ humans if they are situated close together; Dodge roll to avoid the consequences of being stamped on).

Fighting	80% (40/16), damage DB
Grab (mnvr)	80% (40/16), grabbed and held, damage $1D10+5$ STR (see above)
Trample	40% (20/8), damage $2D6+DB$
Dodge	40% (20/8)

Skills

Stealth (bonus die in wooded areas) 30%.

Armor: none; composed of non-earthly material that reduces any successful firearm hit to 1 damage per bullet (2 points for an impale; shotguns deal minimum possible damage); melee weapons deal normal damage; immune to attacks based on heat, blast, corrosion, electrical charge, or poisoning.

Spells: knows $1D10+5$ spells.

Sanity Loss: $1D3/1D10$ Sanity points to encounter a dark young.

Dark Sargassum, *ocean-dwelling dark young*

char.	roll	average
STR	$(4D6+30) \times 5$	220
CON	$(6D6+18) \times 5$	195
SIZ	$(10D6+50) \times 5$	425
DEX	$(4D6+2) \times 5$	80
INT	$4D6 \times 5$	70
POW	$(4D6+4) \times 5$	90

Average Hit Points: 62

Average Damage Bonus (DB): +7D6

Average Build: 8

Average Magic Points: 18

Move: 9 swimming



Dark Young of Shub-Niggurath

Combat

Attacks per round: 20 (grab)

A dark sargassum has over 100 tentacles that it can use to injure or grab targets. Anyone within 5 yards/meters of the mass of seaweed-like body is within range of its attacks. Able to attack up to 20 different individuals per round (1 attack per person). With a successful attack, the target is either crushed (DB damage) or grabbed and pulled toward the center of the mass (no damage per round)—it takes 1D6 rounds to pull a victim to the monster's central mouth, and once there, the victim is bitten and drained of 2D8 points of STR each round thereafter. While being drained, a victim may attempt an opposed STR roll to break free; companions may help by combining their STR to pull their friend free (identify who is making the opposed STR roll, but first ask any helpers to attempt a STR roll—each helper provides a bonus die toward the opposed roll, to a maximum of two dice, if they succeed in their STR roll).

Crush Ship: a dark sargassum is large enough to crush ships within its mass, and able to encircle vessels of fewer than 200 tons.

Fighting	90% (45/18), damage DB or grabbed and held (see above)
Bite	automatic when held, damage 2D8 STR drain per round
Crush Ship	80% (40/16), damage DB
Dodge	40% (20/8)

Skills

Camouflage 90%.

Armor: none; composed of non-earthly material that reduces any successful firearm hit to 1 damage per bullet (2 points for an impale; shotguns deal minimum possible damage); melee weapons deal normal damage; immune to attacks based on heat, blast, corrosion, electrical charge, or poisoning.

Spells: knows 1D10+1 spells.

Sanity Loss: 1D3/1D10+2 Sanity points to encounter a dark sargassum.

SPACE EATER

When the rite was complete, Angus lay dead but before us shone a shimmering column of bedazzling light composed of multiple ever-twisting and fluctuating beams that, together, forced us to initially look away. As our eyes grew accustomed, we were able to see the being of light send out limbs, each ending in fronds, or rather hand-like fingers. One of these shot forward to Murfy, touching his forehead and boring through flesh and skull into his

brain. Murfy's body began to shake and wail, collapsing to the floor. When the tendril of light retracted, nothing remained of our colleague's brain.

Alternative names: Angels, Light Bringers, the Others.

Space eaters are a monstrous interstellar race of incorporeal beings who appear as shafts of light. While insubstantial, they are able to form temporary limbs to interact with the physical world. Such limbs, which end in finger-like fronds of varying thickness, are used for attacking and capturing prey on which they feed by sucking out brain matter. Their arrival on Earth tends to be accompanied by a droning sound and a sudden temperature drop. Indeed, once the space eaters have arrived in an area, the surrounding air within a radius of up to 200 yards/meters becomes damp and cold, with mists and fog, while human flesh becomes clammy and moist.

These strange entities hunt, either individually or in small groups, able to occasionally reach Earth by "eating" their through the fabric of space, perhaps due to some innate Gate-like ability or means of literary gnawing through spacetime.

It is unknown whether the space eaters venerate any specific Mythos deities, although some suggest they have an affinity with the Render of the Veils, Daoloth, or with Yog-Sothoth. If so, it is reasonable to assume that they do not originate from this universe and instead herald from another dimension. What is certain is that their appearances on Earth have resulted in some people (who did not get too close) viewing them as angelic creatures. Such folk regard them as angels and seek to worship them, working their devotions to summon the angels back so they may grant blessings to their "worthy" followers.

Light Burn: the intensity of light given off by these entities can affect human vision with disastrous consequences. In its natural state, a space eater's luminescence is just bearable for the average human, causing no significant damage to retinas; however, by expending 5 magic points, a space eater can increase its luminescence to cause 1D4 rounds of temporary blindness if a CON roll is failed. By continuing to increase its luminescence on the following round, costing a further 5 magic points, the effect is increased, requiring a Hard CON roll: if successful, the viewer is temporarily blinded for 1D4+3 rounds; if failed, the viewer loses their sight for 8 rounds. Increasing luminescence for three continuous rounds, costing a further 5 magic points, produces such a brilliant light as to blind viewers for 10 rounds if a Hard CON roll is failed; if the roll is successful, viewers are blinded for 1D4+5 rounds. Should a space eater continue for a fourth round (having spent a total of 20 magic points), apply a penalty die to the Hard Con roll (with the same results); in addition, the

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Keeper should attempt a Hard CON roll for the space eater, and if this roll is failed, the entity immediately ceases to exist.

Suitable eye protection (good quality sunglasses, welding goggles, and so on) reduce the effects noted above by one or two steps (depending on form of protection). Thus, if wearing sunglasses, a person would be making a Regular CON (rather than a Hard roll) versus a space eater's 10 magic point spend, or if wearing welding goggles, reduce the difficulty by two steps.

Space Eaters, *monstrous light*

Note: space eaters are incorporeal but may temporarily create corporeal limbs—STR and DEX characteristics relate only to such physical limbs.

char.	roll	average
STR	2D6×5	35
CON	4D6×5	70
SIZ	(8D6+6)×5	170
DEX	(2D6+4)×5	55
INT	4D6×5	70
POW	(4D6+6)×5	100

Average Hit Points: 24

Average Damage Bonus (DB): n/a

Average Build: 3

Average Magic Points: 20

Move: 5 floating / flying

Combat

Attacks per round: 1 (swipe, slice, or consume)

Forms a thin, temporary limb with which to attack, slicing or swiping at a target, or aiming for the head in an attempt to latch on.

Consume: a successful attack, latches to the target's head, with the temporary limb boring a bloodless and painless hole into the target's skull. On the next round, it can begin to consume the brain at the rate of 2D10 points of INT and POW per round—the victim has a terrifying sensation of burning cold within their skull. The attack also provokes the loss of 1D10 Sanity points per round. If the victim's INT or POW are reduced to zero, their brain is effectively fully consumed, killing the person outright. Victims able to break free with an opposed STR roll may survive, with lost POW regained at the rate of 1 point per day (to usual maximum). Lost INT does not regenerate normally.

Fighting	60% (30/12), damage 1D6
Consume	30% (15/6), damage 3D10 drained from INT, POW, & 1D10 Sanity loss
Dodge	26% (13/5)

Skills

n/a.

Armor: none; can be harmed only with magic or fire-based attacks; cold and mundane weapons have no effect.

Spells: 30% chance to know 1D6 spells.

Sanity Loss: 0/1D6 Sanity points to encounter a space eater.

SPECTRAL HUNTER

Invisible, one must procure the correct device to realize their horrific image. Large, hideous humanoids, and taller than most men. Their flesh is rubbery and mottled dark, their form horribly thin, with a distended abdomen. Hands and feet seem abnormally large for such reed-thin frames. Their hands are more like crab claws or pincers. A long and tapering nose sits below a pair of large red eyes and above a wide shark-like mouth. Caught between this world and beyond, their very nature is a manifestation of the other, as they are ghostly and seem to float above the ground.

Alternative names: Guardian Spirits, Lurkers, the Mantiohi, Sacred Ones, Unseen Devils.

Spectral hunters are created from the bodies of willing human volunteers who agree to be transformed into monsters to guard sacred or important sites, tombs, and other locations either in the Waking World or in the Dreamlands. They do not speak and are invisible, but may manifest at will to scare off or attack intruders and those who would disturb their rest. For certain communities, it is an honor to be chosen to undergo the transformation.

These entities are formidable foes but possess a key weakness arising from the fact that certain forms of light make them visible to the human eye. Specific types of lenses (when used in combination) can reveal the creatures, assuming that they are in a direct line of sight. Another weakness derives from them being physically tied to a specific location by an artifact or ceremonial container that holds their lifeforce or soul. Thus, they can never move more than one mile from this object and, should the vessel holding their soul be destroyed, they cease to exist.

Invisible: although they may become visible at will, their invisibility imposes one penalty die on attempts to hit them, and grants them a bonus die to hit others. Certain forms of light (usually arising from viewing the monster through a specially constructed lens or arrangement of lenses) can make a hunter visible, negating any penalty for invisibility.

CHANT OF DISMISSAL

The Chant of Dismissal was rumored to be known by the Hotethk peoples of the Mojave Desert (who also knew how to create spectral hunters) and is said to have been transcribed by at least one visitor to the area before the Hotethk disappeared.

Binding: the life of the hunter is bound to a specific vessel used in its creation. The hunter can never move more than one mile away from the vessel. If this vessel is partially damaged, the hunter suffers 1D8 damage, whereas the destruction of the vessel causes the monsters to be dispelled; however, the creature is able to (magically) fashion a new vessel over the course of seven days and return. Should the vessel be destroyed while the Chant of Dismissal is spoken, the spectral hunter is killed permanently.



Spectral Hunters, monstrous guardians

char.	roll	average
STR	6D6×5	105
CON	(2D6+1)×5	40
SIZ	(4D6+4)×5	90
DEX	(2D6+3)×5	50
INT	(2D6+6)×5	65
POW	(4D6+2)×5	80

Average Hit Points: 13

Average Damage Bonus (DB): +1D6

Average Build: 2

Average Magic Points: 16

Move: 8

Combat

Attacks per round: 1 (claw, strike, bite)

Uses pincer-like claws to strike or tear, or sharp teeth to bite opponents—when invisible, gains bonus die to attack rolls, while opponents suffer a penalty die.

Fighting	50% (25/10), damage 1D6+DB
Bite	30% (15/6), damage 2D6+DB
Dodge	40% (20/8)

Skills

Listen 30%, Spot Hidden 30%, Stealth 90%.

Armor: 1-point hide; immune to mundane weapons.

Spells: 30% chance to know 1D6 spells.

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

SPHINX, CHILDREN OF THE

They wait beneath the sands, birthed by the Great Sphinx. Each shaped as man and beast, with the heads of bulls, ibises, falcons, cats, crocodiles, hippopotamuses, and jackals. Robed, they guard the secret ways and enact the will of their masters, using ancient weapons to smite the unworthy.

Alternative names: Animal-Headed Ones, Beast Men, Children of the Sands, the Pharaoh's Chosen.

The children of the Sphinx appear as human-animal composites arising from Egyptian wildlife and mythology. These monstrosities come in great variety, usually with human bodies with animal, bird, or reptilian heads. They are attired in ancient Egyptian clothing and armor and carry weapons like slicing axes, khopesh swords, spears, and knives.

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Said to be the guardians and army of the Black Pharaoh, the children of the Sphinx can be encountered in tombs and catacombs associated to this avatar of Nyarlathotep. As such, Egypt and its surrounding regions present the most likely areas for coming across these fearsome warriors, although “sleeping” individuals may unwittingly be excavated and transported to museums around the world.

Children of the Sphinx, *ancient warriors*

char.	roll	average
STR	4D6×5	70
CON	(2D6+6)×5	65
SIZ	(2D6+8)×5	75
DEX	2D6×5	35
INT	3D6×5	50–55
POW	3D6×5	50–55

Average Hit Points: 14

Average Damage Bonus (DB): +1D4

Average Build: 1

Average Magic Points: 10

Move: 7

Combat

Attacks per round: 1 (varies; natural unarmed or weapon)

Uses either weapons or unarmed natural attacks based upon their form (human or animal head and body, or vice versa)—some example attack forms are noted below.

Fighting	50% (25/10), damage 1D3+DB or by weapon type (e.g. khopesh 1D6+DB)
Dodge	20% (10/4)

Cat or Falcon headed

Bite or Claw	50% (25/10), damage 1D4+DB
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Vulture headed

Beak stab or Rip	50% (25/10), damage 2D3+DB
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Donkey or baboon headed

Bite	50% (25/10), damage 1D4+1+DB
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Crocodile headed

Bite	50% (25/10), damage 1D8+1+DB
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Jackal or hyena headed—

Bite	50% (25/10), damage 1D6+DB
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Bull headed

Horn gore	50% (25/10), damage 2D6+DB
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Skills

Listen 45%, Stealth 40%.

Armor: 4-point defense (1-point skin and 3-point armor).

Spells: none.

Sanity Loss: 0/1D8 Sanity points to encounter a child of the Sphinx.

STAR VAMPIRE

It moved about unseen, noticeable by only a waft of foul-smelling air and a weird chittering sound. Soon, its form was clear for us to see: for it began to feed. As it eagerly drank, the sacrifice's blood seemed to fill the outline and then form of the creature, like some hideous balloon filled with liquid. It was a bulging, pulsating sack of jelly from which a multitude of tentacular trunks emerged, each tipped with suckers to latch onto its victims. Supping on the offered life force, it grew, bloated with the blood, and more of its form was discernable. It has no head, no eyes, nor anything that would merit human form. Just a ravenous maw and collection of suckered trunks and wicked talons.

Alternative names: Blood Suckers, the Creeping Hunger, Devourers, Star Beast, Star Child.

Horrors that swim through the depths of space, they may descend to or be summoned to Earth. If the correcting binding is known, they may be controlled to serve; however, their hunger for blood must be sated, lest in their rage they break free of control and turn upon their summoner.

These loathsome things are normally invisible, their presence signaled by a sort of ghoulish tittering sound. While and after feeding, they become visible for at least 6 rounds through the blood they drink—although this time may be greater, dependent on the quantity of blood consumed and the time it takes to metabolize into a transparent equivalent.

Bestial and ravenous, they hunt down prey, feed, and then rest. Some will remain in the area if prey is abundant; otherwise, when sated and after rest, they take to the sky and back to the void of space. It is unknown whether they have affinity to any Mythos deities—truly independent beings who operate to their own agendas.

Invisible: those attempting to attack a star vampire suffer a penalty die to hit, even if it is tittering. After feeding, while a star vampire is visible, attacks do not suffer a penalty die.

Star Vampires, star raveners

char.	roll	average
STR	(6D6+5)×5	130
CON	(2D6+6)×5	65
SIZ	(4D6+12)×5	130
DEX	(1D6+6)×5	40
INT	3D6×5	50–55
POW	(1D6+12)×5	75

Average Hit Points: 19

Average Damage Bonus (DB): +2D6

Average Build: 3

Average Magic Points: 15

Move: 8 / 9 flying

Combat

Attacks per round: 3 (strike, rip, seize, bite)

Uses talons to strike, rip and tear, and to seize targets.

Talon Seize (mnvr): once a target is seized, on the following round, the star vampire can use its bite attack to drain the victim of blood. Target can attempt to rip themselves free with an opposed STR roll.

Bite: can be used only on a seized victim, whether alive or dead, with living victims suffering 3D10 STR points as blood loss per round. If not killed, the victim replaces this loss at the rate of 1D10 STR points per day (to normal maximum). It using a bite attack more generally (as opposed to feeding), damage is equal to its damage bonus.

Fighting	45% (22/9), damage 1D6+DB
Seize (mnvr)	45% (22/9), target seized, may be bitten on following round (see above)
Bite	automatic success if seized, damage 3D10 STR blood drain; otherwise, damage DB
Dodge	25% (12/5)

Skills

Titter Horrifically 90%.

Armor: 4-point hide; bullets deal halved damaged.

Spells: 30% chance of knowing 1D3 spells.

Sanity Loss: 1/1D10 Sanity points to encounter a star vampire.

SWINE FOLK

The rumors were true, these grotesque once-humans seemed to be called my magical workings. The appeared from holes and burrows, humanoids but with strange and swine-like faces. Their noses were snouts and their eyes little more than red dots in pale-white-pink leathery skin. But those eyes held a cold intelligence and cunning that made my heart quake. About their hairless heads, their ears were extended and pig-like. From their sinuous lips came a rising clamor of grunts and high-pitched cries, although nothing close to what might be considered a language. What might have once been hands were webbed and gnarled claws.

Alternative names: Once Men, the Ones Before, Herdlings, Snorting Lurkers.

Swine people are a once-human race of subterranean-dwellers who seem attracted to magic and spell casting; they seem to be particularly drawn to magical Gates and areas where space and time are flexible or damaged in some manner. Some sorcerers suggest that these creatures are drawn to “feed” on magical vibrations, an experience that makes them content. Others state that swine folk are baser, drawn simply to feed on the flesh and blood of arrogant wizards. On Earth, they may be found in deep or wild places far away from society, but they may also be found in other dimensions or strange places, as well as Earth’s Dreamlands.



Star Vampire

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They are strange, with deathly pale flesh and pig-like snouts and ears. Some sport curved tusks. They sometimes walk upright on their hoofed hind legs, and at others on all fours. They are usually encountered in large packs, at first cautious but, after a time, growing bold and swarming together to form attacks.

Swine Folk, *magic leeches*

char.	roll	average
STR	(2D6+6)×5	65
CON	(2D6+8)×5	75
SIZ	(2D6+6)×5	65
DEX	3D6×5	50–55
INT	(2D6+4)×5	55
POW	3D6×5	50–55

Average Hit Points: 14

Average Damage Bonus (DB): +1D4

Average Build: 1

Average Magic Points: 10

Move: 8

Combat

Attacks per round: 1 (claw, bite, tusk gore)

Attacks with claws or bite. Some have large tusks, driving them into targets to gore them.

Fighting	40% (20/8), damage 1D6+DB
Tusk Gore	40% (20/8), damage 1D6+2+DB
Dodge	40% (20/8)

Skills

Climb 80%, Listen 60%, Scent Magic 80%, Stealth 60%, Track 65%.

Armor: none.

Spells: none; however, those with INT 70 or higher may know 1D3 spells.

Sanity Loss: 0/1D6 Sanity points to encounter the swine folk.

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TCHO-TCHO

They did not welcome outsiders but the gifts of fresh meat (supplied by my guides) allowed me safe passage to treat with their leader. In the main, they were below average human height, although a handful did equal my own height. While the majority had thick dark hair, the older and balding ones revealed their heads

to be dome-shaped. Apart from these more noticeable features, they appeared human in every way except for their teeth, which appeared to have been filed into sharp points or else crooked.

Alternative names: Cannibals, the Chosen People, the Favored.

A wealth of misinformation concerns the tcho-tcho, with conflicting reports debating their origin, homeland, and physical being. Alleged to have originated near the Cold Wastes of Kadath or the Plateau of Leng (or Sung) or the Dreamlands—or even on Earth in such geographies as Burma, China, and the Pyrenees—the tcho-tcho are variously described as dwarfish humans, degenerate humans, or a hybrid of human and monster. Perhaps some of these stories share a grain of truth. Consensus suggests that the tcho-tcho are humans tainted by years of proximity to the Mythos, corrupting their genetics in varying degrees—in some, the taint of the Outer Gods grows strong while in others it is diminished, somehow buried or lost. Perhaps this factor alone helps to determine the nature of certain tcho-tcho communities: whether they work to foster the return of the Great Old Ones or settle into society with little awareness of their strange heritage.

What can be certain is that the tcho-tcho are not bound by any particular locale, as they may be encountered almost anywhere in the world. It is also clear that the tcho-tcho are not easily described by ethnicity, as over the centuries they have traveled far, and their bloodline has mixed with numerous other peoples. Whether in the 1920s or modern era, the tcho-tcho have become a fragmented people. For some communities of tcho-tcho there remains a tangible connection through their unsavory beliefs, cannibalistic customs, and folklore passed down the generations, while in others, whose ancestors left such communities behind, there is no knowledge of the Mythos or the uncertain facts of their heritage. Thus, the tcho-tcho may come in all shapes, sizes, and ethnicities. Those tcho-tcho who maintain and promote the Old Ways of cannibalism and sacrifice to such beings as Shub-Niggurath, Chaugnar Faugn, and Nyarlathotep are like a cancer to society, sometimes hidden in plain view, working in secret to hasten the glory of alien gods inimical to humanity. For those disconnected to their past, the taint of their Mythos infused blood may never rise to trouble them, although, like certain folk heralding from Innsmouth, their taint might take form, driving them to rediscover their frightening heritage.

Sanity: adult, Mythos-aware tcho-tcho have zero Sanity (their lives are devoted to Mythos deities), although their children, who have not yet been fully taught the truths of

the cosmos, will have some Sanity points (work out Sanity as normal but halve the value). For non-Mythos-aware people who carry tcho-tcho blood, calculate Sanity points normally.

Black Lotus: Mythos-aware tcho-tcho have an affinity with the black lotus, able to derive powerful drugs from this plant—see box nearby.

Tcho-Tcho, *Mythos-tainted humans*

Note: profile describes Mythos-aware tcho-tcho; adjust SIZ to $(2D6+6) \times 5$ for those whose ancestors left their ancestral communities' generations ago, and who are unaware of their tainted heritage.

BLACK LOTUS EXTRACTS

Black Lotus Sleep Drug

The black lotus is a rare flower, said to originate on the Plateau of Leng, although some dreamers have reported seeing the plant in the Dreamlands. The flower's nectar is used by Mythos-aware tcho-tcho to produce a soporific drug. Ingestion or inhalation produces deep sleep (for 1D10 hours) if a Hard CON roll if failed; if successful, the drugged person remains awake but hallucinates (treat as delusions, per *Call of Cthulhu: Keeper Rulebook*) and suffers a penalty die to all rolls for 1D4 hours. A sleeping victim may be brought to consciousness early (rough handling or the administration of adrenaline or other similar drugs), although they suffer hallucinations and a penalty die to all skill rolls for up to 1D10 hours (reduce this time any hours already slept), and must fight to remain awake, requiring a Hard CON roll for each hour of the drug's effect remaining. While in this drug-fueled sleep, victims experience wild and horrific dreams. Once the drug's effects have worn off and the victim fully wakes, call for a Sanity roll (1/1D4 loss) as residual memories of their nightmares return.

Black Lotus Poison

A concentrated extract of black lotus nectar. Injecting or ingesting even the tiniest amount of this tarry black stuff can prove deadly—even a pin-prick of the poison is enough to kill. Once in the body, the poison begins to work immediately, causing vivid hallucinations and provoking a heart attack within 1D4 minutes. An Extreme CON roll determines whether the victim survives (if professional medical help is on hand, a successful First Aid or Medicine roll at Hard difficulty reduces the victim's CON roll to Hard). If surviving the ordeal, the victim then suffers the immediate loss of half of their hit points. Survivors must also make a Sanity roll (1/1D4+1 loss) for the hallucinations caused by the drug.

Black Lotus Dream Drug

Made from the dried and crushed flowers of the black lotus, ingestion brings about a trance-like state where vivid hallucinations are experienced, and can potentially allow access to the Dreamlands. While under the influence of this drug, which lasts for 100 minus current Sanity in minutes, the user is not aware of their surroundings and drifts in and out of consciousness. To the user, their hallucinatory world is real and tangible, and when the drug wears off, provokes a Sanity roll (1/1D10 loss).

While under the effects of the dream drug, there is a 10 percent chance of the user gaining +1 point of Cthulhu Mythos skill (each time the drug is taken). In addition, at the Keeper's option, a user may enter the Dreamlands if they make a successful Hard POW roll while experiencing the drug; the excursion to the Dreamland usually ends when the drug's effects end, although as time in the Dreamlands passes at different rates, the "dream" could last an entire scenario or campaign if the Keeper wishes.

Each time the dream drug is ingested there is a cumulative 5 percent chance of the user becoming addicted to the drug. An addict craves the black lotus dream drug, and must have it at least once a day; if prevented, an addict suffers the loss of 1 Sanity point each day as their cravings take hold (such addicts may become violent or homicidal). Detoxing for 1D6+3 days, combined with a successful Medicine roll, negates the cravings and Sanity loss.

Black Lotus Incense

Made from the crushed flowers of the black lotus. When the powdered petals are sprinkled over hot coals, this incense produces the same effects as the Black Lotus Dream Drug but is not addictive (see above for all effects).

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char.	roll	average
STR	3D6×5	50–55
CON	3D6×5	50–55
SIZ	(2D6+2)×5	45
DEX	3D6×5	50–55
INT	3D6×5	50–55
POW	3D6×5	50–55

Average Hit Points: 9–10

Average Damage Bonus (DB): 0

Average Build: 0

Average Magic Points: 10

Move: 9

Combat

Attacks per round: 1 (unarmed or weapon)

Tcho-tcho have the usual range of unarmed attacks open to humanoids and can use any weapon.

Fighting	45% (22/9), damage 1D3+DB or by weapon type
Dodge	26% (13/5)

Skills

Climb 60%, Jump 60%, Intimidate 40%, Stealth 60%, Track 50%.

Armor: none.

Spells: varies; 1D3 to 1D6 (a tcho-tcho priest knows a minimum of 3 spells, usually including a Contact Deity spell).

Sanity Loss: no Sanity loss for seeing a tcho-tcho, although 0/1D6 loss for those realizing they are cannibals.

TERRORS FROM BEYOND

When the machine's strange light was working, views of the world beyond were comprehensible to our eyes. Like a veil lifted, we could now see the things that our unadjusted sight could not. Strange entities swam about us in the air, some pushing into one another and combining, others predatory and eating the smaller swimmers. Many were inky, jellyfish-like monstrosities that resonated in harmony with some unknown vibration. They seemed semi-fluid and were never still, floating about us, some curious while others seemed malign. Putrescent, translucent bags of semisolid flesh, some trailing nests of writhing tendrils, while others possessed cruel fanged mouths.

Alternative names: Astral Parasites, Devourers, Dimensional Swimmers.

These terrors exist in a dimension beyond human perception, in a realm that overlays normal reality. They are but one example of a realm beyond the comprehension of most mortal minds. Normally, terrors from beyond and creatures on Earth are unaware of each other, although specific triggers (mechanical, psychical, or magical) allow humans to become aware of the terrors—and the terrors to likewise become aware of their observers.

These “astral parasites” are normally invisible. Only when seen or otherwise sensed by a human may these parasites attack—such “terrors” can only interact with material creatures who can sense them. Humans with psychic abilities may be able to see into unseen dimensions (and thereby be seen themselves), while the Powder of Ibn-Ghaz or an “ultraviolet projector” can also reveal these terrors to all present.

There are a wide variety of creatures to be seen once this dimensions’ realities are sensed or viewed. Most resemble strange deep-sea creatures swimming through the air: amorphous, tentacular, and phosphorescent. Some are smaller than a fist, while others are so large that only parts of them manifest in the field of view—if able to perceive the totality of this other dimension, viewers may see such gigantic forms, who are liable to be attracted to the “smell” of humanity and desirous to taste such new cuisine. Sanity loss for perceiving this realm and its average-sized denizens is 0/1D6. Encountering some of its more monstrous inhabitants calls for 1D4/1D10 loss, while viewing one of the truly gigantic horrors dwelling here costs 1D6+1/1D100 Sanity loss.



Terror from Beyond

Such creatures tend to fall into two camps: those harmless and inquisitive, and those whose sole purpose is to hunt for food. The latter type may attempt to take chunks out of a human, while larger versions may try to consume a human whole. In each case, whatever the hunter eats becomes part of them—if consumed whole, a monstrous entity make take on aspects of its food, such as the face of an investigator. In rare cases, where a human has a particularly strong mind (usually a Mythos-aware cultist or sorcerer), their consciousness may dominate the creature, resulting in a horrific hybrid of a monster with the insane mind of a human.

Certain spells able to cause physical damage may affect terrors from beyond. Most other spells automatically fail because the terrors are only partially existing on our plane of reality. Humans able to perceive the entities can harm them with normal weapons, although the same is also true for the entities.

Terrors from Beyond, astral hunters

Two hunter forms, the smaller average and the monstrous (roughly double the size) types are profiled. Gigantic types are beyond the scope of this entry, as each should be unique and tailored by the Keeper.

	<i>Average Form</i>		<i>Monstrous Form</i>	
<i>char.</i>	<i>roll</i>	<i>average</i>	<i>roll</i>	<i>average</i>
STR	$(2D6+6) \times 5$	65	$(6D6+4) \times 5$	125
CON	$(2D6+6) \times 5$	65	$(4D6+2) \times 5$	80
SIZ	$2D6 \times 5$	35	$(6D6+1) \times 5$	110
DEX	$4D6 \times 5$	70	$(2D6+4) \times 5$	55
INT	$4D6 \times 5$	70	$(4D6+3) \times 5$	85
POW	$4D6 \times 5$	70	$4D6 \times 5$	70
Average Hit Points:		10		19
Average Damage Bonus (DB):		0		+2D6
Average Build:		0		3
Average Magic Points:		14		14
Move:		9		7

Combat

Attacks per round: 1 (bite, burrow)

May only attack human able to perceive them, they are always hungry. Uses mouth/s to bite chunks of flesh away from its target. If there are people around who cannot perceive the creature, the wounds appear from nowhere.

Burrow (mnvr): (average form only) the terror from beyond burrows into the flesh of a human, causing 1D6 damage, and remains embedded in the flesh for however long it desires or until removed. Once in situ, the parasite may drain its host.

Drain: (average form only) having burrowed into a target, the terror from beyond can remain in its host and drain 1D6 points from every characteristic (except SIZE) once per day—SIZ decreases by one point per day (until half of SIZ is lost), to represent wasting. This effect increases linearly for every additional parasite present in a host (e.g. 2D6 from attributes, 2 from SIZ for two parasites, and so on). If the host moves away from the area where the other dimension can be perceived, the parasite/s cannot be seen or felt, and the draining effect continues. The only ways to remove a parasite are as follows: if within the area where the parasite's dimension can be perceived, the parasite can be offered a healthier host (it instinctively senses fresh food) or can be surgically removed (causing the host 1D6 damage); if outside the area where the other dimension can be perceived, certain spells may destroy or cause the parasite to leave. Another option, if using technology to view the other dimension, modification of the machine to change the phase of either the host or the parasite may cause the parasite to depart.

Fighting	50% (25/10), damage 1D4+DB
Burrow (mnvr)	40% (20/8), damage 1D6, then drain (see above)
Dodge	35% (17/7)

Skills

n/a.

Armor: varies; average-sized hunters have 1-point armor; monstrous hunters have 4-point armor; all regenerate 2 hit points per round (death at zero hit points).

Spells: varies; average-sized hunters know no spells; monstrous hunters may know up to 1D4 spells.

Sanity Loss: 0/1D6 Sanity points to encounter an average terror from beyond, 1D4/1D10 to encounter a monstrous terror from beyond.

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TINDALOS, HOUNDS OF

They inhabit and move through the angles of time and space, able to materialize through physical angles, although curves are unfriendly to their kind. They assume differing forms, although most are comprised of many angles compressed into something akin to a Cubist nightmare and resembling a great hound or lizard dripping with a viscous blue fluid, with a maw filled with serrated teeth or reaching tongues. Their very visage seems to twist and distort, ever-changing and apparently at odds with this dimension.

Alternative names: the Feasters, Hunting Beasts, Tindalosians, Unstoppable Ones.

The hounds of Tindalos inhabit the angles of time, while other beings (such as humanity and all common life) descend from curves. This concept is hard to imagine and only seems to be used with respect to them and the other even more horrible denizens of Tindalos. The hounds prowl the corridors of time, seeking those who would cross the angles to other worlds and times, hunting them down to devour them in a malicious frenzy. Able to follow their prey through time and space, they are immortal and relentless hunters.

Just what these entities look like is uncertain, since those who meet them seem not to survive. Tindalosians exist across hyper-dimensional realms; humans can see only segments or elements of their whole, so, to the naked eye, they appear to shift and change. A hound of Tindalos is hardly likely to look like a hound dog, suggesting that its given name applies more to its hunting nature than specifically to its appearance.

Because of their relationship with the angles of time, they can materialize through any “sharp” corner (120 degrees or less)—the rooms of most human houses have walls that meet at 90 degrees. When a hound manifests, it first appears as black smoke pouring from the corner, from which the head and then the thing’s body emerges.

Eternal Hunters: once a human (usually an unwitting time traveler) has become known to one of these creatures, it will follow through space and time. The hunt may be a matter of days to many years (especially if the prey is able to use technology or magic to jump between worlds, dimensions, or time).

Tindalosian Powers: all entities from Tindalos may possess certain powers, which the Keeper should determine for each specimen encountered—see **Tindalosian Powers** box, nearby.

Hounds of Tindalos, *strange-angled beasts*

char.	roll	average
STR	(3D6+6)×5	80–85
CON	(3D6+20)×5	150–155
SIZ	(3D6+6)×5	80–85
DEX	3D6×5	50–55
INT	5D6×5	85–90
POW	7D6×5	120–125

Average Hit Points: 23–24

Average Damage Bonus (DB): +1D4 to +1D6

Average Build: 1 to 2

Average Magic Points: 24

Move: 7 / 20 flying

Combat

Attacks per round: 1 (claw, bite, tongue)

May use its paws, bite, or tongue to attack.

Blue Ichor: a hound of Tindalos is covered with a bluish pus. When a victim is struck by a Fighting attack, a gout of this mucoid stuff is smeared over them. This pus-like stuff is alive and active, dealing 2D6 damage to the opponent, plus equal damage for every round thereafter where the ichor remains on the victim’s body. The ichor can be wiped off with a rag or towel with a successful DEX roll (during combat). It can also be rinsed off with water or some other agent. Fire would kill the ichor, though the victim also suffers 1D6 damage to burns.

Tongue: with a successful tongue attack, a deep penetrating (though bloodless and painless) hole-shaped wound is formed. The victim takes no physical damage, despite the peculiar wound, but loses 3D6 points of POW permanently.

Fighting	90% (45/18), damage 1D6+DB, plus blue ichor (see above)
Tongue	90% (45/18), damage 3D6 POW drained (see above)
Dodge	26% (13/5)

Skills

n/a.

Armor: 2-point hide; regenerates 4 hit points per round (death at zero hit points); immune to mundane weapons (enchanted weapons and spells deal full damage); at zero hit points, a hound shatters into crystal fragments.

Spells: knows 1D8 spells.

Sanity Loss: 1D3/1D20 Sanity points to encounter a hound of Tindalos.



TINDALOSIAN POWERS

Tindalos is a nightmare city of corkscrew towers within a spacetime bubble outside of conventional time and space. Some sources claim that Tindalos exists on some distant alien world in or near a black hole, while others believe it lies in Earth's distant past. To date, no one has traveled there and returned. All creatures from or associated with Tindalos have the following—optional—special time-space abilities.

Chanel Odor: all humans within 10 yards/meters must succeed with a CON roll or be incapacitated by vomiting for 1D6 rounds.

Hyper-Sight: able to see an area (ranging between 10 to 50 feet (3 to 15 m) as if they were in the fourth dimension—all directions, behind walls, in containers, and so on, all at once. Cannot see into magically protected areas or behind curves or spherical spaces. Such vision grants a Dodge roll no matter the direction of the attack.

Step-Through: as long as sharp angles are within 5 yards/meters, can step through via hyperspace to another angle anywhere in the spacetime it currently inhabits. It takes one round to open the angle, from whence mist begins to trickle forth, and a second round to step out through the exit angle.

Twist Space: can ripple local space-time around its body at the cost of 5 magic points per round. Those outside this area see everything twisting and elongating in odd directions, while those inside see themselves being twisted and stretched, which provokes a Sanity roll (1/1D4 loss). To resist being incapacitated by the twisting and stretching effects for 2D6 rounds, those inside the area must make a POW or CON roll at Extreme difficulty. Those outside the radius and who are firing ranged weapons into the area must make a successful Hard Spot Hidden roll to do so; those attacking from within the radius must make a successful Extreme Spot Hidden roll; even then, ranged attacks suffer a penalty die. A character inside or outside the area of effect can negate the ranged attack penalty die with a successful Cthulhu Mythos roll (or a Hard Mathematics or Physics roll) and a sacrifice of 1 Sanity point; with a successful roll, the viewer is able to comprehend the angles of the distortion.

TINDALOS, LORDS OF

They appeared in curls of dark smoke, out of the corners of the room, bringing with them a foul smell. Alien and unwholesome, their forms seemed to continually shift as though unstable but took on something that was somewhat humanoid, yet bestial, and composed of many sharp angles. Light seemed to dance around them, giving them a multispectral hue that was most disconcerting. Where they material or spirit? I could not be sure. Their eyes burned with malignancy, as if offended by our very nature. I could make out great gnashing jaws, or perhaps there were multiple jaws.

Alternative names: All-Beings, Masters of Time, Tindalosians.

The lords of Tindalos are creatures of otherworldly material rather than solid flesh. Their shapes appear sometimes humanoid and at others more wolf-like, but only wolf-like in that humans recognize their innate predaciousness. Human eyes perceive their shape as made up of sharp angular pieces. Tindalosians exist across hyper-dimensional realms; humans can see only segments or elements of their whole, so, to the naked eye, they appear to shift and change size as different segments pop in and out of earthly spacetime.

The lords of Tindalos are believed to be the overseers of the hounds of Tindalos, although some claim they are one and the same and appear in different guises as best suits their needs. Rarely are the lords seen, visiting Earth only for significant reasons. Worshippers of Yog-Sothoth seem to abhor Tindalosians, as there appears to be a timeless war or struggle between these entities. The curved and spherical nature of Yog-Sothoth and its implications of circular time are at odds with the Tindalosians' angular time; it is as though two competing forms of spacetime are battling it out to master the dimensions of reality.

Powers: able to utilize any and all of the **Tindalosian Powers** (see box, nearby).

Lords of Tindalos, masters of angular time

char.	roll	average
STR	(4D10+20) × 5	210
CON	(4D10+20) × 5	210
SIZ	(4D10+20) × 5	210
DEX	(4D6+6) × 5	100
INT	(4D6+2) × 5	80
POW	(4D10+20) × 5	210

Average Hit Points: 42

Average Damage Bonus (DB): +4D6

Average Build: 5

Average Magic Points: 42

Move: 20 / 60 flying



Combat

Attacks per round: 1 (claw, bite, tongue)

May use claws, bite, or tongue to attack, in addition to its inherent Tindalosian powers.

Blue Ichor: beings from Tindalos are covered with a bluish pus. When a victim is struck by a Fighting attack, a gout of this mucoid stuff is smeared over them. This pus-like stuff is alive and active, dealing 2D6 damage to the opponent, plus equal damage for every round thereafter where the ichor remains on the victim's body. The ichor can be wiped off with a rag or towel with a successful DEX roll (during combat). It can also be rinsed off with water or some other agent. Fire would kill the ichor, though the victim also suffers 1D6 damage to burns.

Bite: may swallow whole anything up to SIZ 500. Those swallowed have 1D10+6 rounds to escape before they are disintegrated and die. Breaking free requires the use of spells or an enchanted weapon causing a minimum of 12 damage

(cumulative). For each round inside the lord, a person suffers 1D4 damage and the loss of 1D10 STR, DEX, CON, and APP points; lost STR, DEX, and CON regenerate at 5 points per day of rest, although APP loss is permanent.

Tongue: once per round, with a successful tongue attack, a deep penetrating (though bloodless and painless) hole-shaped wound is formed. The victim takes no physical damage, despite the peculiar wound, but loses 3D6 points of POW and STR; POW loss is permanent, although STR loss is temporary (points are regenerated at the rate of 5 points per day of rest). For each 5 points of POW consumed, the lord gains 1 additional magic point. While feeding, the lord's tongue may be targeted for attack (penalty die) and will be severed if suffering 8 damage (the tongue naturally regenerates 2 hit points per round).

Fighting	90% (45/18), damage 1D6+DB, plus blue ichor (see above)
Bite	70% (35/14), damage 1D4 + 1D10 STR, DEX, CON, APP per round (see above)
Tongue	90% (45/18), damage 3D6 POW and STR drain (see above)
Dodge	50% (25/10)

Skills

n/a.

Armor: 4-point skin; regenerates 8 hit points per round (death at zero hit points); immune to mundane weapons (enchanted weapons and spells deal full damage); at zero hit points, a lord shatters into crystal fragments.

Spells: any, as the Keeper desires, particularly those dealing with time and space.

Sanity Loss: 1D6/2D10 Sanity points to encounter a lord of Tindalos.

FROM THE JOURNALS OF SIR HANSEN POPLAN: OTHER DIMENSIONS

We look out unto the stars and we believe that we see unlimited possibilities. Horror and beauty are intertwined amidst the vast gulfs between the stars. The potential is infinite. But there are certain ancient books that describe the universe as being vaster than what we have been led to believe; that we see but one facet of an infinite jewel, and that a multitude of dimensions interconnect with one another, near but apart.

It was the Book of Eibon that first led me to the knowledge of other dimensions. Here, the writer described a dimension lying coterminous with our own that was as a great ocean, and another in which sound is given form. Though the inhabitants of these other realms are invisible to us, they can perceive humanity. Some, according to Eibon, are desirous and jealous and wish to find ways into our world. Some are able to cross dimensions, while others are forever watching and waiting for the opportunity to reach into our domain and take what they wish.

TINDALOSIAN HYBRIDS

Experimentation with the blue substance left by the visitor has proven fruitful. I administered it unbeknown to Wilson to see the effects upon living human tissue. Initially, he succumbed to a fever and I feared the blue substance was nothing more than an exotic poison. Yet, within 48 hours the fever had passed and I began to note physical changes. Soon, his face decayed and fell inward, resulting in the formation of wide and gaping maw

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equipped with crystalline fangs and a long blue-colored tongue. It is hard to define the final bodily shape of the transformation. It would appear that Wilson's physicality now resides partially in another dimension, as his form constantly changes and reshapes, with angular sections winking in and out of perception.

Alternative names: Diamond Ones, Glowing Ones, Many-Angled Ones, Visitors.

Tindalosian hybrids are not a naturally-occurring species and originate from magic, science, or accident. Humans who ingest the blue ichor that coats both the hounds and lords of Tindalos may become infected, with the substance provoking a dramatic transformation and turning such unfortunates into Tindalosian hybrids.

Like anything else tainted or from Tindalos, the physical appearance of a hybrid is strange to human eyes, as their form constantly ripples and shifts, with elements phasing and out of our reality. While roughly humanoid in shape, hybrids have been known to hide their appearance beneath heavy coats, hats, and robes, and tend to avoid daylight, preferring to keep to the shadows as much as possible. When not bothering to keep a facsimile of human shape, a hybrid's visible portions change radically: hands appear as conglomerates of triangular crystals reminiscent of wolfish claws, while the face is replaced by what seems to be a wide gaping mouth set with crystalline fangs.

Feeding is the key priority for a hybrid, which it must accomplish at least once per 24 hours, with the favored meal being human lifeforce. Hence, these entities live predatory lifestyles, hunting humans to ensure their own continued existence. Should a hybrid be unable to feed for 24 hours, it begins to disintegrate. The process is slow and may be halted if a food source becomes available; however, for every 24 hours passing without food, a hybrid loses 10 points of STR and CON and 1 hit point until it ceases to exist.

Powers: able to utilize the **Tindalosian Powers** (see box, nearby) with the following adjustments.

- **Charnel Odor:** all humans within 5 yards/meters must succeed with a CON roll or be incapacitated by vomiting for 1D6 rounds.
- **Hyper-Sight:** costs of magic points for 1 round; power works within a 5-foot (3 m) area.
- **Step-Through:** costs 4 magic points to employ this power.
- **Twist Space:** costs 5 magic points per round to employ this power.

Tindalosian Hybrids, multidimensional killers

char.	roll	average
STR	(4D6+8)×5	110
CON	(4D6+8)×5	110
SIZ	(2D6+6)×5	65
DEX	(4D6+2)×5	80
INT	(4D6+2)×5	80
POW	(4D6+4)×5	90

Average Hit Points: 17

Average Damage Bonus (DB): +1D6

Average Build: 2

Average Magic Points: 18

Move: 10

Combat

Attacks per round: 2 (claw, bite) or 1 (tongue lash or bite)

My attack twice per round with hands/claws or once with a tongue lash (its blue tongue having a range of 2 yards/meters) or bite. Hybrids target opponents with the highest POW first.

Blue Ichor: beings from Tindalos are covered with a bluish pus. When a victim is struck by a Fighting attack, a gout of this mucoid stuff is smeared over them. This pus-like stuff is alive and active, dealing 2D6 damage to the opponent, plus equal damage for every round thereafter where the ichor remains on the victim's body. The ichor can be wiped off with a rag or towel with a successful DEX roll (during combat). It can also be rinsed off with water or some other agent. Fire would kill the ichor, though the victim also suffers 1D6 damage to burns.

Bite: may swallow whole anything up to SIZ 100. Those swallowed have 1D10+6 rounds to escape before they are disintegrated and die. Breaking free requires the use of spells or an enchanted weapon causing a minimum of 12 damage (cumulative). For each round inside the hybrid, a person suffers 1D4 damage and the loss of 1D10 STR, DEX, CON, and APP points; lost STR, DEX, and CON regenerate at 5 points per day of rest, although APP loss is permanent.

Tongue: with a successful tongue attack, a deep penetrating hole-shaped chest wound is formed. The hybrid's tongue remains attached and begins to drain 1D10 points of POW and 3D10 points of CON per round thereafter; POW loss is permanent, although CON loss is temporary (points are regenerated at the rate of 5 points per week of rest; a blood transfusion immediately returns half of the lost CON points). For every 5 points of POW and CON (combined) consumed, the hybrid gains 1 magic point (up to its normal



maximum) and recovers 1 hit point (to normal maximum). While feeding, the hybrid's tongue may be targeted for attack (penalty die) and will be severed if suffering 8 damage (the tongue naturally regenerates 1 hit point per round).

Phasing: at a cost of 4 magic points per round, a hybrid can phase into hyper-dimensional space, becoming immune to mundane weapons (magical weapons and spells have full effect).

Fighting	50% (25/10), damage 1D4+DB, plus blue ichor (see above)
Bite	50% (25/10), damage 1D4 + 1D10 STR, DEX, CON, APP per round (see above)
Tongue	60% (30/12), damage 1D10 POW + 3D10 CON drain (see above)
Dodge	40% (20/8)

Skills

Detect Humans 85%, Jump 70%, Listen 70%, Spot Hidden 75%, Stealth 80%.

Armor: 2-point skin; regenerates 3 hit points per round (death at zero hit points); at zero hit points, a hybrid shatters into crystal fragments.

Spells: none.

Sanity Loss: 1D4/1D8 Sanity points to encounter a Tindalosian hybrid.

TOMB-HERD

Arrayed before us was the tomb-herd, a mass of foulness combined of many individuals, each a semi-humanoid- half-crustacean thing. Horrible, gelatinous forms that rolled, flopped, and spread. All a vivid white color, like an unspeakable gathering of monstrous things united in blasphemy.

Alternative names: Crypt Lurkers, Dead Feeders, Festering Ones, Tomb Leeches.

Insubstantial beings, they require vessels to interact on Earth, although their true forms may be corporeal in other dimensions. Said to be the progeny of Yog-Sothoth, the tomb-herd does not reside on Earth but rather in the curves of spacetime. Certain sites, tombs, and crypts are connected to Yog-Sothoth, either by rites of worship or as places the Outer God has sometimes touched. Such places have stone effigies of the tomb-herd—strange humanoid-crustacean forms—through which the tomb-herd manifests. Cult members may craft such effigies to place in tombs they

wish to use in veneration of their god. The tomb-herd uses these horrific gargoylesque stone works as hosts to manifest in our world. When possessing statues, the tomb-herd's presence changes the molecular structure of the vessel, with it becoming soft and semi-fluid.

Some lore suggests the tomb-herd feed upon the extradimensional excrescences of the dead inhabitants of such places. Foolhardy explorers may inadvertently trigger the arrival of the tomb-herd simply by entering one of these sites, their living presence is all that is required to call forth these abominations from beyond.

In sites where there are no prepared statues, the tomb-herd may possess humans to take form, using such hosts to feed, as well as to establish small cults of worshippers who can then prepare vessels for the tomb-herd in other locations.

Possession: if a prepared statue is unavailable, a member of the herd can attempt to possess a nearby human by winning an opposed POW roll and spending 10 magic points. Should the human win the contest, they immediately fall unconscious for 1D4+2 rounds. Assuming the human loses, their body is possessed by one of the tomb-herd for 1D3 hours; the human mind can attempt to wrest back control and expel the creature with a Hard POW roll once per hour after the first hour. While possessed, the possessed human typically undertakes actions normal to the tomb-herd, which probably includes feeding upon the dead inhabitants of the tomb or crypt. Such actions may provoke a Sanity roll (suggest 1D3/2D4 loss)—made once the possession has ended—as the human mind is fully conscious during the experience. In such cases, the tomb-herd often target specific individuals, using this power in combination with their ability to fold space.

Fold Space: able to fold or disarrange space in a limited area. Acting like a Gate spell, this warping causes space to bend so that those who try to exit their lair are returned there—although the human thinks they are departing the site's exit, when then go through the doorway they reentering the site, effectively trapped by this spatial distortion (the range of the effect can vary, but cannot be more than 5 miles/8 km). Those so trapped lose 1 Sanity point but can try to escape with an Extreme POW roll. The effect costs 1 magic point per victim caught in this trap. The tomb-herd uses this power to repeatedly bring a victim to them so one of their kind can possess them in order to feed in a tomb or similar location, folding space every few days to bring the victim back to the tomb.

Statue Hosts: when not occupied by the herd, the special statues have 20 hit points, plus 3-point armor; impaling weapons deal half damage. The tomb-herd automatically cross into their home dimension if their statues are destroyed.

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Tomb-Herd, *threshold lurkers*

Note: for a possessed human, use human physical characteristics, replacing INT and POW with that of a natural form tomb-herd.

	<i>Natural Form</i>		<i>Statue Form</i>	
<i>char.</i>	<i>roll</i>	<i>average</i>	<i>roll</i>	<i>average</i>
STR	n/a	n/a	(2D6+6)×5	65
CON	n/a	n/a	(2D6+4)×5	55
SIZ	n/a	n/a	(2D6+6)×5	65
DEX	n/a	n/a	2D6×5	35
INT	(2D6+4)×5	55	(2D6+4)×5	55
POW	(4D6+2)×5	80	(4D6+2)×5	80
Average Hit Points:		n/a		12
Average Damage Bonus (DB):		n/a		+1D4
Average Build:		n/a		1
Average Magic Points:			16	16
Move:		n/a		7

Combat

Attacks per round: 1 (bite, claw, smother, or human host's attacks)

Unable to perform physical attacks in its natural form, the tomb-herd must possess a vessel to engage in combat or other physical activities. If a human host, it uses standard unarmed or simple weapon (club, knife) attacks. If in statue form, uses claws and bite.

Smother (mnvr): a mass group of tomb-herd possessing statue forms may employ this form of attack, launching themselves in unison at their opponents. This mass of twisting, semi-fluid bodies aims to smother, cutting off air and effectively binding enemies. At least four tomb-herd are required per opponent to make this maneuver effective. With success, the opponent/s are smothered and begin to asphyxiate on the following round, requiring a successful CON roll per round. Once a CON roll is failed, 1D6 damage is sustained each round thereafter until death or able to breathe. Assuming asphyxiation does not occur within the first six rounds, the Keeper may require a Hard CON roll thereafter (per round). Extricating oneself from this horrid fleshy mass requires a Hard DEX roll, which may be attempted once per round. Of course, colleagues free of the smothering may lend a hand to pull out those pinned down—once they have “removed” 1D4 tomb-herb to open up a space to get to their friend.

Fighting (Human)	40% (20/8), damage 1D3+DB
Fighting (Statue)	40% (20/8), damage 1D4+DB
Smother (Statue; mnvr)	40% (20/8), smothered, damage 1D6 (see above)
Dodge	20% (10/4)

Skills

None; possession of a human may provide access to that person's existing skills.

Armor: (natural form) none; immune to all attacks (except spells or artifacts); (statue form) 3-point armor; mundane weapons deal normal damage.

Spells: none.

Sanity Loss: 0/1D6 Sanity points to encounter the ethereal natural form of the tomb-herd; 0/1D3 Sanity points to encounter the uninhabited statues used by the herd; 1/1D6+2 Sanity point loss to encounter a possessed statue form.

TSATHOGGUA, SCIONS OF

Enormous, it was a bloated and greasy toad-thing, possessing a great, jelly-like bulk. Four or more ugly-thick legs terminated in large hooves, while dozens of tentacles, and a pair of huge, tattered and membranous wings sprouted from its slimy back. Curving fangs extended from the bony ridges of a wide mouth below many unblinking and throbbing milky white eyes. Its blubbery hide was ebony black and covered in a nauseating slime that dripped and pooled around its form.

Alternative names: Guardians, Many-Eyed Ones, Temple Spawn, Tittering Ones.

Tsathoggua's scions are innumerable old and are believed to have come from Saturn with that deity, with some claiming they are a distinct and independent species, rather than the god's progeny. Primitive effigies and cave paintings suggest that these entities were worshiped as gods by early man. These toad-like, winged beings may also have connections to (or worship) other Great Old Ones. Indeed, the Great Old One known as Ossadagowah may, in fact, be an extremely powerful member of this race.

These entities produce an unnerving, child-like tittering, which seems to correspond to the “Children of Tsathoggua” name sometimes attributed to them. They may be encountered dwelling in caverns and temples where their alien god is worshiped, accepting sacrifices and devotion, and acting as guardians. Anyone foolishly removing an item from a temple of Tsathoggua or otherwise angering the slothful Great Old One, may find these creatures hunting them down.

Scions of Tsathoggua, chittering toad things

char.	roll	average
STR	(6D6+34)×5	275
CON	(4D6+2)×5	80
SIZ	(6D6+42)×5	315
DEX	(2D6+4)×5	55
INT	(2D6+6)×5	65
POW	(4D6+2)×5	80

Average Hit Points: 39

Average Damage Bonus (DB): +6D6

Average Build: 7

Average Magic Points: 16

Move: 7 / 10 flying

Combat

Attacks per round: 2D6 (tentacles) or 1 (bite, trample)

May use either 2D6 tentacles to swipe, strike, and crush, bite with their fanged mouth or trample opponents beneath their massive hooves. May attack with 2D6 tentacles and a single bite or with a single trample each round.

Fighting	55% (27/11), damage half DB per tentacle
Bite	40% (20/8), damage 1D6+half DB
Trample	40% (20/8), damage DB
Dodge	26% (13/5)

Skills

n/a.

Armor: none; minimum damage from mundane weapons due to their mucous-like bodies; fire, chemical, electrical based attacks deal normal damage (assume 1D6 per round); enchanted weapons affect them normally.

Spells: Contact Tsathoggua, Call Ossadagowah, and Contact Formless Spawn; 10% chance to know 1D6 other spells.

Sanity Loss: 1D4/1D8+2 Sanity points to encounter a scion of Tsathoggua.

- U -

UBBO-SATHLA, BROOD OF

Begotten of Ubbo-Sathla, his brood is plentiful and strong. Their form is like their father-mother but each possesses unique characteristics and no two are the same. Gray-white, some translucent, some multi-colored, they mimic protozoa—amoebas, stentors, didymium, and euglena—yet on a much greater scale. Some lurch while others scurry away from the mother-father lest Ubbo-Sathla reclaims them, while others preen and tend like birds upon an elephant, picking and eating parasites from the god's body.

Alternative names: Attendants, Gelifines, Lurching Horrors, Spawn of Ubbo-Sathla,

Ubbo-Sathla constantly produces offspring from its formless mass. Most are immediately snatched up and devoured, although many escape. Those surviving this initial culling tend to remain close, fulfilling every whim and urge of their primal, mindless sire. Generally, they are encountered only in Ubbo-Sathla's primal grotto, where the deity continually produces 1D10 offspring per round.



Brood of Ubbo-Sathla

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No two spawns are exactly alike. They are similar in appearance to giant versions of protozoans and other one-celled creatures, each as strange and unwholesome as the next. Some, perhaps more willful spawn, seem able to break free of Ubbo-Sathla and might be encountered lurking in dark places and in burrows below the ground, sometimes leaping from holes to catch and eat passing humans and larger animals. These gross jelly-like entities are seemingly mindless, possessing only instinctual survival behaviors when found alone, whereas, for those dwelling near and with their creator, they seem to blindly follow Ubbo-Sathla's commands, perhaps due to some version of mind control, making them act per the deity's wishes.

Brood of Ubbo-Sathla, the lurching ones

Note: while most encountered will be of average or greater size, many will be smaller (assume SIZ 40).

Average Size			Greater Size		
char.	roll	average	roll	average	
STR	(4D6+4)×5	90	(6D10+6)×5	190	
CON	(4D6+2)×5	80	(4D6+8)×5	110	
SIZ	(2D6+8)×5	75	(6D10+10)×5	215	
DEX	4D6×5	70	4D6×5	70	
INT	05	05	05	05	
POW	3D6×5	50–55	3D6×5	50–55	

Average Hit Points:	15	32
Average Damage Bonus (DB):	+1D6	+4D6
Average Build:	2	5
Average Magic Points:	10	10
Move:	8	7

Combat

Attacks per round: 1 (grab, leap, jump)

May use pseudopods or other appendages to swipe at targets, although most will use sticky filaments, pseudopods, or other appendages to grab and draw a target close enough so it can be digested, while others use leaping or jumping attacks (sometimes from hidden locations beneath the ground) to pounce and thereby ensnare a target with its sticky tendrils.

Grab (mnvr): attacks with sticky filaments, pseudopods, or with gelatinous tentacles, attempting to latch onto a target and pull it into the spawn's mass, where it is consumed by squirting digestive juices directly onto the prey so it dissolves, allowing the liquid food to be ingested. Victims so held suffer 1D6 damage per round. Escape may be attempted with an opposed STR roll; otherwise, causing the loss of half of its hit points gets the creature to let go (held victims may be able to perform attacks if they succeed with a Luck roll, although their attacks still suffer from one penalty die).

Jump/Leap (mnvr): this is just a different form of the grab attack, with the creature physically leaping onto the target rather than shooting out tendrils to pull them closer.

Digested: if surviving an encounter, exposure to a spawn's digestive juices may decrease APP (flesh having been partially melted). For every 5 points of damage suffered, a victim loses 1D10 points of APP.

Fighting	50% (25/10), damage DB
Grab (mnvr)	50% (25/10), held, damage 1D6 per round (see above)
Jump/Leap (mnvr)	50% (25/10), smothered, damage 1D6 per round (see above)
Dodge	353% (17/7)

Skills

Jump 50%, Spot Prey 60%, Stealth 60%.

Armor: none; impaling weapons (incl. bullets) deal minimum damage; fire deals normal damage; enchanted weapons deal normal damage.

Spells: none

Sanity Loss: 1/1D8 Sanity points to encounter the brood of Ubbo-Sathla.

- V -

VOORMIS

Three-toed humanoids, covered in brown or umber-colored fur, who crouch and stand half-erect. Their hands end in sharp, talon-like claws, and their faces are canine in aspect. Emitting both guttural cries and sharp, high-pitched shrieks, they are aggressive of nature, cruel, and wish to make war on others. Certain outcast communities are primal or mutated, for these specimens possess muscular figures significantly larger than other voormis; indeed, some are monstrously huge.

Alternative names: People Under the Mountain, Sasquatch, Trolls, Virmis, Yeti.

The voormis are a race of primitive humanoids that dwell in caverns, other forgotten places, and the Dreamlands. Possibly now extinct, rumors persist of isolated tribes existing in the northern hemisphere. These creatures are thought to be the ancestors of the sasquatch and yeti, and their mutated cousins have given rise to folklore concerning trolls.

Normally nocturnal, voormis are savage and cunning hunters, who work collaboratively for the good of their communities. They know no fear but tend to avoid contact with humanity wherever possible, only occasionally venturing near humans when necessary. Each tribe may worship differing Great Old Ones, although Tsathoggua is often venerated above all others. In prehistory, tribes of voormis are said to have banded together at differing times to attack early human and non-human settlements and are said to

have played a role in the destruction of ancient Lomar.

Mutated or primal voormis are distinct from normal voormis, being significantly larger, more brutal, and bestial. Such specimens tend to be solitary but have on occasion been encountered in groups. Truly monstrous examples of mutated voormis, who can reach anywhere from 10 to 30 feet (3 to 9 m) tall, are rarely encountered with others.

Voormis, savage humanoids

char.	Average Voormis		Mutated Voormis	
	roll	average	roll	average
STR	(2D6+8)×5	75	(4D6+16)×5	150
CON	(2D6+5)×5	60	(4D6+6)×5	100
SIZ	(2D6+3)×5	50	*(4D6+14)×5	*140
DEX	(2D6+5)×5	60	(2D6+5)×5	60
INT	(2D6+1)×5	40	2D6×5	35
POW	(2D6+5)×5	60	(2D6+1)×5	40

Average Hit Points:	11	24
Average Damage Bonus (DB):	+1D4	+3D6
Average Build:	1	4
Average Magic Points:	12	8
Move:	9	8

*SIZ can vary, very large specimens may be SIZ 210; (8D6+14)×5.

FROM THE JOURNALS OF SIR HANSEN POPLAN: HYPERBOREA

The Book of Eibon best records the history of Hyperborea, an ancient land whose memory is all but lost to us, a dream of the past which is scoffed at by modern men who name themselves scientists. The modern Greenland comprises part of the land mass once known as Hyperborea. It contains many artifacts or relics of the time-lost land, as was proven by the Mathieson's Miskatonic University Expedition to Greenland, though the results of that foray have, not unexpectedly, been suppressed.

The history of Hyperborea seems to have begun about five million years ago, when a race of "snake men" sojourned there from lost Yoth. The Book of Eibon also records the emergence of the voormis three million years ago, and then the emergence of the Hyperboreans one million years ago. The seemingly cyclic nature of these rises and falls is somewhat disturbing, and we can only wonder if our own race is to follow the same path.

Hyperborea seems to have fallen some 750 thousand years ago, a victim of the encroaching Ice Age. Apart from the history described in the Book of Eibon, knowledge of Hyperborea seems to have faded and been forgotten.

As I have already noted, there are still historical treasures to be found in Greenland and its waters. Importantly, if the information is accurate, some of the wondrous cities of ancient Hyperborean may still lie undisturbed beneath the glacial ice, waiting to be discovered by those with the will and belief to find them.



Voormis

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Combat

Attacks per Round (Average Voormis): 3 (claws and bite) or 1 (weapon)

May attack with two claws and a bite or use a spear, knife, or other simple weapon.

Fighting	40% (20/8), damage 1D6+DB or spear 1D6+DB
Bite	40% (20/8), damage 1D4
Spear (thrown)	40% (20/8), damage 1D8+half DB
Dodge	30% (15/6)

Attacks per Round (Mutated Voormis): 1 (claw, bite)

Attacks with claws or teeth, although occasionally one might use a simple club.

Fighting	45% (22/9), damage 1D6+DB or large club 1D8+DB
Dodge	30% (15/6)

Skills

Listen 50%, Scent 75%, Spot Hidden 50%, Stealth 30%, Throw 40%, Track 75%.

Armor: 2-point thick fur; mutated voormis have 4-point thick hide and fur

Spells: none; shaman may know Contact Formless Spawn, Contact Deity (Tsathoggua), Evil Eye, Shrivelling.

Sanity Loss: 0/1D6 Sanity points to encounter the voormis; 1/1D6+1 to encounter a mutated voormis.

VOOR

Small humanoids with pale and hairless whitish bodies, covered with glistening slime. Their heads are reminiscent of an infant, with puffy and swollen flesh within which are set nostril slits and a crude sphincter-like mouth. There are no eyes, just smooth wet skin. They wore no clothing and moved in a manner that suggested a snake twisting and writhing. They are repugnant and horrid.

Alternative names: Boggarts, Creepers, Goblins, Lurkers, Stranglers.

In the ancient past, before the Ice Age, the voor were a powerful and prosperous race, building cities and worshipping strange gods. With the rise of humanity, the voor were driven underground and forgotten, through the ages, cryptic tidbits suggestive of their pre-human civilization have occasionally been unearthed. Generations of living in the lightless worlds

beneath the earth, the voor found no use for their eyes, developing into blind, albino-like creatures who hunt by sound and smell alone.

Today, it can be assumed the voor are close to extinction, although it is feasible that, deep in the earth, large communities could be flourishing far from human awareness. Certainly, human accounts of dwarves, fairy folk, goblins, and other whispered frights conjured by encounters with the voor have decreased over the last few centuries, suggesting that these creatures now rarely venture above the ground and into human folklore.

Voors continue to practice their worship of dark gods, including holding sacrifices to entities like Tsathoggua, Abboth, Atlach-Nacha, and Ubbo-Sathla. It is reasonable to assume that, should one of their deities' command it, the voor could come to the surface world to perform "sacred" rites, steal, or otherwise undertake strange or horrific deeds to satisfy their bizarre gods.

If below ground, individual voor will silently spy on groups of humans, reporting back to their kin and, if necessary, forming hunting packs to swarm and overpower invaders to their realm.

Sunlight: while not injured by bright light, exposure to the light of the sun causes voor flesh to burn and char (1 damage per round).

Voors, subterranean horrors

char.	roll	average
STR	3D3×5	30
CON	(2D6+4)×5	55
SIZ	(2D3+3)×5	35
DEX	(2D6+6)×5	65
INT	3D6×5	50-55
POW	3D6×5	50-55

Average Hit Points: 9

Average Damage Bonus (DB): -1

Average Build: -1

Average Magic Points: 10

Move: 8

Combat

Attacks per round: 1 (claw, bite, or weapon, or strangulation)

Biting and scratching are the voors' preferred methods of attack, usually performed in a swarming mass of bodies designed to overpower opponents. Sometimes, voor are equipped with simple weapons (stone or bone knives, clubs, and so on). Individuals or advance scouts may attempt to sneak up and either strangle or subdue targets.



Strangulation (mnvr): if able to creep up and perform a successful surprise fighting attack, the target's throat is held in the voo's vice-like grip. Each round the voo tightens its grip, the victim suffers 1D2 damage and may lose consciousness when half of their hit points have been lost (CON roll). At this stage, the voo either carries off the unconscious captive or may continue the strangulation to kill its victim. Conscious opponents can break free with a successful opposed STR roll, once per round.

Fighting	40% (20/8), damage 1D4-DB (minimum of 1 damage) or by weapon type
Strangulation (mnvr)	40% (20/8), damage 1D2 per round (see above)
Dodge	40% (20/8)

Skills

Climb 80%, Jump 65%, Listen 95%, Scent Prey 60%, Stealth 70%.

Armor: none; direct sunlight is harmful, causing 1 damage per round.

Spells: none; shaman-like priest may know 1D6 spells, usually concerning Tsathoggua, Abboth, Atlach-Nacha, and/or Ubbo-Sathla.

Sanity Loss: 0/1D4 Sanity points to encounter a voo.



Wind-Walker

- W -

WIND-WALKER

Once men, they now dance upon the cold winds and their howl freezes the blood. Called by the Great Wind-Walker to hear its chilling song are they who forsake all others to be blessed by his touch. Growing hoof-like growths where once were feet, while ice water instead of blood flows through their veins. Bestial and skeletal things, with a deaths-head face, hoar-frosted hair, and long boney fingers and hooked nails to tear flesh and devour a man whole. Fear their cry upon the wind for it brings death.

Alternative names: Children of Ithaqua, the Ice-Hearted, Sky Dancers, Wind Furies.

Folklore concerning those who become possessed by wilderness demons is common in some of the harshest and cold climates of the world. The tales often carry similarities, with possessed people turning into animalistic creatures and feeding on human flesh. Far from the werewolves of European origin, the wind-walkers are those touched by the Great Old One Ithaqua.

Humans directly touched by the Great Wind-Walker, Ithaqua, may become transformed into wind-walkers; however, lore exists suggesting that those who follow certain dark rites can offer themselves to the "dark spirit of the land" (presumably meaning Ithaqua) and willingly open themselves to the change. In addition, some folklore states that the act of cannibalism, if taking place within Ithaqua's domain, can trigger a person's receptivity to the Great Wind-Walker's call, potentially driving them to further bloody acts while their body and mind metamorphize into something other. While such lore accounts for solitary encounters, other tales speak of the wind-walkers or furies roaming the wilds in packs. Perhaps, all such accounts carry the seeds of truth, for the will and power of Ithaqua are beyond our comprehension.

Wind-walkers tend to be found only in the region of the North Pole; thus, North America, Canada, Russia, Norway, and Greenland, although areas on the periphery may include the potential for encounters. In terms of motivations, these creatures appear simple in their desires. Firstly, they crave human flesh, and secondly, they desire to make more of their kind. They are savage, usually solitary, and highly territorial. Perhaps, it is only while under the sway of sorcery or the influence of Ithaqua that they cooperate and coexist. While the outcome is always the same, as previously noted, wind-walkers come into being through differing ways, as follows.

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- **Touched by Ithaqua:** a person hears the Great Wind-Walker's call or has direct exposure to the deity may become a wind-walker.
- **Bitten:** those bitten by a wind-walker may themselves become wind-walkers.
- **Magical Rites:** dark sorcery and ritual in which a person consumes human flesh while embracing their devotion to Ithaqua may be favored by the deity and transformed.
- **Cannibalism:** having unwittingly eaten human flesh within Ithaqua's domain, a person might open themselves to the cry of the Great Wind-Walker. Note that eating the flesh of a person partially consumed or killed by wind-walker is guaranteed to turn the diner into a wind-walker (a procedure used by wind-walkers to create more of their kind).
- **Artifacts:** certain, rare, talismans directly linked to the Great Wind-Walker seem to possess a portion of that deity's will. If worn or carried, the artifact may open some form of channel to Ithaqua, allowing its influence to corrupt and then change the talisman's possessor.

Humans in the process of change grow bestial and feed upon human blood and flesh. Initially, such traits may be disguised or hidden as the urges are momentary and short-lived. Where human flesh cannot be accessed, the cursed human may consume moss, fungi, and animals to slake their hunger. As the transformation takes hold (anywhere between 24 to 48 hours or more), the urges are less controllable, grow stronger, and last longer. Eventually, nothing of the person they once were remains and they disappear from society deep into the cold wilderness. It is said that certain shamans, who follow the Old Ways, may know the secret sorceries to change a wind-walker back into a man.

In some instances, a human suffers irregular transformations into a wind-walker. While their personality is inevitably and irrevocably changed into something more malign, they outwardly manifest (changing their human appearance for that of a wind-walker) only at irregular intervals, normally for around 4D6 hours duration. During such times, they are for all intents and purposes a fully developed wind-walker. This werewolf-like curse may last years before the person undergoes a final transformation, permanently becoming a wind-walker. Each person so cursed varies, with some having no knowledge, at least at first, of the change upon them, while others remember all the details (perhaps delighting in the experience and desirous for the change to come upon them again).

Sky Dance: some wind-walkers possess the ability to "run" through the air, a means of travel akin to flying. It is said when Ithaqua appears, racing across the northern skies, the deity is accompanied by many of its children.

Ice Heart: folklore suggests that the only way to kill a wind-walker is to plunge a burning stake or knife into its cold heart, cut it out and burn it to ashes (targeting the heart imposes a penalty die to attack rolls). If not destroyed in this manner, the wind-walker does not die and rises again at the next sunset. A truly slain wind-walker rapidly decomposes into a skeletal mummified husk that shortly crumbles to dust and blows away on the wind.

"Human" Wind-Walkers: for characters undergoing transformation into a wind-walker, adjust their profiles as follows: add 2D10+10 points to STR, CON, SIZ, and DEX, while reducing their Sanity points by 1D6 per day (until zero). While their mind grows more bestial, call for an INT roll when necessary to determine whether their human or beast mind is control (this roll may become Hard and then Extreme as the condition takes hold). Knowledge of any spells known is retained.



"WENDIGOISM"

People transformed into wind-walkers have, at times, been called "wendigos" and/or suffering from "Wendigoism." These labels seem to arise from associating wind-walkers with the wendigo of folklore derived from the Algonquian peoples of the forests of Nova Scotia, the East Coast of Canada, and Great Lakes Region of Canada. In Algonquian lore, a wendigo is an evil, man-eating spirit, able to possess humans and drive them to become murderous. Wendigoism or Wendigo Psychosis is a controversial term (alleged to date back to the 1600s or the 1800s) for an intense craving for human flesh and the fear of becoming a cannibal, and has no basis in real psychiatry or medicine. Clearly, one can understand such "misattribution" when considering the wind-walkers of the Cthulhu Mythos, but such conceits are quite different to First Nation beliefs. Investigators may find themselves heading down the wrong path in search of wendigos instead of wind-walkers, if they are not careful.



Wind-Walkers, chosen of Ithaqua

char.	roll	average
STR	(4D6+3)×5	85
CON	(4D6+2)×5	80
SIZ	(2D6+10)×5	85
DEX	(2D6+10)×5	85
INT	3D6×5	50–55
POW	3D6×5	50–55

Average Hit Points: 16**Average Damage Bonus (DB):** +1D6**Average Build:** 2**Average Magic Points:** 10–11**Move:** 8 / 80 flying**Combat****Attacks per round:** 2 (claws, bite)

May attack with claws and/or bite each round.

Bite: a bitten victim must make successful POW roll or become struck with absolute terror, causing them to either be frozen to the spot or flee the area (roll 1D2 or decide). The effect lasts for 1D6+1 rounds; thereafter, the affected person may act as they choose. Should the POW roll be fumbled, the effect lasts 1D6+1 days. A successful Psychoanalysis roll quells the fear immediately and allows the character to behave normally.

In addition, a bitten person may become infected and cursed to change into a wind-walker. Each bite provides a cumulative one percent chance of being cursed.

Fighting	40% (20/8), damage 1D8+DB
Bite	40% (20/8), damage 1D4 (see above)
Dodge	45% (22/9)

Skills

None; humans undergoing the transformation may have Listen 75%, Scent 75%, Spot Hidden 75%, Stealth 75%, Spot Hidden 75%, Track 75%.

Armor: 6-point ice/thick hide; may only be permanently killed by piercing and cutting out the heart and burning it to ashes; if hit points are reduced to zero but the heart is intact, will rise again at next sunset, fully regenerated.

Spells: 50% chance to know 1D3 spells (usually concerning Ithaqua and/or cold).

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

WORM THAT WALKS, THE

The illusion lifted, it resembled a gigantic worm or caterpillar, with pairs of segmented limbs running the length of its underside up to its bulbous head. Mottled pink and rubbery flesh, patches of which were dry and flakey. The head was round and inset with six tiny yellow eyes and a lipless mouth that opened to reveal lines of black serrated teeth. The limbs ended in what resembled claws or pincers, some of which it used to scurry over the ground, while others worked as hands. The smell had been unnoticed while it had been disguised as Dorothy, but now that its true flesh was uncovered, the smell was appalling: the sweet ripeness of decaying flesh.

Alternative names: Brain Worms, Crawling Ones, Hidden Ones, Life Eaters, Mind Leeches.

Hideous creatures from beyond the human realm of existence. Able to break through dimensional barriers, they manifest on Earth as worm-like entities that move by pairs of limbs that run along their undersides. Roughly human in size, a worm can curve its form upwards to approximate a human outline, using lower limbs as feet and an upper pair as hands while the rest are tucked into its body. A crude but effective disguise when the worm is covered in a long coat or similar attire. More usefully, a worm can temporarily cloak its form in illusion, masquerading as a specific person by reading the surface memories of a nearby human, enabling the worm to go about more easily in society.

Once it has identified a person to feed upon, the worm draws sustenance over several visits, returning to its victim over the course of a few days until the person is dead. During feeding, the worm uses its psychic dominance to prevent the victim from running away, although once the meal is over the victim regains consciousness and acts on their own cognizance. A worm will use its psychic dominance to call a victim to it repeatedly a few days until the victim is completely drained and dies. Some worms prefer to keep a stock of victims, imprisoning them so that the worm has a constant food supply, although this method carries a greater risk of discovery as often the victim's families, friends, and police come looking for them.

Having completely drained a person, a worm can assume their form for extended periods, effectively acting out their lives. As the form is an illusion, partners, family, and co-workers are none the wiser to the fact that a huge worm-like alien is sitting next to them. Some worms then feed upon the associates of the original victim, enabling it to pass as any of these consumed people.

These entities are, mostly, solitary hunters, arriving on the planet to feed. Whether as individuals or as a species they have a greater agenda on Earth remains unknown.

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Temporary Cloak: at the cost of 6 magic points a worm can temporarily take on the illusory appearance of a specific human drawn from the surface memory of a person within 10 feet (3 m). The illusion lasts for 5 minutes but can be extended at a cost of 2 magic points per minute. The disguise should be determined by the Keeper.

Psychic Dominance: when feeding, a worm gains psychic dominance over its victim by winning an opposed POW roll. Once accomplished, the psychic link is permanent, allowing the worm to call the victim to them over a maximum distance of 2 miles (3 km). Simple commands, like “come to me” and “do not move” require no further effort by the worm; however, complex commands or those causing the victim to act against their will, such as “kill your husband,” require the victim to fail a Hard POW roll. Throughout, the victim has no memories or understanding of the psychic dominance, being fed upon, or the worm itself, although random and nightmarish partial memories may be experienced in dreams, and Hypnosis or Psychoanalysis may allow a victim to recall some significant details.



Full Cloak: once a worm has completely consumed a victim (having eaten all their magic and hit points) it may take on the illusory appearance of that victim for days at a time, costing 2 magic points per day. The illusion is instantaneous, and the worm can take on the likeness of anyone it has completely consumed. While a worm could remain in disguise for up to around 6 days, it must keep 1 magic point unspent or immediately fall unconscious for 1D4 days. Thus, if possessing 13 magic points and having remained in disguise for 6 days, a worm must rest in its natural form for 24 hours to recharge its magical battery.

Worms That Walk, life-force predators

<i>char.</i>	<i>roll</i>	<i>average</i>
STR	$(4D6+2) \times 5$	80
CON	$(4D6+2) \times 5$	80
SIZ	$(2D6+5) \times 5$	60
DEX	$4D6 \times 5$	70
INT	$(3D6+4) \times 5$	70–75
POW	$(2D6+8) \times 5$	75

Average Hit Points: 14

Average Damage Bonus (DB): +1D4

Average Build: 1

Average Magic Points: 13

Move: 9

Combat

Attacks per round: 2 (claws, bite) or 1 (feed)

May attack twice per round with its claws and bite. If in disguise, while the monster is still using its claws or teeth, the illusion is so complete as to seem as though a human is performing the attacks (punching, biting, using a knife, and so on). If killed while in disguise, the illusion ceases and the worm's true form is apparent.

Feed: the worm bites into its victim, sucking out points of POW at the rate of 5 per round. Just prior to the initial attack, the worm aims to win an opposed POW roll, granting it psychic dominance over the victim (see above), and allowing it to easily feed; the worm can feed if it fails to win the POW roll, but must first succeed in a Fighting attack to latch on—if uncontrolled, the victim may attempt to break free with an opposed STR roll. The worm may try to gain psychic dominance during later encounters with the same target or simply seek out a weaker target. Most worms are sated having consumed 10 to 20 POW in one feeding—the worm must rest for 1 hour per 10 POW consumed after feeding; otherwise, it suffers a penalty die to all actions until it rests. Worms like to return to the same victim to feed on consecutive days until all of the victim's

POW is gone, at which time they drain the body of blood, leaving the victim dead.

Victims able to prevent a worm from sucking them dry of all their POW, may regain lost POW points at the rate of 1D10 per week. Of course, any POW rolls required are made with the current POW value.

Fighting 50% (25/10), damage 1D6+DB
Dodge 35% (17/7)

Skills

(While in human form) Charm 50%, Fast Talk 50%, Intimidate 50%, Persuade 50%, Spot Hidden 40%, Stealth 50%.

Armor: 1-point blubber; can be harmed only when in its true form; mundane weapons (incl. bullets) deal half damage; if in disguise, can create wounds to look as though injured or even killed.

Spells: 10% chance to know 1D4 spells.

Sanity Loss: 1/1D8 Sanity points to encounter the true form of a worm that walks.

WORMS OF THE EARTH

Some did not enter the sleep of ages and instead elected to remain awake and oversee the rise of the ape. For these, the years were not kind, losing their minds and weeping as their once great cities crumbled into ruin. With time, these once proud serpent folk regressed and mutated until nothing remained but a pale reflection of their once kin who still dreamt in sealed chambers waiting for the moment when they could rise and retake what once was theirs. No, these living relics were no longer serpent people, just deformed and lost cousins with malformed heads, diminutive stature, and meager intellect. Some had interbred with the early humans and others had devolved so far as be nothing more than great limbless snakes, while others were true horrors, being cursed with vestigial and misshapen limbs, uneven heads, and no eyes.

Alternative names: Cursed Ones, Serpent Folk, Primal Ones, Trognophides.

The worms of the earth are the remains of the serpent people who did not enter hibernation in sleep chambers to wait for the day when they could reclaim the planet from humanity. Over millennia, these once serpent people degenerated, devolved, and mutated into a range of misshapen serpent kin.

Some believe the worms of the earth are cursed, the result of turning away from the worship of Yig to debase themselves before Tsathoggua, and their forms are a

reflection of the corruption and impurity stemming from such worship. Others claim the un-resting serpent people bred with early humans, souring the bloodline, leading to deformity and devolution.

Pocket communities of these “trognophides” exist across the world, particularly in the American West, the British Isles, and Africa. Most have no racial memory of their once great lineage and are unaware of their cousins, the true serpent folk who sleep in forgotten chambers below the ground. Such creatures may have given rise to certain Celtic and pre-Celtic myths regarding the “little people,” “goblins,” other unwholesome sorts. Some worms of the earth are found by serpent people who have woken from their slumber, and who use them for menial tasks and guard duties.

Most are bestial, although some retain a degree of intelligence and these can often be found in positions of authority among their kin. Those that can speak do so in a harsh sibilant language, a corrupted form of Naacal. Some can use crude weapons, but most rely on their natural defense and forms of attack.

Type A (Serpentine): those that look like common snakes, sometimes of great size, these possess some intelligence and can understand the commands of their kin able to talk.

Type B (Semi-Serpentine): those who seem snake-like but possess vestigial limbs, which trail under and alongside their bodies as they crawl along the ground. Some of these can speak, and a few may have one or more useable limbs with which to snare prey.

Type C (Humanoid): those who retain some degree of humanoid shape equipped with a long tail. These tend to be most intelligent but are commonly misshapen or mutated, sometimes possessing two arms and a body ending in a tail rather than legs, or having multiple arms or heads. While most of this third group are diminutive, ranging from 2 to 5 feet (0.6 to 1.5 m) tall, some individuals are monstrous, being some 8 to 12 feet (2.4 to 3.6 m) tall, with these greater specimens often being of lower intelligence.

Worms of the Earth, degenerate serpent folk

	Type A		Type B	
char.	roll	average	roll	average
STR	(2D6+3)×5	50	(2D6+5)×5	60
CON	(2D6+3)×5	50	(2D6+3)×5	50
SIZ	(1D6+3)×5	30	2D6×5	35
DEX	(2D6+5)×5	60	(2D6+5)×5	60
INT	10	10	(1D6+1)×5	20–25
POW	(2D6+1)×5	40	(2D6+1)×5	40

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Average Hit Points:	8	8
Average Damage Bonus (DB):	-1	0
Average Build:	-1	0
Average Magic Points:	8	8
Move:	9	9

	Type C		Type C (Monstrous)	
char.	roll	average	roll	average
STR	(2D6+7)×5	70	(4D6+4)×5	90
CON	(2D6+5)×5	60	(4D6+2)×5	80
SIZ	(2D6+1)×5	40	(4D6+6)×5	100
DEX	(2D6+3)×5	50	(2D6+5)×5	60
INT	(2D6+1)×5	40	(1D6+1)×5	20-25
POW	(2D6+3)×5	50	(2D6+3)×5	50

Average Hit Points:	10	18
Average Damage Bonus (DB):	0	+1D6
Average Build:	0	2
Average Magic Points:	10	10
Move:	9	7

Combat

Attacks per round: 1 or 2 (varies by form; claw, bite, or weapon)

Type A and C forms usually rely on bite attacks, although some may have a claw/hand to rake or strike. Type C may bite, claw, or use a simple weapon (club, knife). Most will have one attack only, while those possessing multiple limbs (such as four arms or two heads) may have 2 or more attacks per round. All bites carry venom.

Bite: venomous; victim must succeed in an Extreme CON roll or suffer +1D4 damage. Some may carry a more lethal venom, inflicting 1D6 or 1D10 damage (halved with a successful Extreme CON roll).

Type A & B

Fighting	40% (20/8), damage 1D4+DB
Bite	40% (20/8), damage 1D4 + poison (see above)
Dodge	30% (15/6)

Type C

Fighting	40% (20/8), damage 1D4+1+DB or by weapon type
Bite	40% (20/8), damage 1D4 + poison
Rock (thrown)	40% (20/8), damage 1D6+½DB
Dodge	30% (15/6)

Skills

Varies by type; type C may have Climb 80%, Language (Naacal variant) 20-60%, Language (various Human) 30%, Listen 30%, Spot Hidden 40%, Stealth 80%.

Armor: 1-point scales.

Spells: type A & B none; type C may know 1D4 spells if possessing POW and INT greater than 55.

Sanity loss: no loss for type A; 0/1D4 for encountering type B; 0/1D6 Sanity points to encounter type C.

- X -

XICLOTL, BEINGS FROM

They originate from another world unknown to us. Beings that look like bizarre metal trees, with cylindrical "trunks" and "branches." Rising to 16 feet in height, their six branch-like arms circle the central trunk, with each dividing into "fingers" or flat yet malleable triangles with which to interact with objects. Rising from the top of the trunk is an oval-shaped head containing a large and open orifice through which it feeds. Smaller "roots" beneath the trunk allowing it to move with some speed.

Alternative names: Tree Monsters, Xiclotlans.

These carnivorous aliens come from the planet of Xiclotl, where they worship strange plant-like creatures (see **Xiclotl, Death Vines of**), sacrificing themselves to these creatures in their religious observances. Not a spacefaring race, these entities were brought to Earth by the Shan (insects from Shaggai) who first visited Xiclotl, enslaving the planet's inhabitants when they fled the destruction of their home world.

The Shan use the easily controlled Xiclotlans as a labor force, sometimes using them to guard their secrets on Earth. It is believed the Xiclotlans are a primitive race, although it is feasible that the mental tampering of the Shan has somehow developed the intellect of their slaves, causing certain individuals to become capable of independent thought. If the case, then such individuals might escape from Shan control to follow their own agenda. Normally, when the Shan have no further use for a Xiclotlan, they sacrifice it to their god, Azathoth; thus, revenge or destruction of the Shan could be a motivating factor for some Xiclotlans.

Those Xiclotlans untended by Shan, where perhaps the controlling Shan has died or left the area, might find themselves free and able to wander off into human society. Such individuals may suffer memory loss, be confused, and

bewildered to find themselves on an alien planet. Being carnivorous, an escaped Xiclotlan's first thought may be to eat the humans it encounters.

Xiclotlans, tree-like aliens

char.	roll	average
STR	(4D6+20)×5	170
CON	(4D6+20)×5	170
SIZ	(4D6+30)×5	220
DEX	4D6×5	70
INT	2D6×5	35
POW	(2D6+5)×5	60

Average Hit Points: 39

Average Damage Bonus (DB): +4D6

Average Build: 5

Average Magic Points: 12

Move: 7

Combat

Attacks per round: 6 (strike, seize, rip)

May simultaneously use all six of their branch-like tentacles to strike, rip, and seize opponents, with each arm inflicting half the creature's damage bonus.

Seize (mnvr): may swallow creatures up to half its SIZ (DB as damage per round); otherwise, seized victims may be lifted to the mouth and then devoured (1D6 damage per round) or crushed (DB damage). Those held may attempt to escape with an opposed DEX or STR roll. If the Xiclotlan suffers 6+ damage in a single round it will drop whoever it is holding.

Fighting	50% (25/10), damage DB
Seize (mnvr)	50% (25/10), held, may be devoured or crushed (see above)
Dodge	35% (17/7)

Skills

Stealth (Woodland) 50%.

Armor: 6-point hide; cold-based attacks deal double damage.

Spells: none.

Sanity Loss: 0/1D6 Sanity points to encounter a being from Xiclotl.

XICLOTL, DEATH-VINES OF

The tree-like beings worship strange plant entities that dwell in dark holes and caves of Xiclotl. Seemingly of greater intelligence, these evil plants thrive on the sacrifices presented to them, or else seek sustenance by creeping out of their holes to prey upon the Xiclotlans with their blood-red grasping and hand-like tendrils. Feeding flesh into large purple-colored snapping blossoms that sprout from deep green stalks that twist together to form the creatures' bodies.

Alternative names: Carnivorous Plants, Demon Vines, the Zy'tl Q'ae.

A race of intelligent plant-things dominates the planet Xiclotl, existing by demanding the sacrifice of the planet's other inhabitants (see **Xiclotl, Beings From**). The death-vines cluster in areas of darkness (pits, caves, and so on), thriving on the sustenance they derive from the living sacrifices and other prey they capture; the vines have the ability to lure prey to them by sending out clouds of pollen that confuse and bewilder the senses of those who breathe it in. While death-vines are relatively slow moving, able to crawl to find new dwellings in which to make their lairs, they have lightning reflexes in terms of striking out to catch passing prey.

These carnivorous horrors reproduce by discharging hard, warty seeds that are about the size of a human skull. The force of discharge is strong enough to propel some of the seeds through the atmosphere and into space. Some seeds may find their way to Earth or have been carried here by the Shan



Death-Vines of Xiclotl

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(insects from Shaggai). Seeds germination takes around 1 year, although it may be more rapid if the seed has a source of animal nutrients, such as blood or animals remains. A death-vine fully matures within 10 months and can produce seed pods some 6 months after that (occurring once per year).

Pollen Cloud: a mature death-vine may release pollen clouds (once every two days) across an area of 5 yards/meters. The pollen remains airborne for around two hours at a time. Those entering areas where the pollen clouds hang in the air should make a Luck roll to determine whether any pollen has been inhaled; if so, a failed POW roll notes whether the person has succumbed to the pollen's effects. The pollen causes those affected to become disorientated, confused, and dizzy (suffering two penalty dice for all actions) for 1D6+3 rounds. The overall effect being to cause those affected to fall into the death vine's leafy tendrils to be eaten.

Death-Vines of Xiclotl, *botanical nightmares*

char.	roll	average
STR	(4D6+6) × 5	100
CON	4D6 × 5	70
SIZ	*(10D6+16) × 5	*255
DEX	4D6 × 5	70
INT	(4D6+4) × 5	90
POW	4D6 × 5	70

*Fully mature; use SIZ 120, (4D6+10) × 5 for semi-mature versions.

Average Hit Points: 32

Average Damage Bonus (DB): +3D6

Average Build: 4

Average Magic Points: 14

Move: 2

Combat

Attacks per round: 3 (bite, grasp, crush)

May attack either with its snapping blossoms or with its grasping tendrils.

Tendrill Grasp/Crush: may strike (1D6 damage), or grasp (mnvr) and hold targets, crushing them (DB damage) or moving them to one its ghastly blossoms on the following round. Held victims may break free with an opposed STR or DEX roll, or be cut loose if the plant suffers 10 damage to the vine doing the holding (penalty die to target the specific vine).

Bite: within each large blossom is a mouth, capable of rending flesh (1D6 damage per round). To help the process, the blossom extrudes a corrosive digestive enzyme, which can dissolve flesh (1D4+1 damage per round).

Fighting	75% (37/15), damage 1D6
Grasp (mnvr)	75% (37/15), held, may be crushed or bitten on following round (see above)
Bite	40% (20/8), damage 1D6 +1D4+1 enzyme
Dodge	35% (17/7)

Skills

Skulk in Darkness 90%.

Armor: none; regenerates 1D10+1 hit points per 24 hours (death at zero hit points).

Spells: none.

Sanity Loss: 1/1D6+1 Sanity points to encounter an "active" death-vine of Xiclotl.

XO TL'MI-GO

They fester unseen in dark places below the feet of civilized society. Gangly humanoids with pale, slick skin and webbed hands. Their hideous and foul tapeworm-like heads with lamprey mouths might be spied peering through storm drain grates or their red eyes glimpsed in the dark tunnels of the subway. Sometimes, an unsettling snoring sound might be heard or the smell of sour milk to mark their passing. Creatures of darkness, they abhor the light and only creep out when night falls. Perhaps they are what remains of humanity when light and the surface world are forsaken, or maybe they were never human at all and are rather some strange cousin cursed by the gods. Some say they have always been with us, a dark reflection loitering at the edges of our consciousness and waiting to consume us.

Alternative names: Children of the Kingdom, Pale Ones, Slender Ones, Things in the Sewers.

From where the xo tl'mi-go originates is unknown. Some conjecture they are an off-shoot from humanity, others claim they are an experiment that ran wild and now runs free, while certain tomes of lore suggest there are connections between the xo tl'mi-go and the subterranean races of K'n-yan, Yoth, and N'kai. Some South America communities believe the xo tl'mi-go to be the "Children of the Kingdom," people cursed by God; local legends tell of pale men-like horrors pillaging villages in times past. All is uncertain and those who have gone in search of these aggressive creatures have never returned.

From what can be discerned, the xo tl'mi-go are cruel and pitiless, preferring to watch and wait until they can launch surprise attacks in the cover of darkness. It is claimed they have moved into the subways, tunnels, and hidden places beneath many cities, picking off those that unwittingly cross their path. Growing numbers of missing people may be a sign of their

activity. Those captured are usually eaten by the xo t'l'mi-go community, although it is said they favor capturing children to raise them as their own, using strange drugs, magic, or ritual to transform a human child into a xo t'l'mi-go.

Photophobia: the xo t'l'mi-go cannot tolerate strong light; even a flashlight beam causes them to back away, while very strong light (daylight or intense beams of light) may harm their senses. If presented with strong light, most will retreat, hoping to wait until the light fails so they may pounce. If a bright light is shone directly into their face, there is a 50 percent chance that they become disorientated (suffering a penalty die to all action, incl. combat).

Dark Sight: adapted to the dark, the xo t'l'mi-go suffer no penalties for operating in total darkness.

Xo t'l'mi-go, children of the kingdom

char.	roll	average
STR	(2D6+8)×5	75
CON	(2D6+10)×5	85
SIZ	(2D6+6)×5	65
DEX	(2D6+8)×5	75
INT	3D6×5	50–55
POW	(2D6+3)×5	50

Average Hit Points: 15

Average Damage Bonus (DB): +1D4

Average Build: 1

Average Magic Points: 10

Move: 9

Combat

Attacks per round: 1 (claw, rake, bite, or weapon)

May use their sharp-nailed fingers to claw and rake, or lamprey-like mouths and hooked teeth to bite. They may employ simple clubs or edged weapons. They normally attack in groups of two to ten or more.

Fighting	40% (20/8), damage 1D4+DB or by weapon type
Bite	30% (15/6), damage 1D4+2+DB
Dodge	26% (12/5)

Skills

Climb 80%, Jump 60%, Listen 75%, Spot Hidden 70%, Stealth 80%.

Armor: 1-point rubbery slick skin.

Spells: none; those with INT 70+ may know 1D4 spells.

Sanity Loss: 0/1D6 Sanity points for encountering the xo t'l'mi-go.

- Y -

YADDITH, DENIZENS OF

Curious beings from the dead planet of Yaddith, who fled that world's destruction. Sorcerous scientists, the Yaddithians are humanoid, with two legs and arms, and tapering head possessing a short trunk-like proboscis. Their rugose skin is partially squamous, with articulated joints that give it the appearance of an insect crossed with a mammal. Aware that their appearance may confound or shock, they wear bulky human clothing, mittens or gloves, and masks to conceal their true nature.

Alternative names: the Nug-Soth, Travelers, Yaddithians.

Yaddithians fled their home world when their efforts to prevent an infestation of dholes came to naught. Subsequently, they traveled far by means of strange technology, and have shown a particular interest in our solar system, specifically regarding Earth and Mars.

Brilliant scientists and powerful wizards, the Yaddithians have developed devices, known as "light-wave envelopes," which can convey small groups through space. Some suggest that these survivors are seeking a means to adapt their technology to time travel, which could enable them to go back and stop their home world's destruction. It is unclear whether these entities have yet realized a way to thwart the original arrival of the dholes or found a manner to combat the planet-eating monsters. Certainly, their fascination with our solar system might suggest the Yaddithians wish to exploit ancient magic hidden on Earth and Mars, and it is probable that they are curious about mi-go technology, perhaps believing it could prove useful in their quest to become masters of time.

Despite their grand schemes, the Yaddithians are a highly inquisitive race who are curious about the races they encounter on their travels. On Earth, these scientist-sorcerers have conducted bizarre surgical procedures on humans, such as transplanting eyes, limbs, and brains between human subjects, as well as other weird experiments.

Denizens of Yaddith, alien sorcerer-scientists

char.	roll	average
STR	(4D6+2)×5	80
CON	(2D6+6)×5	65
SIZ	(2D6+6)×5	65
DEX	(2D6+8)×5	75
INT	(4D6+4)×5	90
POW	(2D6+6)×5	65

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Average Hit Points: 13
Average Damage Bonus (DB): +1D4
Average Build: 1
Average Magic Points: 13
Move: 9

Combat

Attacks per round: 1 (claws or weapon)
 May attack with their claws or, more likely, with an advanced weapon.

Advanced Weaponry: the Yaddithians tend to utilize a beam weapon, which comes in two versions: a pistol and a rifle. To the uninitiated, these weapons resemble iridescent metal tubes that are greasy to the touch. Humans are unlikely to realize their function unless they have seen one of these weapons in action; even then, a Hard INT roll is required to learn how to operate them (a fumbled result may mean the weapon discharged directly into the operator). See **Advanced Weapons from Yaddith** box, page 157, for these weapons' profiles.

Fighting	40% (20/8), damage 1D4+DB
Tube pistol	50% (25/10), damage 1D6+2
Tube rifle	45% (22/9), damage 2D6+2
Dodge	40% (20/8)

FROM THE JOURNALS OF SIR HANSEN POPLAN: VISIONS FROM YADDITH

It was while researching the legends of Xoth that I first came across the tales of the lost planet of Yaddith. My best source on Yaddith was a set of poems called Visions from Yaddith, but I have also been able to consult the journal of one Hareton Paine, as well as a few fragments from the legendary Tablets of Nhing.

Yaddith lies between five multi-colored suns, but it is closest to one that we of Earth know as Deneb (one of the brightest stars in our sky despite being some 1,400 light-years away), in the constellation of Cygnus, and its name is Arabic for "tail."

The tale of Yaddith as recounted in Visions from Yaddith is one of tragedy. It speaks of a being called Shub-Niggurath worshiped by both the Yaddithians, who lived on the planet's surface, and by the dholes, who dwelled under the ground. The two races were locked in war, with the dholes eating away at the very planet that the Yaddithians lived upon.

The Yaddithians scoured galaxies in their vessels, attempting to find a cure for the dhole scourge, but were ultimately unsuccessful. The poems state the Yaddithians fled, leaving the dholes to destroy the planet, but how thereafter the dholes continued to hunt the Yaddithians across space.

ADVANCED WEAPONS FROM YADDITH

Humans require a Hard INT roll to learn how to operate these weapons, providing them with a base starting skill of Firearms (Tube Weapon) 20%. Determine the number of charges remaining by 1D8 (pistol) or 2D6 (rifle); recharging these

weapons is (normally) beyond human capability, although the Weird Science talent for those using *Pulp Cthulhu* may be employed to devise a method to recharge these alien firearms.

Weapon	Skill	Base Skill	Damage	Base Range	Uses per Round	Charges (magazine)	Malfunction
Tube Pistol	Firearms (Tube Weapon)	20%	1D6+2	20 yards	1	8	99
Tune Rifle	Firearms (Tube Weapon)	20%	2D6+2	100 yards	1	12	99

Skills

Climb 70%, Disguise (Human) 60%, Language (various Human) 30%, Science (various) 90%, Spot Hidden 45%, Stealth 50%, Throw 45%.

Armor: 2-point chitinous shell.

Spells: 70% chance to know 1D6+2 spells.

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

Y'GOLONAC, SERVANT OF

Y'gonolac's brood is plentiful and abundant. Attending to their lord's needs and desires, these small creatives appear as deformed humanoids to human eyes, though other forms are apparent to those with alien sight. With folds of flabby skin, they seem like nightmarish babies or children, drooling and wretched. Blind, they have empty sockets, as though their lord has ripped out their eyes, lest the god's magnificence causes their orbs to melt. Perhaps most terrible are the palms, each possessing a tooth-filled mouth. It is from these mouths, rather than the drooling ones on their faces, through which they speak and rend and eat.

Alternative names: the Brood, Chosen of the Defiler, Demon Children of Y'gonolac, the Fleishy Ones.

Sometimes naked, sometimes cloaked in dirty and tattered rags, these creatures cluster around Y'gonolac, consumed and reborn in an endless cycle. Like their master, they appear different depending on the viewer; for human eyes, they seem like small human-like babies or children, yet deformed and with too much flesh. The mouths inset within their palms echo Y'gonolac's own form when appearing to humans, and it is through the orifices of its children that god may sometimes speak. Seemingly without eyes, these servants are unhindered, able to seek out the scuttling things on which they prey by sound and smell alone.

Most believe both Y'gonolac and its servants are bound and imprisoned, waiting for the time they shall be released to walk free and revel in the flowering of corruption this time will bring. When ritual summoning or other arcane workings temporarily free the deity, it brings its servants with it, and some escape to wander free in the world. Such freed groups or individuals make their way to dark places, creating nests in cellars, caves, and attic lofts from which they infect humanity, bringing their lord's "message" and sowing seeds of corruption in preparation for the time when their lord shall be freed. Thus, by influencing humans with their tainted whispers, they breed adherents to Y'gonolac's name.

Corrupting Influence: humans exposed to the continual whispers of the servants for several days may become corrupted,

eventually becoming slaves and acolytes of Y'gonolac. Such exposure may be countered (daily) by a successful POW roll; if failed, the listener forgets decorum they become consumed by whatever vice they are most susceptible to, be it gluttony, alcoholism, drugs, lust, avarice, slothfulness, or something else. In addition, those affected lose 1D8 Sanity points per day to the awful whispers of the servants, which also imparts +1D3 points of Cthulhu Mythos. With prolonged exposure to the servant's whispers, those who have failed five POW rolls (over five or more days) ultimately fully succumb, thereafter gaining +1 point of Cthulhu Mythos while also losing 10 Sanity points per day until all Sanity is gone—their will is destroyed, leaving them a hostage to their own desires. It is these unfortunate souls who join the ranks of worshippers of Y'gonolac; hearing the god's voice speaking through the mouths of its child-like servants, they now act to carry the message of Y'gonolac to others and spread the corruption.

Servants of Y'gonolac, whispering horrors

char.	roll	average
STR	2D6×5	35
CON	(2D6+3)×5	50
SIZ	2D4×5	25
DEX	(2D6+3)×5	50
INT	10	10
POW	2D6×5	35

Average Hit Points: 7

Average Damage Bonus (DB): -2

Average Build: -2

Average Magic Points: 7

Move: 9

Combat

Attacks per round: 3 (bite)

Mouths in each palm, as well as the mouth on their face are used to bite. Usually, they attack as a group, swarming opponents in a mass of small bodies.

Bite	40% (20/8), damage 1D6-DB (minimum 1 damage)
Dodge	25% (12/5)

Skills

Stealth 80%, Whisper Y'gonolac's Words 100%.

Armor: none.

Spells: none.

Sanity Loss: 0/1D4 Sanity points to encounter one of the servants of Y'gonolac; 1/1D6+1 to encounter a large group of servants.

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YIG, CHILDREN OF

Know the children of Yig by the white crescent mark upon their heads.

Alternative names: none.

The children of Yig, or the sacred of Yig, are large snakes that bear Yig's mark on their heads, that of a white crescent. Usually, such snakes are above-average sized venomous members of their species common to the locale. Thus, in North America, diamondback rattlesnakes, copperheads, cottonmouths, and timber rattlesnakes might appear as Yig's children.

These monster snakes are directed by Yig's will or that of the god's servants and may be found guarding sacred sites or artifacts. Otherwise, they may be directed to seek and strike at those who have displeased Yig—they are relentless hunters, who will trail their target until able to strike. Having bitten the target, the chosen of Yig does not remain to fight but disappears as suddenly as it arrived. Sometimes, a child of Yig is sent to deliver a less lethal message, with Yig using the snake to impart some form of message, perhaps a warning or a reminder that Yig sees all.

Child of Yig, monstrous snakes

Two example children of Yig are provided. For other snake types, take the maximum characteristics for a particular species and add +1D10 to every statistic.

	<i>Copperhead</i>	<i>Rattlesnake</i>
STR	30	40
CON	40	40
SIZ	20	30
DEX	90	90
POW	60	60
Average Hit Points:	6	7
Average Damage Bonus (DB):	n/a	n/a
Average Build:	-2	-2
Average Magic Points:	12	12
Move:	9	9

Combat

Attacks per round: 1 (bite)

Often these snakes appear so swiftly that folks are startled (Listen or Spot Hidden roll to avoid being ambushed), and automatically score a successful hit unless their target can react quickly with a successful Dodge roll.

Venom: strong (2D10 damage), causes agony and, usually, death; a successful Extreme CON roll halves the damage. Attempting to suck out the venom requires a successful First

Aid, Natural World, or Survival skill roll, which reduces the damage by half (or half again if the Extreme CON was successful). Immediately cutting off the affected limb (usually a leg) using Medicine or First Aid may prevent death but at a great and permanent cost.

Bite	50% (25/10), damage 1D2 + venom
Dodge	45% (22/9)

Skills

Stealth 70%.

Armor: none.

Spells: none.

Sanity Loss: 0/1 to encounter a child of Yig.

YIG, SPAWN OF

Born of a human mother, the boy's transformation occurred in his 25th year. The change was gradual, his skin becoming dry and flaky before the scales started to appear, his hair growing thin before it fell out, and his weight dropping while his bones and joints changed. In the end, he looked like a walking snake, with talons instead of nails, a bifurcated tongue, and lidless black eyes.

Alternative names: Blessed of Yig, Chosen of Yig, Snake Person.

The spawn of Yig are the hybrid offspring of Yig and a human or a serpent person. It is said the touch of the Great Old One may cause a person to change into one of the deity's spawn—this being a blessing or a curse depending on one's viewpoint.

Some are born looking human but later change, others resemble Yig from birth. Those blessed/cursed usually transform over a matter of days. Some may be hatched from a large egg. Usually, aspects of both parents can be seen or found in such spawn, although most have tendency to grow more like Yig as they age. Hybrid humans tend to rapidly lose their sanity as the transformation reaches a conclusion, probably the result of both bodily changes and the connection they have to Yig. As a result, most are aggressive in nature. Occasionally, a highly intelligent spawn materializes, and these should be rightly feared.

Each varies in appearance. Most have a scaly skin, colored similarly to that of a snake, sometimes with shrunken or vestigial limbs that dangle uselessly from their sides. Others appear more like true serpent people, although these tend to be larger in size, with some possessing multiple arms.

In serpent person communities, spawn of Yig are honored, although due to their limited intellect they are rarely given positions of true power. If born into human society, such

creatures tend to be shunned and hidden away, or else escape to dwell in dark places underground. Some snake cults revere such spawn, keeping them locked away as living idols to Yig.

Certain tomes describe the spawn of Yig as quickly decomposing when they die, their bodies turning into a sticky black goo. For some cultists of Yig, this black goo is considered holy and they consume small portions of it during their religious observances. The effect that eating this goo has upon people is uncertain, but rumor suggests it isn't good.

Spawn of Yig, *blessed of the snake god*

Note: for a human undergoing the change into a spawn, add +20 points to STR, CON, DEX. Larger and/or more intelligent versions are possible, increase SIZ to 190, (8D6+10)×5, or INT to 70, 4D6×5.

char.	roll	average
STR	(6D6+3)×5	120
CON	(6D6+3)×5	120
SIZ	(6D6+3)×5	120
DEX	(6D6+3)×5	120
INT	2D6×5	35
POW	(2D6+4)×5	55

Average Hit Points: 24

Average Damage Bonus (DB): +2D6

Average Build: 3

Average Magic Points: 11

Move: 8

Combat

Attacks per round: 2 (strike, rip, bite, crush) or 1 (swallow)
May strike twice with savage bite attacks or, if possessing limbs, strike and rip with claws. May forego these attacks to swallow a victim whole. Note, spawn possessing multiple sets of arms may attack 4 times per round.

Venom: severe (1D10 damage), causes agony and unconsciousness for 1D6 rounds; a successful Extreme CON roll halves the damage and time. Attempting to suck out the venom requires a successful First Aid, Natural World, or Survival skill roll, which reduces the damage by half (or half again if the Extreme CON was successful. Immediately cutting off the affected limb (usually a leg) using Medicine or First Aid may prevent death but at a great and permanent cost. Some spawn's venom is lethal (4D10 damage).

Crush (mnvr): grabs an opponent and holds them, then on the following rounds inflicts damage equal to its damage bonus. The victim may try to break free each round with an opposed STR or DEX roll.

Swallow (mnvr): able to dislocate its jaw and stretch its skin, a spawn may try to swallow an opponent whole in much the same way as python does. This attack is limited to those equal or under the spawn's SIZ, and only one person may be swallowed, as the spawn must digest its prey over 1D4+1 days (during this time MOV is reduced by half, and all combat rolls suffer one penalty die). Swallowed humans may be able to cut themselves free but suffer a penalty die to their constricted position. Being swallowed inflicts 1D4 damage plus 1 damage for every 10 minutes inside the spawn.

Fighting	45% (22/9), damage DB
Bite	45% (22/9), damage 1D6 + venom (see above)
Crush (mnvr)	45% (22/9), held and then damage DB per round (see above)
Swallow (mnvr)	45% (22/9), damage 1D4+ (see above)
Dodge	60% (30/12)

Skills

Listen 50%, Sense Prey 60%, Stealth 70%, Swim 70%.

Armor: 2-point scaly skin.

Spells: none.

Sanity Loss: 1D4+2/2D4+2 Sanity points for encountering a spawn of Yig.

YITH, GREAT RACE OF (OLD CONE BODIED)

Some ten feet high and ten feet in diameter at their base, they are cone-shaped entities with iridescent coarse and scaly skin. At the top of cone, four tentacle-like limbs thrust forth, able to extend outward to a range of ten feet and contract into short stumps; two of these ended with crab-like claws, the third terminated in four red-colored trumpet-like growths that could produce sounds., while the fourth limb carried a yellow orb some two feet in diameter, around which grew three eyes, and from which sprouted four smaller tentacles on which bloomed strange flower-like "petals." Hanging from the underside of the yellow orb were eight wriggling feelers that seemed to sense the air. It moved by contracting and expanding the base of its cone-shaped body, much like a snail or slug.

Alternative names: Conical Ones, the Great Mind, Time Brains, Yithians.

Yithians are race of incorporeal mind entities. Their original physical forms are unknown as they have only been encountered "wearing" the bodies of races they have possessed. Having mastered time travel, the Yithians were able to flee

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their own world's destruction by collectively migrating their minds to a race of cone-shaped entities living on Earth during the Devonian era (some 400 million years BCE). The body swap did not fare well for the minds of the cone-shaped beings, who were destroyed in the Yithian's original forms when the planet Yith met its end. Subsequently, by performing this feat of survival, the combination of the Earth-born bodies and the minds of the aliens became known as the Great Race.

Living on Earth, the Great Race flourished, bearing young and increasing their scientific interests. Those young grew up as true inheritors of the mentalists and the new bodies were natural to them. In the eons that followed, the Great Race divided the Earth between themselves, the mi-go, and Cthulhu's kin. Cthulhu ruled from the city of R'lyeh, while the Great Race constructed their great city of Pnakotus in what would later become Australia.

The Great Race found success until 50 million years ago when they were exterminated by the flying polyps, an ancient race that they had imprisoned when they first came to Earth. Fortunately, being able to perceive time meant the Great Race foresaw the nightmare of the flying polyps and were able to conduct another mass migration from their cone-shaped bodies to a race of beetle-like creatures that will inhabit the Earth in the future, after humanity's rule has ended.

In human terms, Yithian society may be described as being most like a race of socialist individuals. They value intelligence and scientific reasoning more than anything else, with resources shared among their kind out of a sense of intellectual logic and proportion. Thus, strife is rare, although they are prepared to wage war on other races that threaten their society. Such logical behavior is mirrored in their lack of religious beliefs, as the Great Race do not worship any gods, seeing what humans and other races might perceive as gods as no more than advanced or alien entities. In their cone-shaped bodies, the Great Race reproduce by means of spores but do so infrequently due to their long-life spans (4,000 to 5,000 years). Unable to consume solid foods, their bodies require liquid nourishment.

Time Travel: the Great Race are so-named because they conquered time—the only race known to have done so. A member of the race can send its mind forward or backward through time and across space, pick out a suitable subject and trade minds with it—whenever a member of the Great Race takes over the body of another being, that being's mind is transferred into the cone-shaped body of the Great Race individual, there to stay until the being now inhabiting its old body sees fit to return and trade places once more. With this technique, individuals and groups have traveled through time and space to study other races and times. Notably, numerous minds of the Great Race have inhabited humans throughout the centuries.

Mind Transfer: an individual mind of the Great Race exchanges places with a select individual in the era it wishes to study. The minds are switched for around five years at a time. On Earth, human friends notice many differences about the substitute, who being an alien mind, takes time to adjust. Such sudden personality changes may confound friends and family (an INT roll may note such changes in a friend).

The human mind, transferred into a cone-shaped body, is forced to relay everything they know, with information written into the Great Races' memory archives. All in all, the human mind is treated well as long as it cooperates, with opportunities to explore the Earth of 400 million years ago and meet with other kidnapped minds (human and otherwise). When the time comes to restore a kidnapped mind to their own body, the Great Race erases all memories of what has happened while human mind was trapped in their age. This memory deletion is imperfect: once back in their human body, the person may dream and have nightmares of being held by the Great Race.

Human Cult: the minds of Great Race visitors to human dominated periods of history are aided by human agents. Such humans don't fully understand the realities of the Great Race (although some more modern-minded individuals may) and may consider them "aliens," "angels," or any number of other things that could be rationalized. In exchange for their assistance, the visitors share technological or magical knowledge. Over time, such human agents have been directed by the Great Race to form lines of communication, and in the twentieth century, a network or cult of human agents devoted to the Yithian minds in is operation.

Great Race of Yith, cone-shaped form

<i>char.</i>	<i>roll</i>	<i>average</i>
STR	(10D6+7) × 5	210
CON	(4D6+12) × 5	130
SIZ	(8D6+36) × 5	320
DEX	(2D6+3) × 5	50
INT	(4D6+6) × 5	100
POW	(2D6+6) × 5	65

Average Hit Points: 45

Average Damage Bonus (DB): +6D6

Average Build: 7

Average Magic Points: 13

Move: 7

Combat

Attacks per round: 2 (claws, slam, crush) or 1 (lightning gun)
May use its crab-like pincers to attack or use its great bulk to slam and crush, although this civilized race tends to avoid melee, preferring to employ weapons, like the lightning gun.

Lightning Gun: originally created to destroy the flying polyps, there are many varieties of these “firearms.” A standard design (Model A) contains a pack of 32 charges and takes 1 round to reload. As many charges as desired may be fired as a single shot, but each charge past 4 fired simultaneously provides a 5 percent (accumulating) chance of burning-out the gun (roll this separately to the attack roll); thus, if 7 charges were fired at once, the gun would be ruined on roll of 15 or fewer. The resulting “shot” is akin to a great burst of electricity.

Each charge deals 1D10 damage to the target, so that 3 charges would cause 3D10 damage. The gun has a base range of 100 yards/meters (for every 100 yards/meters fired past base range, apply one penalty die to attack roll). See the **Lightning Gun: Model C** box, nearby, for another version.

Fighting	40% (20/8), damage DB
Lightning gun	30% (15/6), damage 1D10 (per charge)
Dodge	25% (12/5)

Skills

Electrical Repair 60%, Language (various Human) 40%, Psychology (Human) 30%, Science (Biology) 80%, Science (Chemistry) 70%, Science (Physics) 90%, others as determined by the Keeper.

Armor: 8-point tough skin.

Spells: 10% chance of knowing 1D3 spells.

Sanity Loss: 0/1D6 Sanity points to encounter the cone-shaped body of one of the Great Race.

YITH, GREAT RACE OF (NEW BEETLE BODIES)

For the time shall come when humanity no longer rules and other beings shall hold dominion across this world. Among these will be a beetle-like species possessed of the minds of those called the Great Race. These entities, with jet-black shells and wings of brilliant blue, gold, and green hues, will be joined, working together as one to recreate the Great Race's splendor.

Alternative names: Coleopterans, the Great Mind, Time Brains, Yithians.

Foreseeing their potential destruction by the flying polyps, the Great Race of Yith transferred their minds far into the future of Earth, well beyond the extinction of humanity, into swarms of intelligent beetle-like creatures that possess hive-minds. Able to perceive and coordinate their efforts as a single mind composed of many individuals, in this form the Great Race holds considerable power and the ability to defend itself from outside threats. Whether any such

LIGHTNING GUN: MODEL C

To human eyes, the device looks like an early twentieth-century billow camera, approximately 12 inches (30 cm) square, with the lens and billows protruding from a weird rubbery-feeling box covered in strange nodules. A successful INT roll establishes that this device is a weapon and that experimentation may be highly dangerous. If trying to operate the weapon, call for a Luck roll: if failed, an energy beam (1D8 damage) strikes either the investigator operating it or a nearby colleague.

The Model C weapon holds 1D10+1 charges. The device may be recharged through suitable Yithian technology (a power relay

device), something beyond the capabilities of a human to engineer, unless taught its secrets by a Yithian or one of their human agents.

Two human hands are needed to fire the Model C, though the procedure is simple once understood. It can fire one charge per round, dealing 1D8 damage, although it can be switched to a maximum delivery of 2D8 damage (using 2 charges). Base range is 100 yards; for each additional 100 yards, add one penalty die to the attack roll (to a maximum of two) and decrease the damage roll result by 3 points. At point-blank range, add one bonus die to the attack roll. Damage is treated as impaling damage.

Weapon	Skill	Base Skill	Damage	Base Range	Uses per Round	Charges (magazine)	Malfunction
Model C	Firearms (Lightning Gun)	25%	1D8 (2D8)	100 yards	1	1D10+1	n/a



threats will be able to best the Great Race is unknown, so it is uncertain how long the minds will remain in the beetle bodies before, once again, migrating to new forms in the past, present, or future. Such matters are beyond the scope of current human understanding.

In their beetle-bodied form, the Great Race can walk on the ground or unfurl their metallic-looking wings and fly. Each swarm (consisting of approximately 500 individual insects) is a hive mind, able to operate as a single entity. Viewing a swarm at work, an observer gains an impression of intelligence and decisive judgment. The swarms work collectively to fashion technology (including weaponry) and structures suitable to their size and requirements. Each swarm is effectively immortal, since new insects are born as old ones die, although entities with the power to destroy a complete swarm may pose a tangible threat.

Hive Mind: each swarm remains “intact” until at least 75 percent of the swarm has been destroyed. After that, there

is a rapid loss of coordination, with the swarm becoming an undirected mass of individuals. A swarm’s individual members must remain within 1,000 yards/meters of one another or risk becoming isolated from the group mind.

Great Race of Yith, beetle form

Note: rolls and averages describe the swarm, the numbers in parentheses may be used for an individual member of a swarm.

char.	roll	average
STR	(2D6+6)×5	65 (10)
CON	n/a	— (10)
SIZ	n/a	— (1)
DEX	(2D6+6)×5	65 (65)
INT	(6D6+2)×5	115 (100)
POW	(2D6+6)×5	65 (65)

Average Hit Points: 500 (1)

Average Damage Bonus (DB): n/a

Average Build: n/a (–2)

Average Magic Points: 13 (1)

Move: 4 / 10 flying

Combat

Attacks per round: 1 (bite or weapon)

Treat a swarm as a single entity with 1 attack per round. The individual members bite opponents or may employ a specially designed weapon (operated by the swarm). While individual members of a swarm can be killed with a single point of damage, such methodology is academic as no person can effectively combat a swarm with usual melee or firearm weapons; instead, weapons causing an area effect, such as bombs, fire, cold, and so on, may destroy a swarm, especially if the swarm is maneuvered into a small or enclosed space—the Keeper’s judgment is required.

Fighting	40% (20/9), damage 1D6+2
Advanced weapon	45% (22/9), damage 2D6
Dodge	40% (20/9)

Skills

Electrical Repair 60%, Science (Biology) 80%, Science (Chemistry) 70%, Science (Physics) 90%, others as determined by the Keeper.

Armor: none; area effect weapons must be deployed to successfully destroy a swarm.

Spells: 10% chance per swarm of knowing 1D4 spells.

Sanity Loss: 0/1D4 Sanity points to encounter a swarm of Great Race beetles.

FROM THE JOURNALS OF SIR HANSEN POPLAN: THE TRANSFERENCE OF MINDS

I have written previously of past lives and how we may exist serially from one life to the next. The whole question of what “we” are is much more complex than that, however. What if alien entities could pluck our consciousness from our bodies and host it within another? The question is not academic if the Winter-Hall translation of the Eltdown Shards is to be believed.

That document tells the story of a race known as the Yithians, who could reach across the bounds of space and time to switch minds with innocent victims that they have never met, never seen. Certainly, my research has uncovered materials that suggest magic exists that can transfer minds between bodies. Indeed, perhaps technology could replicate such a feat? Such thoughts leave us with two questions. First, what of the soul? If a person’s mind can be swapped, where does our humanity truly dwell? Second, can you trust anyone? Are the people around us truly who we think they are? Who or what may be looking out from behind the mask of your neighbor’s face?

STRANGE AND UNUSUAL: MONSTERS OF THE CTHULHU MYTHOS

YOG-SOTHOTH, CHILDREN OF

It was huge, bigger than a barn, and composed of a mass of squirming rope-like tubes. Its total shape was like a hen's egg, a great jelly with dozens of legs like hogsheads, and great bulging eyes all along the sides, each as big as stovepipes. Atop the jelly mass was a human-seeming face, surrounded by dozens of tentacles and spherical growths, like iridescent balloons.

Alternative names: Horrors, Festering Things, Spawn of the All-in-One.

The spawn of Yog-Sothoth are formed when the Outer God mates with or channels a part of itself into a human, creating a hybrid creature. Because of the hybrid qualities of these creatures, no two are exactly alike, and some may have a human female or male parent, as the alien biology involved works differently to a human and terrestrial convention.

Some may look mostly human with a goat-like face and possess some alien traits (hidden or otherwise; such as Wilbur Whateley in Lovecraft's *The Dunwich Horror*) or terribly alien, monstrous, and/or invisible (such as Wilbur's "twin" from the same story). Most mature rapidly, taking a handful of years to reach adulthood, and requiring great quantities of fresh meat to feed upon. Those able to pass as human (usually with sufficient clothing or disguise) tend to display a high intelligence, while those more monstrous are like to appear bestial—they can possess great intelligence but this may be hidden beneath their desire for food, which makes them appear bestial and aggressive.

Such children, lacking the "parental" guidance of Yog-Sothoth, have an affinity with the lore of the Cthulhu Mythos but must learn it from books, people, and rites connecting them to the Outer God and other entities—and such rites must first be learned before they can be performed. In seeking Mythos knowledge, such creatures seek a means to commune with Yog-Sothoth, and some may work toward summoning the entity, as they feel an inner desire to bring their monstrous parent to Earth in the hope of "clearing off" the planet of humanity and returning it to the rule of Mythos entities. Thus, the acquisition of spell lore and rituals is an almost unconscious imperative for these creatures.

For some human-seeming progeny, their heritage may be well concealed (event to them), and only come to light later in life, when outwardly their body begins to change (internal organs may already be alien or unusual). Instinctively, these sorts will be drawn to old books and tomes but not, at the time, be aware of the reason for such interest. In time, their learning is likely to allow them to draw conclusions about their parentage and their purpose.

Invisible: some monstrous spawn are invisible and only able to be seen through magic or the liberal application of a special formula, like the Powder of Ibn-Ghazi.

Children of Yog-Sothoth, Outer God progeny

	Human-Seeming		Monstrous	
char.	roll	average	roll	average
STR	(4D6+8)×5	110	2D6×25	175
CON	(8D6+6)×5	170	2D6×25	175
SIZ	(2D6+8)×5	75	(4D6+30)×5	220
DEX	(2D6+6)×5	65	(4D6+2)×5	80
INT	6D6×5	105	6D6×5	105
POW	6D6×5	105	6D6×5	105
APP	2D6×5	35	n/a	n/a
EDU	(2D6+8)×5	75	n/a	n/a

Average Hit Points:	24	39
Average Damage Bonus (DB):	+1D6	+4D6
Average Build:	2	5
Average Magic Points:	21	21
Move:	8	10

Combat



A Child of Yog-Sothoth

CHAPTER 2

Attacks per round: 1 (human-seeming); 6 (monstrous)

Human-seeming spawn may use standard melee or weapon attacks. Monstrous spawn may attack with six tentacles to bash and grab.

Grab (mnvr): tentacles may grab and then either crush (damage bonus) or suck blood from a target (1D10 damage + 1D10 CON per round). May direct up to three tentacles against a single target, providing one attack roll with up to two bonus dice. Held targets may attempt to wriggle or break free with an opposed DEX or STR roll per round.

Invisible (optional): some monstrous spawn cannot be seen without magical means; those attempting to attack the spawn suffer a penalty die to hit.

Human-Seeming

Fighting	50% (25/10), damage 1D4+DB or by weapon type
Dodge	35% (17/7)

Monstrous

Fighting	90% (47/18), damage 1D6+DB
Grab (mnvr)	40% (20/8), held, then crush or suck blood (see above)
Dodge	40% (20/8)

Skills (human-seeming)

Charm 40%, Climb 70%, Cthulhu Mythos 20%, Fast Talk 40%, Intimidate 80%, Library Use 75%, Occult 70%, Persuade 40%, Psychology 25%, Stealth 60%.

Armor: none; monstrous spawn cannot be harmed by mundane weapons and enchanted weapons deal minimum possible damage; monstrous spawn are invisible.

Spells: varies; human-seeming children may know 1D4 to 2D6 spells depending on their learning, while monstrous spawn have a 20% chance to know 1D6 spells.

Sanity Loss: 1/1D6 Sanity points to encounter a fully-revealed human-seeming child of Yog-Sothoth (no loss if disguised); 1D4/1D8+2 to encounter a monstrous child.

FROM THE JOURNALS OF SIR HANSEN POPLAN: BLASPHEMOUS BIRTHS

As horrible as it may sound, I have found ample evidence in the hideous belief that beings from outside our world can interbreed with humanity, producing blasphemous progeny. Indeed, there are some isolated communities who devote themselves to belief that their "gods" shall bless them with miraculous children. The faith in such strange customs and attitudes is strong in such people, with both male and female adherents offering themselves to be chosen to receive their god's offspring.

My most direct evidence of these blasphemous births comes from Dr. Henry Armitage of Miskatonic University. He told me how a being called Yog-Sothoth who could be summoned to breed with a willing human. He admitted that what had at first had been merely an academic interest came to be a horrific reality in 1928 when he had occasion to become embroiled with the Whateley family of Dunwich, MA. "Such beliefs," he said, "are true!"

YUGG

It left a sticky trail, as though some monstrous snail had gone by. While slime was rapidly dissolving by the light of the sun, it was clear the thing was nearby. We did not have to wait long before it made itself known to us. Turning the bend of the hill, we saw a large and pale creature. Bloated and swollen, some four feet in diameter and over twelve feet high, it reminded me of a great worm or slug, and had a large circular mouth, ringed with horn-like teeth that recalled a hagfish or lamprey eel. About its head and mouth were numerous tentacles, some rudimentary and some up to two feet in length. Its smell brought to mind rot and dead things.

Alternative names: Giant Eels, Sea Lurkers, Yuggya.

These large, pale, and gray worm or slug-like creatures dwell almost exclusively in the depths of the Pacific Ocean, although there have been reports of them crawling upon land. They are intelligent and have a society of sorts, but it is unknown whether they are native to Earth or arrived from somewhere else. Some believe they arrived from another planet to pay homage to the Great Old One known as Zoth-Ommog, believed to be imprisoned in the deep ocean around Ponape (now Pohnpei). Certainly, yuggs have been encountered in this region and do appear to have some form of connection to Zoth-Ommog. Alternatively, or in addition to, many yuggs may serve (or have once served) Ythogtha, the Old One said to be imprisoned in the Abyss of Yhe.

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A few tomes claim the yuggs have a high-priest called Ubb-lor, whose enormous size sets it apart from the rest of its kind. It would be consistent with the legends if Ubb-lor, and the other yuggs were not only attending to Zoth-Ommog but also working toward some scheme to free the Great Old One. In a similar manner, would the yuggs devoted to Ythogtha aim to serve and achieve that Old One's freedom.

Diving and swimming in yugg infested waters is not advisable, and those boating around the Caroline Islands should take care. Reports of missing boats and swimmers are common. Whether the yuggs are taking humans for sacrifice or for some other purpose remains a mystery.

Yuggs, ocean lurkers

<i>char.</i>	<i>roll</i>	<i>average</i>
STR	(6D6+4) × 5	125
CON	(4D6+2) × 5	80
SIZ	8D6 × 5	140
DEX	2D6 × 5	35
INT	(2D6+4) × 5	55
POW	4D6 × 5	70

Average Hit Points: 22

Average Damage Bonus (DB): +2D6

Average Build: 3

Average Magic Points: 14

Move: 2 / 6 swimming

Combat

Attacks per round: 1 (bite, hold)

Uses its mouth to bite but may also hold on to an opponent, draining blood from its victim until sated.

Hold (mnvr): the yugg attempt to latch onto a target; if successful, its teeth and/or tentacles hold the target fast, allowing the victim to be drained of blood at the rate of 1D6+1 hit points and 4D10 points of STR per round until dead, or until the yugg is killed or driven off. Victims surviving such an encounter may regain STR at a rate of points 1D10 per day of rest. Those so held may attempt to break free with an opposed STR roll versus the tentacles/teeth STR of 60.

Fighting	50% (25/10), damage 1D6+DB
Hold (mnvr)	50% (25/10), damage 1D6+1 plus 4D10 STR per round
Dodge	17% (8/3)

Skills

n/a.

Armor: 3-point jelly-like hide.

Spells: 10% chance to know 1D3 spells.

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





AZATHOTH THE
BUBBLES AT THE
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MONSTERS FROM FOLKLORE

C*all of Cthulhu* can be used to tell any kind of horror story—don't feel restricted to keeping to the Cthulhu Mythos. Feel free to draw inspiration from different sources. Your players might enjoy a one-shot game of focusing on a classic monster or something rising out of legend. Just like there is no overall canon imposed on the Cthulhu Mythos, there is nothing to stop you mixing up classic and Mythos horrors—it's your game and game world, so if vampires, werewolves, and mi-go all haunt the night, then fine! You may want to take a break from the Mythos and use *Call of Cthulhu* to experiment with scenarios about Folk Horror, or use *Pulp Cthulhu* to recreate some classic stories drawn from the films of the 1950s and 1960s, and so on. This chapter provides profiles for a bunch of non-Mythos monsters.

CONSIDERATIONS

Many of the supernatural beings or monsters of legend are traditionally defeated with the use of religious paraphernalia: the vampire harmed by holy water and repelled by a crucifix, ghosts and demons subject to exorcism by Christian priests, and so on. If using these traditional horrors in your games alongside scenarios concerning the Mythos, consider whether and how such things work in cosmic horror. Are the tales of vampires turned away by garlic just stories with no factual basis? Do witches recoil when seeing a crucifix? Such things may or may not have “power” in the game world of a particular scenario. Perhaps, it's not necessarily the religion or tool employed, but rather the willpower (POW) of the person wielding it? Their willpower drives away the monster, with the holy water or crucifix acting as a focus for that willpower?

Trying to marry traditional horror tropes with a Lovecraftian universe might not be as easy as it sounds. It may be helpful to distinguish between games that use a Lovecraftian setting from generic horror games. Consistency is only required where two or more stories are linked. You

may decide to have crucifixes burn the flesh of the undead in a 1970s vampire scenario only to have such things mocked and without value in a modern-day encounter with the Mythos. If the stories are not linked (i.e. use a different set of investigators) then no consistency is required.

Of course, not everything needs to be explained, and you may decide to treat each adventure as taking place in its own world; so, in one adventure vampires are real and fear holy water, while in another, vampires are created by a Mythos god and only Mythos magic can affect them. Ultimately, vampires and other horrors drawn from legend work however you wish them too.

Having traditional monsters within games provides the option of inserting “red herrings” into the story or ensuring that games don't become stale. Blending traditional and Mythos monsters allows the Keeper to create unique and challenging mysteries where the players may think they know what they face, only to discover some new hybrid horror that is all the more challenging and frightening.

BLACK DOG

Mysterious black dogs are known particularly in the United Kingdom. These tend to be very large black canines with big glowing eyes that prowl by night; Black Shuck is one such hound that possesses a single large eye and is said to haunt the coastline and countryside of East Anglia. Some legends have black dogs in league with the Devil or witches. Said to haunt crossroads and places of execution, black dogs may be seen during electrical storms. These dark hounds are regarded as malevolent and omens of death.

Burning Eyes: gazing into the glowing eye(s) of a black dog may cause a person to become frozen with fear if they fail to win an opposed POW roll with the hound. If frozen in place, they are unable to take any actions for 1D3 rounds.

Opposite: Stalked through the woods

Black Dogs, four-legged specters

char.	roll	average
STR	(2D6+6)×5	65
CON	(4D6+2)×5	80
SIZ	(2D3+4)×5	40
DEX	(4D6+4)×5	90
INT	3D6×5	50–55
POW	3D6×5	50–55

Average Hit Points: 12

Average Damage Bonus (DB): 0

Average Build: 0

Move: 12

Combat

Attacks per Round: 1 (bite or claw rake)

Fighting	100% (50/20), damage 1D6+DB
Dodge	25% (12/5)

Skills

Stealth 90%.

Armor: 2-points fur.

Sanity Loss: 0/1D4 Sanity points to encounter a supernatural black dog.



Black Dog

CORPSE LIGHTS

Also known as pine lights, witch lights, corpse lights, jack o' lanterns, and will-o'-the-wisps. These are strange phosphorescent lights that seem to float over the ground. Often considered harbingers of doom or death, these lights may differ in color, and may sometimes move toward a person who is not long for this world. There are many stories from around the world, with these lights often misleading travelers. Some consider them to be the souls of the dead, others think they are fairies, while a few believe they are witches or demons.

Strange Fire: when touching or passing through a target, a corpse light burns with an intense cold. This painful sensation causes 1 damage. At the Keeper's discretion, a POW may be requested: if successful, some momentary insight may be revealed.

Corpse Lights, messengers of the damned

char.	roll	average
STR	1D4×5	10
CON	05	05
SIZ	05	05
DEX	(4D6+8)×5	80
INT	1D4×5	10
POW	2D6×5	25

Average Hit Points: 1

Average Damage Bonus (DB): n/a

Average Build: -2

Move: 10 flying

Combat

Attacks per Round: 1 (burn)

Fighting	50% (25/10), damage 1
Dodge	40% (20/8)

Skills

n/a

Armor: none; immune to mundane weapons.

Sanity Loss: 0/1 Sanity points to encounter corpse lights.

GHOST

Each ghost should be crafted by the Keeper to fit the circumstances of the scenario; thus, the Keeper must determine what the ghost is, what it wants, and how it can be appeased or dealt with. One size does not fit all with ghosts, and each should play its own role.

Ghosts are thought to be dim and misty forms, somewhat or fully incorporeal; however, a ghost may appear physically real, seemingly a “real” and “solid” person” to the viewer. Some may be an invisible force, others may appear to be a friend or relation since passed on, or else some phantom from history. Usually, certain locations or specific objects (such as a book, ship, or automobile) are the focus of a ghost, although we can also find “ghosts” following a person (like a curse) until they are able to redirect the ghost to another person or else fall victim to it.

Individually crafted ghosts are good sources of spooky scenarios. Entire campaigns can be devoted to the study of and exorcism of ghosts. Books to read *The Haunting of Hill House* (both the novel and the 1963 film, *The Haunting*) by Shirley Jackson, *The Shining* by Stephen King, any of William Hope Hodgson's ghost stories (particularly the *Carnacki the Ghost Finder* tales), and the ghost stories of M. R. James. There's plenty of inspiration to found in old and new stories, film, and television.

Ghosts may or may not be vulnerable to magic or to exorcism. Ghosts may be able to communicate (verbally, by using the environment, or via a medium) and so provide clues as to their purpose or desire. Sometimes, a ghost may give instructions, which, if carried out, let the anxious shade dissolve and find peace. Though all ghosts are terrifying, some are more loathsome than others. It is up to the Keeper to determine how a ghost can be laid to rest; some possibilities include:

- Locating the source of attachment for the ghost and destroying it.
- Locating the physical remains of the ghost and salting and burning them.
- Exorcising the ghost (opposed POW roll, or via psychic combat—see *Pulp Cthulhu*, page 85).
- Enabling the ghost to fulfill its mission (preventing the death of a loved one, resolving unfinished business, etc.)

Some possible ghosts include:

- Apparitions of the dead, haunting a location or an object. These may look the same as in life or reflect the manner of death, such as being headless. These may be antagonistic or otherwise.
- Wraith, a wrathful ghost created by overwhelming feelings of frustration, revenge, and hate. These usually are focused on a particular person, family, or place, and seek to destroy or otherwise kill the object of their animosity.
- Apparitions of the living appearing to a loved one. These may be an omen of ill-luck or a portent of the (soon to happen) death of that person. These phantoms do not usually speak, their appearance in some impossible place is message enough that something bad is about to happen.

- Ghostly vehicles appearing on a section of road or track, or a vessel (plane or ship). These may be omens of a coming disaster or may allow people to enter inside and thereby be transported to somewhere else (or undergo some strange experience).
- Haunted building; the whole structure is a ghost, perhaps possessing the former character or purpose of the building (such as a library that now appears as the theater it once was).

A ghost possesses only INT and POW (and magic points). When a ghost's magic points are spent, it must retire (temporarily), but should its POW be reduced to zero, it ceases to exist. Think about how a ghost's POW might be reduced and apply this to the concept and plot you are fashioning in the scenario. Thus, if you want the investigators to deal with the supernatural threat by salting and burning the ghost's physical remains, then, each round of bone burning could inflict 2D10 to 4D10 POW loss. Or, an exorcism might inflict 3D10 POW damage each round the priest wins an opposed POW roll with the spirit—if the spirit wins, perhaps the priest suffers POW and/or CON loss.

char.	roll	average
INT	$(4D6+2) \times 5$	80
POW	$4D6 \times 5$	70

Magic Points: 14

The profile above is just a guide.

Using the Environment: some ghosts can manipulate the environment, causing pots to fly off shelves, doors to open, and telephones to ring. More powerful poltergeists may cause physical harm by attacking with thrown items. In such instances, the ghost uses its POW value in place of a Fighting skill, while investigators should use Dodge to avoid being hit. Assume small items (collectively) cost one magic point to move/throw, while something large and heavy might cost 5 magic points (roughly, one magic point per one STR of the person or object moved/pushed).

Ghost Attack: use an opposed POW roll. As this happens, the ghost may be glimpsed as clawing at, enveloping, or otherwise physically attacking the target. If the character fails the opposed POW roll, the character loses 2D10 POW. If the character overcomes the ghost, they cause the ghost to lose 2D10 POW. Any points of POW lost are forfeit. Ghosts of greater strength might drain 3D10 POW or more from a victim in a single round, but such potent entities still lose only 2D10 POW if overcome by the victim in a particular round.

GOLEM

The golem is a fabricated creature of Jewish folklore from Medieval cabbalistic legends centering on the teachings of the *Sepher Yetsirah*. A golem is usually formed from clay and given life through magical and religious ceremonies. Shaped like a large human by its creator, the golem's forehead is inscribed with the word "Aemaeth" that gives it life. The actual ritual for animating a golem lasts for many days, during which time special prayers and ceremonies from the *Sepher Yetsirah* (Hebrew, no Sanity loss, Occult +4 percentiles, spell: Create Golem) are performed, and holy feasts are eaten. Once animated, a golem obeys the simple commands of its creator. The man-made monster cannot speak, is slow, and has additional and obvious limitations (a golem could not drive a vehicle, use any sort of weapon or manual device, utilize any INT-based skills, and so on); however, a golem is incredibly strong and hardy. A golem does not ever tire and follows a command until it is completed or until the creature is stopped by its creator or destroyed.

Although most often built of clay, a golem may be constructed of any material. The figure most often connected with the golem legend was Rabbi Judah Loew of Prague (1520–1609), whose story was the basis for the famous 1915 Paul Wegener silent film *Der Golem*. The golem legend was also an inspiration for the very famous 1818 Mary Shelly novel *Frankenstein*.

Creation: the ritual for creating a golem takes 1D6+4 days, requires the temporary expenditure of 15 magic points, and the permanent sacrifice of 25 points of POW. The ingredients for the rituals, spells, and feasts are left to the Keeper's discretion, but they are numerous, rare, and exotic. At the end of the ritual, the sorcerer loses 1D6 Sanity points. The time required for this lengthy process does not include the time it takes to construct the golem, which must be finished before the rituals begin.

Control: the golem obeys its creator's commands to the best of its ability. Each week there is a cumulative 5% chance that the creator loses control of the golem; once free, the golem's first action may be to destroy its creator or else run amok. The creator may regain control of the golem with an opposed POW roll and the sacrifice of 1D6 Sanity points. Another person might attempt to get control of the golem by winning an opposed POW with the golem, although this roll will suffer from one or two penalty die at the Keeper's discretion, in addition to the loss of 2D6 Sanity points. Other methods of control may be employed by the Keeper, subject to their plot and scenario considerations. One possible way to stop or destroy a golem is to remove/destroy the letters either worked into its "flesh" or written on paper and placed into its mouth, which breaks the spell of life upon the creature.

Golems, magical creations

char.	roll	average
STR	(6D6+2)×5*	115*
CON	(4D6+2)×5	80
SIZ	(2D6+10)×5	85
DEX	1D6×5	20
INT	1D6×5	20
POW	(2D6+5)×5	60

* STR shows base amount; STR increase by 1 point each day and adjust HP, DB, and Build accordingly.

Average Hit Points: 16*

Average Damage Bonus (DB): +1D6*

Average Build: 2*

Move: 6

Combat

Attacks per Round: 2 (strike) or 1 (grasp/crush)

May strike with both hands each round, or it may use both arms to grasp and crush a victim.

Grasp (mnvr): target is held by both of the golem's hands and, on the following round, may be crushed (1D6+DB). The victim may attempt to break free with an opposed STR roll.

Fighting	70% (35/14), damage 1D6+DB
Dodge	10% (5/2)

Skills

n/a

Armor: 9-point clay/stone (if constructed from another material, armor may be different). Scratching out the letters inscribed in the golem's forehead or placed in its mouth destroys the creature.

Sanity Loss: 0/1D6 Sanity points to encounter a golem.

HORSE OF THE INVISIBLE

Horses of the invisible are a race of partially-material creatures from another plane of existence. In this reality, they are invisible to human eyes but may manifest, appearing as the rearing front legs, hooves, and head of a giant and pale, ghostly horse, its hindquarters obscured or trailing off as thick, eerie fog. Their chilling neighing and hoof-beats are usually the only indication of their presence.

These creatures may manipulate objects while immaterial and can pass through solid objects. They cannot attack physically unless they coalesce into their semi-corporeal ghostly horse manifestations. Horses of the invisible are solitary creatures, and may arrive in this plane of reality

MONSTERS FROM FOLKLORE

in only two ways: they may be summoned or they may be attracted by intense suffering (such as the sites of gruesome murders, suicides, and torture). For these reasons, a horse's presence is often erroneously thought to be a haunting by restless spirits. A horse of the invisible is tied to a specific lair until dispelled back to their home plane or slain.

Telekinetic Powers: able to use these abilities while invisible and immaterial, a horse of the invisible may push people or objects by expending 1 magic point per 1 STR of the person or object to be pushed. The horse must be able to see its target or the object to push/manipulate it. May pass through objects, walls, people as desired, which slows its movement by half.

Horse Manifestations: to physically manifest, a horse must expend one magic point per 5 SIZ of its body. Once coalesced (taking one round to do so), a horse can maintain its physical form or dissolve it at will as often as it likes between sundown and the next sunrise. To create a physical body the next night, the horse must expend the magic points all over again. If reduced to zero hit points while in physical form, a horse is dispelled to its lair until the next sundown, when it returns fully regenerated. The only way to truly kill a horse of the invisible is to reduce its POW to zero. A horse of the invisible is completely powerless, silent, and invisible during daylight hours. Between sundown and sunrise, however, they are terrifying and powerful entities. Once it has manifested a physical body, a horse may no longer utilize its telekinetic powers or pass through solid objects.

Horses of the Invisible, *ghostly steed-like creatures*

When in corporeal form, a horse of the invisible has the characteristics noted in parentheses below. When immaterial it possesses only INT, POW, and DEX.

char.	roll	average
(STR)	(4D6+16)×5	150
(CON)	(4D6+10)×5	120
(SIZ)	(4D6+20)×5	170
DEX	(4D6+6)×5	100
INT	(2D6+10)×5	85
POW	SIZ×1.5	255

Average Hit Points: 29

Average Damage Bonus (DB): +3D6

Average Build: 4

Move: 14 / 20 incorporeal

Average Magic Points: 51

Combat

Attacks per round: 2 (hooves) or 1 (bite)

A horse must solidify to physically attack, using its hooves to smash or its teeth to bite. In each round, a horse may attempt two hoof-smashes or one bite.

Bite: victims killed by a single bite attack have been bitten in half. The head and upper torso of such victims are never found. Seeing such a grizzly attack, or discovering the lower half of a body, costs 1/1D6 Sanity points.

Fighting	75% (37/15), damage 1D6+DB
Bite	50% (25/10), damage 1D4+DB (see above)
Dodge	50% (25/10)

Skills

n/a

Armor: suffers one damage from all physical attacks; magical weapons deal normal damage value. Unless its POW is reduced to zero, returns fully regenerated at the next sundown.

Sanity Loss: 0/1D6 Sanity points to encounter a horse of the invisible in corporeal form; 0/1D2 Sanity points to hear the haunting hooves or neighing of an invisible horse.

JERSEY DEVIL

The legendary Jersey devil is a hooved, flying bipedal creature said to inhabit the Pine Barrens of Southern New Jersey. This creature can be traced back to Mother Leeds, who while in the throes of childbirth with her thirteenth child cried out to the Devil. The baby was allegedly born looking like a devil-like creature that flew off into the surrounding pines and has haunted the area ever since.

There are occasional sightings of the devil-beast, yet its bizarre tracks are the only evidence that it has been around. Lines of single-file hoof have been left in snow and mud; these tracks start and end abruptly, are always in a perfectly straight line—even going up and over roofs, across fences, and so on, and sometimes go on for miles. This monster is believed responsible for killing livestock.

Use this profile (adjust as necessary) to suit other strange creatures lurking at the fringes of civilization, such as the Almas of Mongolia, the Barmanu of Pakistan/Afghanistan, the Chupacabra of Puerto Rico, the Fouke Monster of Arkansas, the Skunk Ape of Florida, and so on; see **Giant Hairy Hominid** (page 178) for alternative profile.

Jersey Devil, *haunter of the pine barrens*

STR 90 CON 110 SIZ 85 DEX 70 INT 70
APP — POW 70 EDU — SAN — HP 18

Average Hit Points: 19

Average Damage Bonus: +1D6

Average Build: 2

Move: 7 / 9 flying

Combat

Attacks per round: 2 (hooves)

Fighting	80% (40/16), damage 1D6+DB
Dodge	40% (20/8)

Skills

Listen 80%, Spot Hidden 80%, Stealth 90%.

Armor: 2-point tough hide.

Sanity Loss: 0/1D6 Sanity points to encounter the Jersey Devil.

LAKE MONSTER

Many large lakes around the world have legends of monsters dwelling within their depths. Lake monsters are large, elusive creatures that generally possess long eel-like bodies or short, squat bodies with long tails and very long necks. They have small heads and typically are equipped with four paddle-like

flippers. Lake monsters may grow up to 16 or more yards/meters long and weigh as much as 3,000 pounds (1,360 kg).

Some claim that these mysterious creatures are descendants of the surviving specimens of prehistoric species. Among the most famous lake monsters are the Loch Ness Monster of Scotland and Ogopogo of Lake Okanagan in British Columbia, although there are plenty of others—the Bear Lake monster (Idaho), Champ (Lake Champlain), and Chessie (Chesapeake Bay)!

We presume that lake monsters survive on fish and other aquatic food; some may breathe underwater while others must surface periodically to fill their lungs with air. While their long necks or serpentine humps may occasionally be seen breaking the surface of the water, lake monsters do not tend to come up from the depths of their deep lakes. Nessie, Ogopogo, and other lake monsters (it would seem) are usually timid and shy away from humans. Sightings of lake monsters are rare, with hard evidence even rarer, and attacks upon humans still rarer yet; however, there are a few tales of lake monsters chasing boats and water-skiers, or surfacing near swimmers. These creatures might attack if forced into a situation where they could not escape, or if their young were threatened. Who knows, such monsters might be controlled (possibly bred) by deep ones or the mi-go?

Lake Monsters, *mysterious watery wonders*

char.	roll	average
STR	(6D6+15)×5	180
CON	(6D6+11)×5	160
SIZ	(8D6+20)×5	240
DEX	(4D6+4)×5	90
INT	(2D6+4)×5	55
POW	(3D6+6)×5	80–85

Average Hit Points: 30

Average Damage Bonus (DB): +4D6

Average Build: 5

Move: 7 / 12 swimming

Combat

Attacks per Round: 2 (flipper bash, bite) or 1 (tail bash)

Fighting	60% (30/12), damage 2D6
Tail bash	50% (25/10), damage DB
Dodge	50% (25/10)

Skills

Listen 80%, Spot Hidden 90%, Stealth 90%.

Armor: 12-point tough hide.

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



MAN-EATING PLANT

Legends, folklore, pulp fiction, and B-movies are full of exotic jungles or forests populated by man-eating plants. Featured in fantasy, horror, and science fiction stories and films, there is something unsettling about the thought of the tables being turned, and plants eating animals!

Man-eating plants can take on any form, from gigantic versions of real plants (like Venus flytraps or sundews) to fantastical creations (like serpentine-tendrilled trees or enticing flowers that close around their intended prey). Carnivorous plants may be sentient, intelligent, and able to move, or they may be rooted the spot and are simply big nasty botanical traps waiting patiently for some unsuspecting adventurer to wander too close.

Such plants can occur naturally in deep, uncharted, and remote locations. Sometimes, they could be mutant things changed by chemicals or radiation. Crazy scientists may be breeding man-eating plants for their own reasons. Some people may worship such plants, capturing others to be sacrificed to their living god. Other times, man-eating plants may be used as guardians to protect ancient and special sites.

When designing a man-eating plant, be creative. Think about real-world plants and exaggerate their features—such as roses having poisonous thorns, trees dripping acidic sap, or mushrooms so big as to allow humans to unwittingly walk into them and be swallowed. Some man-eating traps emit caustic acids that kill and digest their prey, some have blood-sucking thorns or tendrils, others have vines or leaves that snare or crush their prey. Possible weapons include snapping blossoms, clawing thorns, strangling vines, crushing branches, sticky leaves, poisonous pollen, and acid sap.

Man-Eating Plants, *coniferous carnivores*

char.	roll	average
STR	4D6×5	70
CON	(2D6+6)×5	65
SIZ	(6D6+10)×5	155
DEX	3D6×5	50–55
INT	2D6×5	35
POW	3D6×5	50–55

Average Hit Points: 22

Average Damage Bonus (DB): +2D6

Average Build: 3

Move: 0 or 6

Combat

Attacks per Round: 1 (varies)

Determine the nature of the plant and how it attacks and consumes its prey. The simplest option is for the plant to strike out; otherwise, some form of trap may be appropriate.

The trap may function like a combat maneuver, allowing the prey to avoid being captured with a Dodge, fight back, or maneuver of their own, or the trap is static and relies on the prey stumbling into it. If static, the Keeper may call for a Spot Hidden, Stealth, or just a Luck roll to determine if an investigator stumbles into the trap.

Trap (mnvr): the plant uses its body or some portion to trap prey. Escape may be possible with an opposed STR roll or a Hard or Extreme DEX roll (if a sickly trap). Cutting oneself free may be an option (presuming the plant isn't fighting back), or having colleagues do the same. If captured, the person is held and is consumed—which could be slow (1D4 damage per day) or fast (1D6 or DB per round).

Fighting	50% (25/10), damage DB
Trap (mnvr)	50% (25/10)), caught/held, damage DB per round (see above)
Dodge	30% (15/6), where plant able to move

Skills

Entice/Lure Prey 70%, Sense Prey 70%.

Armor: varies, but usually at least 1D6-point leathery stems and leaves or bark, etc., plus 1D6 or more regeneration per round.

Sanity Loss: 0/1D6 Sanity points to encounter a man-eating plant, depending upon how horrible or weird it is.



Man-Eating Plant

MEGALODON

The largest specimen of shark ever discovered, possessing teeth 7 inches (18 cm) long, and a bite radius of approximately 6 feet (1.8 m). This creature (living approximately 23 to 3.6 million years ago) could grow to lengths of up 100 feet (30 m) and weigh up to 100 tons or more. In most other respects it was like the great white sharks of today, constantly swimming and feeding on whatever it could find. The megalodon fed on whole schools of fish, large sea mammals, giant squid, and even whales. While once classed as belonging to the great white (*Carcharodon carcharias*) family, scientists now place megalodon in the *Otodontidae* family of giant sharks.

Megalodon, big-tooth shark

char.	roll	average
STR	(10D6+40) × 5	375
CON	(8D6+35) × 5	315
SIZ	(10D6+50) × 5	425
DEX	(2D6+6) × 5	65
INT	—	—
POW	(2D6+12) × 5	95

Average Hit Points: 74

Average Damage Bonus (DB): +9D6

Average Build: 10

Move: 10

Combat

Attacks per Round: 1 (bite)

Fighting	70% (35/14), damage DB
Dodge	35% (17/7)

Skills

Scent Blood/Prey 90%.

Armor: 10-point skin.

Sanity Loss: 1/1D6 Sanity points to encounter a megalodon.

MUMMY

These undead beings are similar to intelligent zombies. Some mummies act as temple guardians. Like zombies, mummies must be hacked apart to make them cease action. Contrary to popular belief, many mummies lack bandage wrappings and can move relatively swiftly. Some mummies cannot naturally regenerate magic points.

Because of the bitumen and bandages frequently used to preserve them, fire is particularly effective against Egyptian mummies: damage is normal (1D6) on the first two rounds, but is doubled (2D6) for each round thereafter.

Mummies, husks of horror

char.	roll	average
STR	(4D6+6) × 5	100
CON	(4D6+2) × 5	80
SIZ	(2D6+6) × 5	65
DEX	2D6 × 5	35
INT	3D6 × 5	50–55
POW	(2D6+8) × 5	75

Average Hit Points: 14

Average Damage Bonus (DB): +1D6

Average Build: 2

Move: 6

Combat

Attacks per Round: 2 (strike) or 1 (strangle)

Mummies have the usual range of unarmed attacks open to humanoids.

Strangle (mnvr): uses both hands to close around a target's throat, dealing 1D6+DB damage per round until the victim is dead, incapacitated, or the mummy is thrown off. The victim may break free with an opposed STR roll. Should colleagues inflict 6+ damage in one round, a mummy may release its vice-like hold.

Fighting	70% (35/14), damage 1D6+DB
Dodge	17% (8/3)

Skills

Stealth 50%.

Armor: 2-point tough skin; impaling weapons deal half damage only, while a bullet deals 1 damage maximum.

Sanity Loss: 0/1D6 Sanity points to encounter a mummy.

GIANT HAIRY HOMINID

The sasquatch (also known as bigfoot) and the yeti are elusive, hairy giant hominids who prowl the remote corners of the world. Different cultures and communities have varied names for such creatures. Around Missouri and Louisiana, there is a creature known as Momo; while in Florida a similar hominid is called the Skunk Ape; in parts of Connecticut is found the Winsted Wildman; in the Pacific Northwest we hear about Bigfoot; and so on. Of all the regional hominids, Momo appears to be the most aggressive, with stories of the creature killing dogs and chasing or even attacking people. In Himalayan mountains, the yeti or abominable snowmen are said to be the smaller cousins of the sasquatch.

Sasquatch

Standing over 7 feet (2 m) tall and covered in a reddish-brown-colored thick hair, sasquatch seem to be nocturnal and omnivorous, eating whatever plant and animal food can be found. The howl of these creatures is hauntingly eerie, and they are thought to smell horrible. They seem timid, shying away from humans, although there are stories of people being attacked or even kidnapped by these creatures. Numerous giant tracks and strands of unidentifiable hair have been found over the years, all claiming to substantiate the existence of sasquatch.

Yeti

Standing just over 5 feet (1.5 m) tall and covered in thick, dark hair, the abominable snowman is, like the sasquatch, nocturnal, omnivorous, and avoids humans. Yeti and their tracks have often been sighted by mountain climbers, although the beasts quickly escape from view to higher elevations or hidden caves. The high elevation, thinness of the air, and bitter cold atop very high peaks do not seem to adversely affect yeti as it does humans. At times, such as in particularly bad winters, yeti have been known to come down out of the mountains to raid villages for food. There are rare stories of the usually-timid yeti attacking humans.

Giant Hairy Hominid, *watchers in the wilderness*

char.	roll	average
STR	(4D6+6) × 5	100
CON	4D6 × 5	70
SIZ	(4D6+6) × 5*	100
DEX	(2D6+6) × 5	65
INT	(2D6+3) × 5	50
POW	3D6 × 5	50–55

*Yeti: halve result.

Average Hit Points: 17

Average Damage Bonus (DB): +1D6

Average Build: 2

Move: 8

Combat

Attacks per Round: 2 (punch, kick, bite) or 1 (throw rock)
Uses unarmed attacks but may pick up rocks to throw at enemies.

Fighting	65% (32/13), damage 1D3+DB
Throw rock	50% (25/10), damage 1D6+½DB
Dodge	40% (20/8)

Skills

Climb 70%, Jump 60%, Listen 70%, Scent 60%, Spot Hidden 50%, Stealth 90%.

Armor: 3-point tough skin and fur.

Sanity Loss: 0/1D6 to encounter a giant hairy hominid.

SCARECROW

Whether by a spell, force of will, possession, or some other event, a scarecrow is brought to life. It may serve another (such as a wizard, witch, or some other monster), be a mindless thing, or possess cunning and guile. Sometimes, it may be a single entity, or it may be a host of animated scarecrows.

Living scarecrows may follow simple commands such as, "attack anyone who enters this field," or "protect this book," and so on. They are capable of slow and steady movement, and never tire or give up unless destroyed or ordered by their creator to stop. They cannot speak and have additional and obvious limitations (a scarecrow could not drive a vehicle, use any sort of mechanical devices, use firearms, or utilize any INT-based skills, unless the Keeper deems otherwise). They may use simple hand-to-hand weapons, such as sickles, pitchforks, hatchets, and scythes.

Scarecrows, in the main, have but five points of POW (given to them by their creator). If drained of these points, the scarecrow immediately becomes inanimate and remains so until the sorcerer performs the spell again and gives it another 5 points of POW. Scarecrows are especially vulnerable to fire, although impervious to most other weapons. Often, a scarecrow can regenerate or rebuild itself, even if hacked to pieces (taking 2 minutes per point of SIZ of the scarecrow). The only way to truly destroy an animated scarecrow is to either drain its points of POW or to completely destroy it (so that there is literally nothing left), with burning the most effective method.

The exception to all of this is the occasion when a spirit or other mind possesses a scarecrow. Here, the scarecrow has the standard STR, CON, SIZ, and DEX, but possesses the INT and POW (plus any magic and knowledge) of the entity possessing it. Use the following profile for animated dolls, puppets, mannequins, and other similar horrors, adjusting the STR and SIZ down as appropriate.

Scarecrows, *animated rustic horrors*

char.	roll	average
STR	3D6 × 5	50–55
CON	6D6 × 5	105
SIZ	(2D6+6) × 5	65
DEX	2D6 × 5	35
INT	1D6 × 5	15
POW	05	05

Average Hit Points: 17

Average Damage Bonus (DB): 0

Average Build: 0

Move: 6

CHAPTER 3

Combat

Attacks per round: 1 (bash, strangle, or weapon)

Scarecrows may bash, strangle, or use melee weapons.

Strangle (mnvr): uses hands to close around a target's throat, dealing 1D4+DB damage per round until the victim is dead, incapacitated, or the scarecrow is thrown off. The victim may break free with an opposed STR roll. Should colleagues inflict 10+ damage in one round, a scarecrow may release its vice-like hold.

Fighting	35% (17/7), damage 1D4+DB
Strangle (mnvr)	35% (17/7), damage 1D4 (see above)
Sickle	35% (17/7), damage 1D6 +1+DB
Pitchfork	35% (17/7), damage 1D8+DB
Scythe	35% (17/7), damage 1D10+DB
Dodge	17% (8/3)

Skills

Relentlessly Advance 100%.

Armor: 2-point straw and wood; immune to impaling attacks; blunt-force weapons and hacking attacks inflict half damage; susceptible to fire (1D6+2 damage per round); if not drained of POW or fully incinerated, a scarecrow may regenerate/rebuild itself in $\text{SIZ} \times 2$ minutes.

Sanity Loss: 0/1D4+1 Sanity points to encounter an animated scarecrow.

SKELETON, HUMAN

Animated skeletons are encountered in a few medieval legends and rather more frequently in stories and films. Such things may come to life due to a curse, magic, or undying will. These boney horrors, much like scarecrows and zombies, tend to be relentless in their pursuit of enemies. Skeletons may be under the command of a wizard or similar villain, or maybe fully-aware horrors capable of independent thought; if the latter, POW and INT may be higher than the standard profile given below (assume $3\text{D}6 \times 5$ or higher).

Resistant: dried bones are brittle, snapping and splintering easily from a heavy blow; however, no area of a skeleton is more vulnerable than any other. Any blow striking a skeleton has a chance of destroying it equal to or less than the damage done multiplied by 5 (as rolled on 1D100); for example, if an axe hits a skeleton causing 8 damage, there is a 40% chance of destroying the skeleton by shattering it. Unless the skeleton shatters, it remains "alive" and capable of continuing combat. Apply one penalty die to attacks made with an impaling weapon (including bullets) since much of the target is simply air.

Skeletons, the lovely bones

char.	roll	average
STR	$3\text{D}6 \times 5$	50–55
CON	n/a	n/a
SIZ	$(2\text{D}6+6) \times 5$	65
DEX	$3\text{D}6 \times 5$	50–55
INT	05	05
POW	05	05

Average Hit Points: n/a (see **Resistant**, above)

Average Damage Bonus (DB): 0

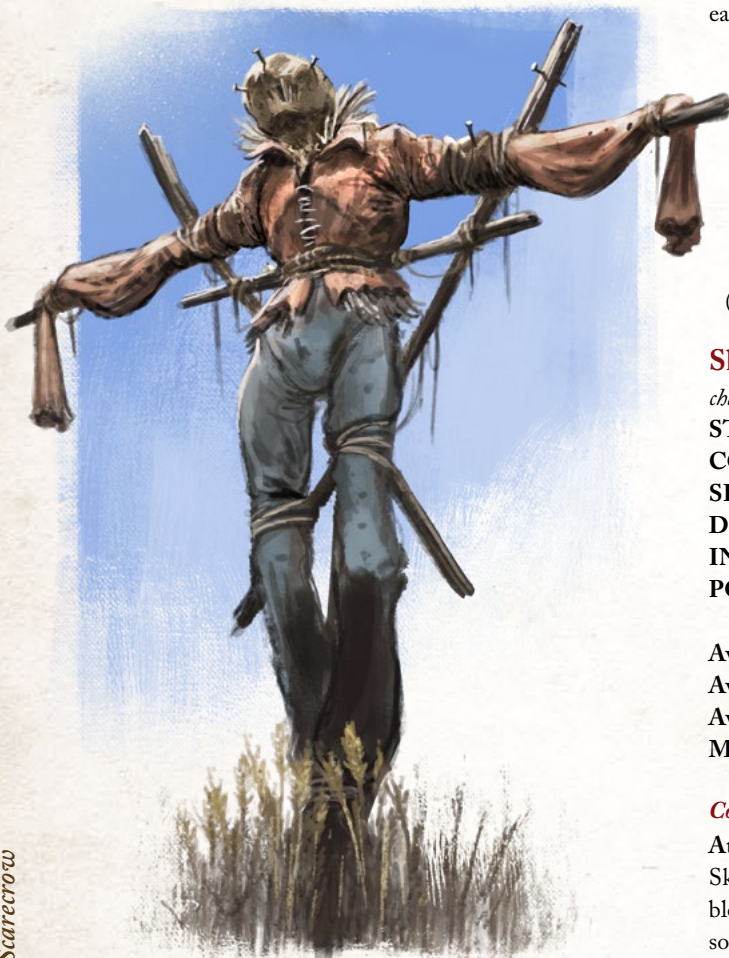
Average Build: 0

Move: 8

Combat

Attacks per round: 1 (weapon, strangle, bite)

Skeletons traditionally use weapons rather than striking blows directly, perhaps because they shatter so easily, although they may strangle and bite.



Scarecrow

MONSTERS FROM FOLKLORE

Strangle (mnvr): uses boney fingers to close around a target's throat, dealing 1D4+1+DB damage per round until the victim is dead, incapacitated, or the skeleton is thrown off. The victim may break free with an opposed STR roll.

Fighting	50% (25/10), damage 1D3+DB
Sword	50% (25/10), damage 1D6+1+DB
Spear	50% (25/10), damage 1D8+1+DB
Dodge	30% (15/6)

Skills

Relentlessly Advance 100%.

Armor: none; resistant to harm (see above).

Sanity Loss: 0/1D6 Sanity points to encounter an animated skeleton.

VAMPIRE

Tales and folklore concerning vampires and their powers are often contradictory, with each culture having sometimes quite distinct beliefs concerning these devils of the night. In general, European vampires are considered to be undead and must drink the blood of the living to sustain themselves; while in African legend a vampire might be a tree-dwelling creature or bird; whereas in Asia the Nukekubi detaches its head, allowing it to fly about to seek out victims. Thus, the Keeper should aim to reflect the local culture in the depiction of "classic" vampires, and determine what elements of folklore may be true in their games. Most times, if a vampire is unable to feed it withers and falls into torpor and (sometimes) may die.

Here are some options:

- A vampire casts no reflection.
- A vampire may not pass over running water.
- Full exposure to daylight harms a vampire (1D6 damage per round).
- A vampire must return to soil in which it originally was buried to pass the daylight hours.
- Drinking the blood from a vampire causes a person to die and then become a vampire under the thrall of its creator.
- A vampire has no special powers in daylight and may be unable to move from its coffin/resting place.
- In Christian cultures, a crucifix offers protection from a vampire, and holy water sears and scalds its flesh (1D4 damage).
- A vampire is only affected by the religion/cultural beliefs it practiced or understood while alive.
- A vampire must consume the blood or the lifeforce (POW) of the living.

- A vampire can change into smoke, mist, a wolf, or a bat at will. If smoke or mist, it drifts at the rate of one yard/meter per round.
- Vampires do not age and remain the age they were at the time they became undead.
- A vampire has fangs or uses a knife to open a vein.
- Vampires possess excellent night vision.
- A vampire may scale a wall or tree like a spider.

Gaze: may hypnotize a target if the vampire wins an opposed POW roll. The target follows simple instructions, although if commanded to engage in a self-destructive action the victim may attempt an INT roll to refuse the command (but remains hypnotized unless an Extreme success is achieved). Otherwise, the hypnotism ends when the vampire departs, or the victim suffers 5+ damage.

Death: once physical attacks have exceeded a vampire's hit points, the vampire turns into smoke or mist at the end of that round; thereafter, it regenerates hit points at the rate of 1 point per round. If an iron or wooden stake is driven through its heart, a vampire is killed outright and reduced to ashes—either the stake must be driven in while the vampire sleeps or, if awake, it must first be reduced to zero hit points.

Vampires, blood-sucking freaks

char.	roll	average
STR	$(4D6+6) \times 5$	100
CON	$(2D6+6) \times 5$	65
SIZ	$(2D6+6) \times 5$	65
DEX	$3D6 \times 5$	50–55
INT	$(2D6+6) \times 5$	65
POW	$(2D6+6) \times 5$	65

Average Hit Points: 13

Average Damage Bonus (DB): +1D6

Average Build: 2

Move: 10

Combat

Attacks per round: 1 (unarmed, bite, weapon)

Vampires have the usual range of unarmed attacks and may use weapons.

Bite: depending on the style of your vampire, it may have to hold the victim to continue draining their blood, or the act of biting may subdue the victim to the vampire's will (opposed POW roll). Either way, the vampire drains 2D10 points of CON (blood) from the victim each round thereafter (the victim dies if reduced to zero CON).

CHAPTER 3



Fighting	50% (25/10), damage 1D4+DB or by weapon type
Bite	50% (25/10), damage 2D10 STR (see above)
Dodge	25% (12/5)

Skills

Charm 60%, Psychology 60%, Track (Scent Blood) 75%, Stealth 70%; others at the Keeper's discretion.

Armor: none; see **Death** (above).

Sanity Loss: 0/1D4 Sanity points to discover one has been bled by a vampire; 0/1D4 to witness a vampire transformation; no Sanity point loss to encounter a vampire in "human" guise.

WEREWOLF

Traditionally, a human is cursed and thereafter turns into a monstrous half-human-half-beast—classically at the full moon. The unfortunate person may be unaware of the curse or may learn of their fate and either embrace or resent it. Some may fully transform into a giant wolf, while others may possess a degree of control over the metamorphosis, able to transform at will or (most times) hold back the change. Once the change is complete, the resulting monster is savage, animalistic, and frenzied. As humans, werewolves are outwardly normal and have standard human characteristics.

In some cultures, a person may become a werewolf due to witchcraft; the curse, in this case, being a spell. Some folklore suggests that a person can enact the transformation (i.e. curse themselves) by ingesting the blood of the innocent and enacting certain rites.

Regeneration: in bestial form, a werewolf is notoriously resistant to injury, regenerating 1 hit point per round. Wounds may heal quickly, so that they are no more than scars when they return to human form.

Immunity: mundane weapons tend to be ineffective, although silver (and possibly magical/enchanted) weapons inflict full damage. Silver, the lunar metal, is poisonous to the werewolf, and if a werewolf receives a major wound from a weapon made of silver the werewolf dies. If fire is used, a burning werewolf loses hit points faster than it can regenerate.

Cursed: the bite (sometimes the claws) of a werewolf causes the transmission of a transformational agent in the saliva. If a victim is bitten, they transform into a werewolf at the next full moon. At the Keeper's discretion, if the infected

bite is on a limb (use Luck roll or random hit location) and that limb is immediately severed, the curse may be avoided (perhaps a Luck roll to determine success). In addition, certain spells may negate the curse.

Werewolves, humanoid form

char.	roll	average
STR	(4D6+6)×5	100
CON	(2D6+6)×5	65
SIZ*	(2D6+6)×5	65
DEX	(2D6+8)×5	75
INT	(1D4+2)×5	20
POW	(2D6+6)×5	65

*For giant wolf form: increase SIZ to (4D6+5)×5, average 95.

Average Hit Points: 13

Average Damage Bonus (DB): +1D6

Average Build: 2

Move: 10 / 12 giant wolf form

Combat

Attacks per round: 2 (claws, bite)

Savage mauling, with clawing and biting.

Fighting	50% (25/10), damage 1D8+DB
Dodge	32% (16/6)



Werewolf

MONSTERS FROM FOLKLORE

Skills

Jump 80%, Track (Scent) 90%, Stealth 60%.

Armor: 1-point hide when in wolf or semi-wolf form; regenerates 1 hit point per round (see above); immune to mundane weapons (see above).

Sanity Loss: 1/1D6 Sanity points to encounter a werewolf; 1/1D4 to witness a human to wolf transformation.

ZOMBIE

The dead brought back to life. Differing versions of zombies exist in folklore and media, from the flesh-eating shuffling dead to those “revived” through magic, such as voodoo. Zombies may be slow or fast, may exist to perform a task or to consume the living, and may or may not be intelligent. Zombies may be created by magic, strange chemical spills, the wrath of the gods, or science. In addition, note the Resurrection spell within the Cthulhu Mythos tradition, which is a means of resurrecting the dead (which seem mostly in control of their faculties). The Keeper should determine what kind of zombie they wish to use in a story and ensure consistency.

Most times, a zombie’s POW is very low (05), with those created by magical means invested with POW donated by their creator (the spark of life). As such, these types of zombies have little to no will and have minimal INT, and are under the control of their creator, or else are animalistic “eating machines.” Zombies brought back to life by other means may have higher INT and POW values, and be capable of independent thought.

As the Keeper wishes, certain spells, substances, or artifacts may “deactivate” these things. Once you have determined what sort of zombie you wish to feature, you can decide how it can be killed or dealt with. According to differing cultural traditions, a zombie could be destroyed or protected against by the following:

- Feeding them salt (their makers would sew shut their mouths to guard against this).
- Tossing a coin into its mouth and then beheading the zombie.
- Garlic arranged in a circle prevents a zombie from entering a building.
- Throw or wrestled into its original grave and then burned to ash.
- Throwing rice or coins in its path, so the zombie must pick up each grain or coin.
- A sacred symbol must be drawn on the zombie’s forehead to deactivate it.

Undying: different types of zombies may require distinctive methods of killing. The standard form is provided in the profile below (see **Armor**). Some zombies may be indestructible, requiring the body to be hacked to (still-living) pieces that must then be separated and buried (each major wound severs a limb). Others may require magic to kill them, or they must be reduced to ashes, and so on. Use targeted attacks (with a penalty die) to deliver a blow to a specific body part, or use the Optional Hit Locations table (*Call of Cthulhu: Keeper Rulebook*, page 127) for random results.

Zombies, the unquiet dead

char.	roll	average
STR	(4D6+2)×5	80
CON	(4D6+2)×5	80
SIZ*	(2D6+6)×5	65
DEX	(2D6+8)×5	75
INT**	(1D4+2)×5	20
POW**	05	05

*A standard “slow” zombie; for speedier undead, use (2D6+8)×5, average 75.

**For intelligent undead, use (2D4+2), average 35, for INT and POW.

Average Hit Points: 14

Average Damage Bonus (DB): +1D4

Average Build: 1

Move: 6 (shambling) / 8 (fast)

Combat

Attacks per round: 1 (rip, tear, bite)

Most zombies use their hands and teeth to tear and bite. More intelligent zombies may employ melee weapons.

Fighting	30% (15/6), damage 1D3+DB, or by weapon type
Dodge	zombies rarely dodge

Skills

Listen 80%, Spot the Living 60%.

Armor: none; a major wound results in the loss of a limb—otherwise, ignore damage except to the head (one penalty die on rolls to target the head).

Sanity Loss: 0/1D4 Sanity points to encounter a “fresh” zombie; 1/1D6 to encounter a decaying walking corpse.



BEASTS

While *Call of Cthulhu* usually concerns tales of the supernatural, investigators can find themselves in all manner of strange and wild locations, from lost tombs hidden in jungles to dark caves along forgotten wilderness trails. Such places may be inhabited by aggressive and dangerous wildlife, presenting unexpected and sudden threats to be overcome or circumvented. This chapter presents a range of beasts, from potential man-eaters to beasts of burden, all of which may be useful in games.

Information covers game profiles rather than habits and ecology, which can be easily found with an internet search, although a pertinent fact may be given. Note that characteristic values are presented as dice rolls, with an average value provided (sometimes in square brackets) for quick reference. Sanity losses are not provided, although Keepers may wish to impose a Sanity roll for certain beasts met in less than welcoming situations, with the shock of the encounter provoking a roll; suggested Sanity loss for a beast encounter ranges from 1 point to 1D6 points. Where appropriate, certain skills are noted. Some values and attacks forms may vary from those stated in the *Call of Cthulhu: Keeper Rulebook*; the Keeper is at liberty to use whichever version they prefer.



ALLIGATOR & CROCODILE

	<i>Alligator</i>	<i>Crocodile</i>
STR	(4D6+12) × 5 [130]	4D6+12) × 5 [130]
CON	(4D6+4) × 5 [90]	(4D6+4) × 5 [90]
SIZ	(4D6+12) × 5 [130]	(4D6+12) × 5 [130]
DEX	2D6 × 5 [35]	(2D6+4) × 5 [55]
POW	3D6 × 5 [50–55]	3D6 × 5 [50–55]
Hit Points	22	22
Damage Bonus	+2D6	+2D6
Build	3	3
Move	6 / 8 swimming	6 / 10 swimming
Armor	5-point hide	5-point hide

Combat

Attacks per Round: 1 (bite, thrash)

Thrash (mnvr): vicious jaws lock on to the target (causing 1D6 damage), and then, on the following round, the victim may be dragged under water and violently shaken/rolled, breaking bones and ripping flesh (2D6 damage per round). The victim may attempt to escape with an Extreme STR roll; otherwise, inflicting 8 or more damage causes the creature to release its meal.

Fighting	50% (25/10), damage bonus
Thrash (mnvr)	50% (25/10), damage 1D6 + held (see above)
Dodge (alligator)	17% (8/3)
Dodge (crocodile)	25% (12/5)

Skills

Spot Prey 75%, Stealth 60%, Stealth in Water 85%, Swim 80%

BAT, LARGE (SWARM)

char.	roll	average
STR	2D3×5	20
CON	2D6×5	35
SIZ	1D3×5	10
DEX	(4D6+6)×5	100
POW	2D6×5	35

Average Hit Points: 4

Average Damage Bonus (DB): n/a

Average Build: -2

Move: 1 / 12 flying

Combat

Attacks per Round: 1 (bite, claw)

Use the profile above to represent a collective group of ten large bats. Increase the swarm's SIZ by +10 points and +4 hit points per additional ten bats, and reduce these by the same amount to account for losses. Each time an opponent wins a combat against the swarm, reduce the number of bats by one (no damage roll required), with the death of four bats reducing the swarm's collective hit points by one. Thus, a swarm of 30 bats has SIZ 30 and 12 HP; six investigators collectively win combats on each of their turns over two rounds, killing a total of 12 bats (two per investigator); at the start of the third combat round, the swarm is SIZ 20 (30 minus 12, rounding down) with HP 8 (12 minus 4).

Fighting	40% (20/8), damage 1 (+1 per additional 10 bats in the swarm, to maximum of 6)
Dodge	50% (25/10)

Skills

Spot Hidden (echo-location) 75%.

Armor: none.



BEAR

	Black Bear	Grizzly Bear	Polar Bear
STR	(4D6+6)×5 [100]	(4D6+10)×5 [120]	(4D6+14)×5 [140]
CON	(2D6+6)×5 [65]	(2D6+8)×5 [75]	(2D6+11)×5 [90]
SIZ	(4D6+6)×5 [100]	(4D6+10)×5 [120]	(4D6+14)×5 [140]
DEX	(2D6+4)×5 [55]	(2D6+4)×5 [55]	(2D6+6)×5 [65]
POW	3D6×5 [50–55]	3D6×5 [50–55]	3D6×5 [50–55]
Hit Points	16	19	23
Damage Bonus	+1D6	+2D6	+2D6
Build	2	3	3
Move	12 / 7 swimming	12 / 7 swimming	12 / 10 swimming
Armor	3-point fur and gristle	4-point fur and gristle	6-point fur and gristle

Combat

Attacks per Round: 2 (bite, claw)

Brown Bear

Fighting	40% (20/8), damage DB
Dodge	27% (13/5)

Grizzly Bear

Fighting	50% (25/10), damage DB
Dodge	27% (13/5)

Polar Bear

Fighting	50% (25/10), damage DB+2
Dodge	32% (16/6)

Skills

Climb 40%, Listen 70%, Scent Prey 80%, Swim 80%

BEASTS

BIRD (EAGLE, CONDOR, & VULTURE)

	Golden Eagle	Vulture	Condor
STR	(2D6+5) × 5 [60]	(2D3+1) × 5 [25]	(4D6+8) × 5 [110]
CON	(2D6+3) × 5 [50]	(2D6+3) × 5 [50]	(2D6+4) × 5 [55]
SIZ*	2D6 × 5 [35]	(2D3+2) × 5 [30]	(4D6+2) × 5 [80]
DEX	(2D6+12) × 5 [95]	(2D6+8) × 5 [75]	(2D6+12) × 5 [95]
POW	(2D6+5) × 5 [60]	2D6 × 5 [35]	(2D6+6) × 5 [65]
Hit Points	8	8	14
Damage Bonus	0	-2	+1D6
Build	0	-2	2
Move	5 / 12 flying	5 / 10 flying	5 / 12 flying
Armor	none	none	none

Combat

Attacks per Round: 1(bite, rake)

Primary attack form is biting, but may use nails to rake.

Golden Eagle

Fighting 45% (22/9), damage 1D4+DB
Dodge 47% (23/9)

Vulture

Fighting 45% (22/9), damage 1D4-DB
(min 1)
Dodge 32% (16/6)

Condor

Fighting 45% (22/9), damage 1D6+DB
Dodge 47% (23/9)

Skills

Spot Hidden 90%

CAMEL

The one-humped dromedary is the most common in comparison to its two-humped cousin. In short bursts, a camel can reach up to 40 mph (65 km/h), with a regular running speed of up to 25 mph (40 km/h), although a standard day-long walking pace averages 10 mph (16 km/h). In general, a fully laden camel (450 lb./200 kg) can travel 25 miles (40 km) in a day (halve distance for mountainous terrain). A dromedary can go without water for around seven days, but must eat every two days.

char.	roll	average
STR	(8D6+4) × 5	160
CON	(4D6+4) × 5	90
SIZ	(8D6+7) × 5	175
DEX	(2D6+4) × 5	55
POW	3D6 × 5	50-55

Average Hit Points: 26

Average Damage Bonus (DB): +3D6

Average Build: 4

Move: 10

Combat

Attacks per Round: 1 (bite, kick)

Bite	30% (15/6), damage 1D4
Kick	20% (10/4), damage DB
Dodge	27% (13/5)

Skills

Spit 90%.

Armor: 1-point hide.



BIG CATS

	Bobcat/Lynx	Mountain Lion/ Panther	Lion	Tiger
STR	(2D6)×5 [35]	(4D6+2)×5 [80]	(4D6+6)×5 [100]	(4D6+8)×5 [110]
CON	(2D6+6)×5 [60]	(2D6+4)×5 [55]	(2D6+5)×5 [60]	(2D6+6)×5 [60]
SIZ	(2D3+2)×5 [30]	(2D6+8)×5 [75]	(4D6+2)×5 [80]	(4D6+2)×5 [80]
DEX	(2D6+12)×5 [95]	(2D6+12)×5 [95]	(2D6+12)×5 [95]	(2D6+12)×5 [95]
POW	2D6×5 [35]	3D6×5 [50–55]	3D6×5 [50–55]	3D6×5 [50–55]
Hit Points	9	13	14	14
Damage Bonus	–1	+1D4	+1D6	+1D6
Build	–1	1	2	2
Move	12	12	10	10
Armor	none	1-point fur and skin	2-point fur and skin	2-point fur and skin

Combat

Attacks per Round: 2 (bite, claw) or 1 (wrestle, if lion or tiger)
Big cats may attack with claws and/or bite each round.

Bite: a successful bite attack allows the big cat to lock on, using its body mass and claws to then bring its prey down. The victim is unable to escape unless they (or colleagues) can inflict 5 or more damage in one round, causing the big cat to release them.

Wrestle (mnvr): a lion or tiger may wrestle and pin its prey. If successful, the victim is thrown to the ground, and the lion or tiger gains a bonus die to bite on the following round. The victim may attempt to escape with an Extreme DEX roll (an Extreme STR roll may be applicable in some situation); otherwise, the lion or tiger will release them if it suffers 5 or more damage in a round.

Skills

Climb 80%, Jump 50%, Stealth 90%. Track Prey 60%

Bobcat/Lynx

Fighting 50% (25/10), damage 1D4–DB (min 1)
Dodge 47% (23/9)

Mountain Lion/Panther

Fighting 50% (25/10), damage DB+1
Bite 50% (25/10), damage 1D4+DB
Dodge 47% (23/9)

Lion

Fighting 60% (30/12), damage 1D6+DB
Wrestle (mnvr) 60% (30/12), pinned (see above)
Dodge 47% (23/9)

Tiger

Fighting 70% (35/14), damage 1D8+DB
Wrestle (mnvr) 70% (35/14), pinned (see above)
Dodge 47% (23/9)



DOGS, VARIOUS CANINES, & HYENA

Dogs may be encountered individually or greater numbers. In the wild, dogs and their cousins are pack hunters, usually encountered in groups of 1D8+3. Dogs may be highly trained to guard, attack, or search for specific things (like people, bombs, and so on)—adjust a trained dog's skills accordingly, using a base of 60 to 80 percent for a trained ability.

	Dog	Jackal	Wolf	Hyena
STR	(2D6) × 5 [35]	(2D3) × 5 [20]	(2D6+6) × 5 [65]	(2D6+12) × 5 [95]
CON	(2D6+5) × 5 [60]	(2D3+5) × 5 [45]	(2D6+5) × 5 [60]	(2D6+5) × 5 [60]
SIZ	(2D3+2) × 5 [30]	(2D3) × 5 [20]	(2D3+4) × 5 [40]	(2D6+2) × 5 [45]
DEX	(2D6+7) × 5 [70]	(2D6+8) × 5 [75]	(2D6+6) × 5 [65]	(2D6+8) × 5 [75]
POW	(2D6) × 5 [35]	(2D3+4) × 5 [40]	3D6 × 5 [50–55]	3D6 × 5 [50–55]
Hit Points	9	6	10	10
Damage Bonus	–1	–2	0	+1D4
Build	–1	–2	0	1
Move	12	14	12	12
Armor	none	none	1-point fur and skin	2-point fur and skin

SIZ varies greatly for domestic dogs (an average animal is presented here); use the wolf or hyena column for large hounds.

Combat

Attacks per Round: 1(bite, claw, maul)

Primary attack form is biting, but may use nails to rake. Certain dog breeds, as well as wolves and hyenas, may maul prey if they first succeed with a bite roll.

Maul: with a successful bite attack, the jaws lock onto the target, delivering 1D2+/-DB damage per round thereafter. The victim may escape only by injuring the animal (2+ damage)—a trained dog may release on the command of its “master.”

Skills

Jump 70%, Listen 75%, Track (Scent) 80%, Spot Hidden 60%

Dog

Fighting 40% (20/8), damage 1D4–DB (min 1)
Dodge 40% (20/8)

Note: increase Fighting skill for trained attack dogs to 80% (40/16).

Jackal

Fighting 30% (15/6), damage 1D4–DB (min 1)
Dodge 45% (22/9)

Wolf

Fighting 40% (20/8), damage 1D4+DB
Dodge 32% (16/6)

Hyena

Fighting 40% (20/8), damage 1D4+DB
Dodge 45% (22/9)



CATS, ORDINARY

Unlike most terrestrial creatures, cats may walk in both the Waking World and the Dreamlands.

char.	roll	average
STR	(1D3)×5	10
CON	(2D6)×5	35
SIZ	05	05
DEX	(2D6+12)×5	95
POW	3D6×5	50–55

Average Hit Points: 4

Average Damage Bonus (DB): -2

Average Build: -2

Move: 10

Combat

Attacker per Round: 3 (bite, claw)

A cat can attack three times in a round. If both claw attacks hit, it will hang on and continue to bite and scratch, using its hind legs to rake. A person may attempt to throw-off a clinging cat with an Extreme DEX roll, although while the cat has its claws in them, they can make no other actions (other than scream and lurch about while trying to shake off the beast). Note that while one cat may cause a little harm, a gang of cats clawing the same person can be seriously dangerous.

Fighting 30% (15/6), damage 1D4-DB
(min 1)

Dodge 80% (40/16)

Skills

Listen 80%, Night Vision 80%, Stealth 90%, Spot Hidden 80%, Travel to Dreamlands 100%.

Armor: none; avoids falling damage 90 percent of the time, landing on its feet and suffering no damage at all.

EEL, MORAY

char.	roll	average
STR	2D6×5	35
CON	2D6×5	35
SIZ	2D6×5	35
DEX	3D6×5	50–55
POW	3D6×5	50–55

Average Hit Points: 7

Average Damage Bonus (DB): -1

Average Build: -1

Move: 10 swimming

Combat

Attacks per Round: 1 (bite)

While the bite of a Moray eel can be serious, they are not highly aggressive unless provoked.

Bite	50% (25/10), damage 1D6-DB (min 1)
Dodge	25% (12/5)

Skills

Stealth 60%.

Armor: 2-point hide.

ELEPHANT, AFRICAN

char.	roll	average
STR	(6D6+34)×5	275
CON	(4D6+12)×5	130
SIZ	(6D6+42)×5	315
DEX	(2D6+4)×5	55
POW	(2D6+6)×5	65



BEASTS

Average Hit Points: 44

Average Damage Bonus (DB): +6D6

Average Build: 7

Move: 10

Combat

Attacks per round: 1 (kick, bash, trample, grapple)

Elephants are unlikely to attack unless provoked. An elephant may kick, lash out with its trunk, or use its bulk to trample or batter opponents (including goring enemies with its large tusks). In addition, its trunk may grapple a target.

Grapple (mnvr): the target is seized by the trunk and lifted into the air and, on the following round, may be thrown to the ground (1D6+1 damage) or bashed repeatedly (2D6 damage per round). The victim may attempt to escape with a successful opposed STR or DEX roll.

Trample: the elephant(s) charge their opponents, stomping as they go (6D6 damage). Targets may attempt to flee or dive out of the way with a Dodge or Jump roll.

Fighting	50% (25/10), damage 3D6
Grapple (mnvr)	50% (25/10), held and may be thrown or bashed (see above)
Trample	50% (25/10), damage 6D6
Dodge	30% (15/6)

Skills

Listen 80%, Spot Hidden (Scent) 95%.

Armor: 8-point tough skin.

GORILLA

char.	roll	average
STR	(4D6+12)×5	130
CON	(2D6+4)×5	55
SIZ	(2D6+12)×5	95
DEX	(2D6+6)×5	65
POW	3D6×5	50-55

Average Hit Points: 15

Average Damage Bonus (DB): +2D6

Average Build: 3

Move: 8

Combat

Attacks per round: 2 (batter) or 1 (grasp, bite, leap)

While these creatures make a show of aggressive behavior when provoked, they are generally shy and gentle. At first, a gorilla will try to scare away intruders with a show of strength, charging to defend its territory. If the threat remains or the gorilla is suitably provoked, it may bite but is more likely to leap at a foe with its feet or use its hands to batter and grab—if both hand attacks win combat, the gorilla is assumed to have grasped the target.

Grasp (mnvr): the gorilla automatically grasps a target if both of its hand attacks are successful in a single round. Once grasped, the target is automatically pulled to the ground, and then, on the following round, battered with fists (2D6 damage per round, although the gorilla may relent and move away on any of the following rounds; use a Luck roll to determine if the gorilla moves away each round after the initial assault). Alternatively, instead of dealing damage, the target's weapon is pulled from their hand(s). If on the ground and getting battered, a victim can attempt to break free with a successful opposed STR or DEX roll; note that if the victim attempts to attack the gorilla while being battered, they suffer a penalty die. Normally, a gorilla will stop its attack and flee to safety if it suffers 5+ damage in a single round, although suitably angered specimens may ignore such damage at the Keeper's discretion.

Leap (mnvr): the gorilla suddenly jumps at a target, feet first, knocking them down if successful. The target may attempt to Dodge the maneuver but, if unsuccessful, suffers 1D6 damage and is on the ground. The gorilla gains a bonus die to its next attack (battering fists).

Fighting	55% (27/11), damage DB (see above)
Leap (mnvr)	55% (27/11), damage 1D6 + opponent knocked down (see above)
Dodge	35% (17/7)

Skills

Make Aggressive Sounds 80%, Stealth 75%.

Armor: 2-point thick hide.

HIPPOTAMUS

char.	roll	average
STR	(6D6+15)×5	80
CON	(6D6+6)×5	135
SIZ	(6D6+15)×5	180
DEX	(2D6+4)×5	55
POW	3D6×5	50–55

Average Hit Points: 31

Average Damage Bonus (DB): +3D6

Average Build: 4

Move: 8 / 14 swimming

Combat

Attacks per round: 1 (bite, maul, crush, charge boat)

Hippos are very aggressive animals, possessing sharp teeth, and may charge and capsize boats. A hippo can easily crush a human or cause them to drown if unable to swim away to safety.

Maul: the hippo charges the target (on land or in water), grabbing the target with its teeth, who is then mauled by being repeatedly thrown into air and caught in its mouth, and/or shaken like a doll (2D6 damage per round). The victim must succeed with an opposed DEX roll to break free (or Swim roll versus the hippo's DEX if in water).

Crush (mnvr): the hippo used its bulk to smash into a target (on land or in water), delivering 3D6 damage.

Charge Boat (mnvr): a hippo may charge a boat (use Maul against people). If the hippo succeeds with a Hard success (this is an unopposed roll against a boat), a small boat may capsize—determined by a group Luck roll—with those aboard thrown into the water.

Fighting	50% (25/10), damage 2D6
Maul	50% (25/10), damage 2D6 per round (see above)
Crush (mnvr)	50% (25/10), damage 3D6 (see above)
Charge Boat (mnvr)	50% (25/10), see above
Dodge	27% (13/5)

Skills

Stealth in Water 85%.

Armor: 3-point thick hide.

HORSE, MULE, & DONKEY

	Horse	Mule	Donkey
STR	(4D6+14)×5 [140]	(4D6+14)×5 [140]	(4D6+8)×5 [110]
CON	(2D6+6)×5 [65]	(2D6+6)×5 [65]	(2D6+6)×5 [65]
SIZ	(4D6+12)×5 [130]	(4D6+6)×5 [100]	(4D6+2)×5 [80]
DEX	(2D6+4)×5 [55]	(2D6+3)×5 [50]	2D6×5 [35]
POW	3D6×5 [50–55]	3D6×5 [50–55]	3D6×5 [50–55]
Hit Points	19	16	14
Damage Bonus	+2D6	+2D6	+1D6
Build	3	3	2
Move	11*	10	9
Armor	none	none	none

*Move may vary depending on the horse's breeding: good quality MOV 12; average quality MOV 11; poor quality MOV 10.

Combat

Attacks per Round: 1 (kick, bite, buffet, trample)

Horses, mules, and donkeys may kick, bite, or buffet an opponent to the ground. A suitably trained horse can trample, rising up on its hind legs and plunging down with its forelegs (requiring a successful Ride roll).

Buffet (mnvr): the animal uses its weight and mass to buffet an opponent; if successful, the opponent is thrown to the ground.

Fighting	25% (12/5), damage DB
Buffet (mnvr)	25% (12/5), knock down (see above)
Trample (horse)	30% (15/6), damage 1D8+DB
Dodge	27% (13/5)

BEASTS

MOOSE

char.	roll	average
STR	(4D6+16)×5	150
CON	(4D6+4)×5	90
SIZ	(4D6+18)×5	160
DEX	(2D6+2)×5	45
POW	3D6×5	50–55

Average Hit Points: 25

Average Damage Bonus (DB): +3D6

Average Build: 4

Move: 10

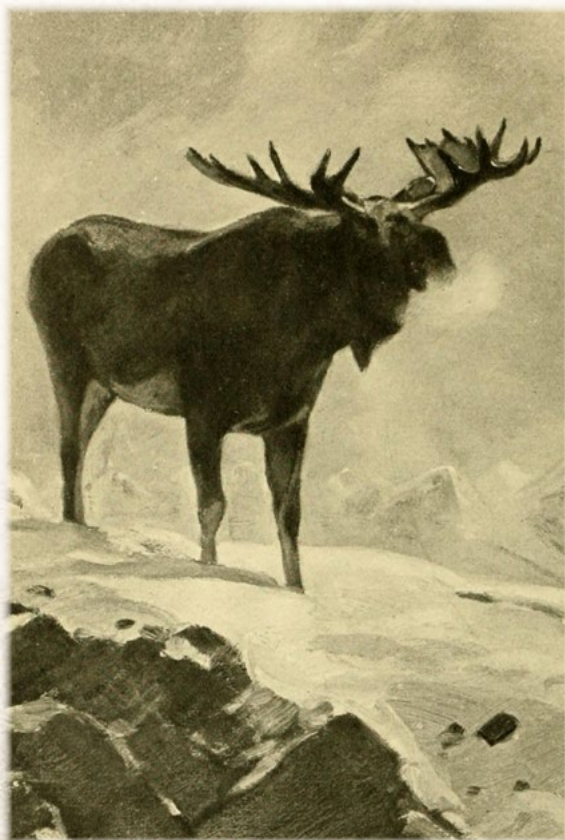
Combat

Attacks per round: 1 (smash, trample)

While normally docile, a bull moose may attack if it feels threatened, able to trample victims or use its mighty antlers (some 6 feet/1.8 m across) to smash and batter.

Fighting	45% (22/9), damage 2D6
Trample	45% (22/9), damage 1D6+DB
Dodge	22% (11/4)

Armor: 4-point thick hide.



OCTOPUS, GIANT

char.	roll	average
STR	(4D6+2)×5	80
CON	(2D6+6)×5	65
SIZ	(4D6+3)×5	85
DEX	(4D6+5)×5	95
POW	3D6×5	50–55

Average Hit Points: 15

Average Damage Bonus (DB): +1D6

Average Build: 2

Move: 12 swimming

Combat

Attacks per round: 8 (grasp, bite)

A giant octopus may attack with all eight of its arms against up to four opponents. Once grasped, a target may be held or drawn into its crushing break to be bitten on the following round. Victims may attempt to break free with a successful opposed STR roll.

Tentacle grasp (mnvr)	55% (27/11), held (see above)
Bite	automatic if held, damage 1D6+DB
Dodge	47% (23/9)

Skills

Stealth (Camouflage) 90%.

Armor: none.

PIRANHA (SCHOOL OF)

A school of piranha fish is made up of 3D10+10 fish. Each round, a piranha school automatically inflicts 1D4 damage; such damage may be targeted against one individual or spread across two or more people in the water, at the Keeper's discretion. Attacks made against the piranhas automatically kill one fish (an Extreme success kills 2 fish). Unfortunately, a school of piranha continues to attack despite such losses. Chemicals or explosives thrown into the midst of a school are likely to kill all remaining fish, although their use is liable to injure any humans in the water as well. If caught within a school of piranha, an investigator may survive if they can quickly swim to shore or otherwise remove themselves from the water. Such feats should be determined by the Keeper and require an appropriate skill roll (Swim, Jump, and so on); if swimming to safety, the Keeper should agree with the player how many rounds it will take to swim the distance—as an option, an Extreme success with a Swim roll can reduce the number of rounds required by half. Such events should be narratively, rather than mechanically, focused and always ensure there is at least one way to escape death.

CHAPTER 4

RAT (PACK)

char.	roll	average
STR	(2D3+3)×5	35
CON	(2D6+5)×5	60
SIZ	(2D3+4)×5	40
DEX	(2D6+7)×5	70
POW	3D6×5	50–55

Average Hit Points: 10 (1 per rat)

Average Damage Bonus (DB): n/a

Average Build: -1

Move: 9

Combat

Attacks per round: 1 (bite, overwhelm)

Individual rats are not worthy opponents, but an infestation of rats can be daunting; assume ten rats per pack. Multiply the number of rats in a pack by five, and use the product of these numbers as the percentage Fighting value of the pack (thus, a pack of ten rats has a Fighting skill of 50%). The pack

may attack one or more targets in a single round, with the pack's Fighting skill divided between the targets (e.g. if three targets, the Fighting value may be divided as 20% against two, and 10% against the third target). A successful attack by an investigator kills one rat, lowering the effectiveness of the pack's attacks.

Overwhelm (mnvr): as a pack, rats may assault and overwhelm an individual (foregoing attacks on multiple opponents). Due to their numbers, a pack of ten rats gains one bonus die with the attack. Each pair of rats performing the maneuver deals 1 damage; thus, ten rats inflict five damage per round.

Fighting (pack of 10)	50% (25/10), damage 1D3
Overwhelm (mnvr)	50% (25/10), damage 1 per 2 rats (see above)
Dodge	42% (21/8)

Armor: none.

SCORPION

Depending on the species, scorpions range in length (from one to ten inches when fully grown). The sting of most varieties is painful, yet relatively harmless to humans, although deadly in some species. The larger species are generally less toxic than their tinier cousins.

When stung by a deadlier variety of scorpion, a Hard CON roll is required; if successful, roll damage and halve the result (if an Extreme success, quarter the damage value rolled). If the roll is failed, apply the normal rolled damage; if a fumbled failure, apply maximum damage, which may mean certain death in some cases.

Scorpion	Location	Effects / Notes	Damage
Arabian Fat-tailed	Middle East, Africa	Paralysis, respiratory dysfunction.	1D6+2
Bark Scorpion	North America	Severe pain, numbness, vomiting.	2D6
Brazilian Yellow	South America	Pain, fever, nausea.	2D4
Deathstalker	North Africa to Middle East	Excruciating pain, cardiovascular and respiratory dysfunction.	3D6+2
Spitting Thicktail	South Africa	Uses two poisons: the first is a warning that will not kill a human; the second sting can be fatal.	3D6+1
Yellow Fat-tail	North Africa, Southeast Asia	Paralysis, respiratory dysfunction.	3D6+1

BEASTS

SHARK (VARIOUS)

	Hammerhead Shark	Bull Shark	Tiger Shark	Great White Shark
STR	(2D6+15)×5 [110]	(4D6+13)×5 [135]	(4D6+16)×5 [150]	(6D6+21)×5 [210]
CON	(4D6+4)×5 [90]	(4D6+6)×5 [100]	(4D6+12)×5 [130]	(6D6+14)×5 [175]
SIZ	(4D6+5)×5 [95]	(2D6+15)×5 [110]	(4D6+15)×5 [145]	(6D6+23)×5 [220]
DEX	(4D6+2)×5 [80]	(2D6+6)×5 [65]	(4D6+2)×5 [80]	(2D6+6)×5 [65]
POW	(2D6+6)×5 [65]	(2D6+6)×5 [65]	(2D6+6)×5 [65]	(2D6+6)×5 [65]
Hit Points	18	21	27	39
Damage Bonus	+2D6	+2D6	+3D6	+4D6
Build	3	3	4	5
Move	13 swimming	10 swimming	12 swimming	11 swimming
Armor	3-point skin	3-point skin	3-point skin	6-point skin

Combat

Attacks per Round: 1 (bite, slam, bite and hold)

While a shark may slam a target in the water, its main form of attack is to bite. A shark may simply bite or slam a target or attempt to bite and hold.

Bite and Hold (mnvr): a shark may bite and hold onto its victim, thrashing about and inflicting automatic damage on following rounds until it can be dislodged by an opposed STR roll. Alternatively, inflicting 10+ damage provokes the shark into letting go of its prey.

Hammerhead Shark

Fighting 50% (25/10), damage 1D6
 Bite/hold (mnvr) 50% (25/10), damage 1D6+DB
 Dodge 40% (20/8)

Bull Shark

Fighting 65% (32/13), damage 1D6
 Bite/hold (mnvr) 65% (32/13), damage 1D6+DB
 Dodge 32% (16/6)

Tiger Shark

Fighting 80% (40/16), damage 1D6+4
 Bite/hold (mnvr) 80% (40/16), damage 1D6+DB
 Dodge 40% (20/8)

Great White Shark

Fighting 70% (35/14), damage 2D6
 Bite/hold (mnvr) 70% (35/14), damage 1D10+DB
 Dodge 32% (16/6)

Skills

Scent Blood 95%.

RHINOCEROS, BLACK

char.	roll	average
STR	(6D6+20)×5	205
CON	(4D6+6)×5	100
SIZ	(6D6+20)×5	205
DEX	2D6×5	35
POW	3D6×5	50–55

Average Hit Points: 30

Average Damage Bonus (DB): +4D6

Average Build: 5

Move: 14

Combat

Attacks per round: 1 (charge, trample)

A rhino may use its bulk or horn to cause harm, usually charging into opponents. For a rhino to charge, it must have at least a ten yard/meter run-up.

Fighting	50% (25/10), damage 2D6
Charge	50% (25/10), damage 1D10+4D6
Trample	75% (37/15), damage DB
Dodge	20% (10/4)

Skills

Be Annoyed 70%, Listen 70%, Spot Hidden (Scent) 70%.

Armor: 10-point thick hide.

SNAKE (VARIOUS)

Snakes fall broadly into two categories: constrictors and venomous. The former uses their attack to grapple and constrict their prey, while the latter use their attack to bite.

	Constrictor	Venomous
STR	(2D6+15)×5 [110]	2D6×5 [35]
CON	(2D6+6)×5 [65]	2D6×5 [35]
SIZ	(2D6+7)×5 [70]	1D6×5 [15]
DEX	(2D6+6)×5 [65]	(4D6+4)×5 [90]
POW	3D6×5 [50–55]	3D6×5 [50–55]

	Constrictor	Venomous
Hit Points	13	5
Damage Bonus	+1D6	–2
Build	2	–2
Move	6	8
Armor	1-point scales	none

Constrictor

Attacks per Round: 1 (bite, constrict)

While they can bite, constrictors tend to rely on crushing their prey.

Constrict (mnvr): wraps around its prey, crushing and then swallowing the victim whole on each round thereafter. With a successful attack, the victim is at a disadvantage and suffers a penalty die to any action, and automatically suffers damage (1D6+DB) each round unless the snake is killed or dislodged by an opposed STR roll.

Fighting	50% (25/10), damage 1D6
Constrict (mnvr)	50% (25/10), damage 1D6+DB (see above)
Dodge	32% (16/6)

Venomous

Attacks per Round: 1 (bite)

The toxicity of snake venom varies; a victim must make an Extreme CON roll to resist the venom's full effect—a successful roll indicates quartered, halved, or no damage (at the Keeper's discretion). If failed, and unless antivenin or suitable medical treatment can be found within a few hours, the victim suffers full rolled damage and may die—treatment in the 1920s is rudimentary at best, calling for a combined Luck and Medicine roll, which if successful, may halve damage.

Fighting	40% (20/8), damage 1D4–DB (min 1) + venom
Dodge	45% (22/9)

Skills

Stealth 90%



VENOMOUS SNAKES

The table below notes particular features of each snake; the information in the “Effects” column are a range of possibilities (not all will necessarily be seen).

Species	Habitat	Characteristics	Venom Toxicity	Toxin Speed	Effects
Black Mamba	Sub-Saharan Africa	Fast moving, territorial, hisses	Lethal (4D10 damage)	1D6+4 minutes	Headache, convulsions, vomiting, abdominal pain, fatal
Brown Snake, Eastern	Eastern Australia, Papua New Guinea, Indonesia	Fast moving, aggressive	Strong (2D10 damage)	3D10+10 minutes	Progressive paralysis and prevents blood clotting, fatal
Brown Snake, Western	Australia	Nervous and less aggressive, fast moving	Strong (2D10 damage)	2D10+20 minutes.	Headache, abdominal pain, fatal
Copperhead	Southern and Eastern USA	Well camouflaged, freezes if disturbed, bites if threatened	Mild (1D10 damage)	1D8 hours	Pain, temporary tissue damage in bite area, nausea, throbbing
Cottonmouth	South-eastern USA	Strong swimmer, generally placid, aggressive if provoked.	Mild (1D10 damage)	1D8 hours	Bruising, swelling, pain, necrosis
Death Adder	Australia	Ambush predator, unafraid of humans	Lethal (4D10 damage)	1D6+3 hours	Paralysis, loss of sensory function, fatal
King Cobra	India, Southeast Asia	Generally placid, aggressive if disturbed	Strong (2D10 damage)	3D10 minutes	Blurred vision, drowsiness, organ failure, paralysis, fatal
Saw-Tailed Viper	Pakistan, India, Middle East, North Africa	Aggressive, fast-striking	Lethal (4D10 damage)	2D10+1 hours	Painful swelling, skin blisters, coughing up blood, bleeding from the nose
South American Bushmaster	South America	Fast, aggressive when cornered	Strong (2D10 damage)	1D6+6 hours	Local tissue damage, internal bleeding
Tiger Snake	Australia, Tasmania	Attracted to farms and outer suburban households	Lethal (4D10 damage)	1D6+6 hours	Pain in neck and feet, tingling numbness, sweating, paralysis, fatal



SPIDER (VENOMOUS)

Spiders are found all over the world, often in wooded areas, attics or closets, beneath branches or furniture, and other areas normally left undisturbed. They are known to crawl into cupboards and clothing, or drop down from above. They are all carnivorous, feeding on insects and tiny animals they trap in their webs or paralyze or kill with their bite.

Even the bite of non-lethal spiders can produce nasty effects in humans, particularly those allergic to their venom. Common effects from a spider bite include swelling and redness of the area, nausea and chills. There are only a few spiders whose bites may be lethal to humans, and their venom is generally either neurotoxic or necrotic; either a paralytic poison which effects the nervous system, or one which kills tissue (some spider venoms have both toxins).

Usually, a Luck roll can determine if a character is bitten, whereupon an Extreme CON roll should be made, with success negating or halving the damage at the Keeper's discretion. If the roll is failed, the spider's venom overcomes the investigator's CON, requiring a successful application of antivenin and/or a Medicine roll—treatment in the 1920s is rudimentary at best, calling for a combined Luck and Medicine roll, which if successful may halve damage.

Statistical profiles are unnecessary for spiders, as they are not to be fought and can be easily killed. Spiders should be thought of as environmental hazards and plot devices. See table nearby for a sampling of venomous spiders.

SQUID, GIANT

<i>char.</i>	<i>roll</i>	<i>average</i>
STR	6D6×5	105
CON	(2D6+6)×5	65
SIZ	(6D6+6)×5	135
DEX	(2D6+12)×5	95
POW	3D6×5	50–55

Average Hit Points: 20

Average Damage Bonus (DB): +2D6

Average Build: 3

Move: 10 swimming

Combat

Attacks per round: 4 (tentacle bash, bite, seize)

Thrashing tentacles bash and grasp. Targets seized in the tentacles are drawn to its beak to be bitten and eaten.

VENOMOUS SPIDERS

Species	Habitat	Venom Toxicity	Toxin Speed	Effects
Australian Tarantula	Australia	Mild (1D10 damage)	1D6 days	Nausea, fever
Black Widow	Northern USA	Mild (1D10 damage)	30 minutes	Severe pain, abdominal cramps, muscle spasms
Brazilian Wandering	Southern and Central America	Strong (2D10 damage)	30 minutes	Nausea, abdominal cramps, vertigo, blurred vision, convulsions
Brown Recluse	Northern USA	Mild (1D10 damage)	2D10 minutes	Skin necrosis, vomiting, fever, muscle pain
Funnel Web	New South Wales (Australia)	Lethal (4D10 damage)	3D10+30 minutes	Attacks nervous system, heart failure
Redback	Australia	Strong (2D10 damage)	3D8 hours	Attacks nervous system, severe and persistent pain, nausea, lethargy





Seize (mnvr): may seize a victim with one or more of its eight tentacles. the first tentacle successfully seizing a target latches on, with each tentacle thereafter gaining a bonus die to latch onto the same target. Each tentacle grasping a target may, on the following round, crush (2D6 damage per round) or act to bring the victim toward its beak to be bitten. A victim can attempt to escape from a tentacle with an opposed STR roll; failing that, a tentacle is severed if it suffers 6+ damage in a single attack (targeting a tentacle imposes a penalty die).

Bite: if bitten (1D10 damage), a victim must make an Extreme CON roll to resist the full effect of the squid's poison (1D6 damage, plus penalty die to all actions in next 1D4 hours). If the CON roll is successful, the poison damage is halved and the penalty die is negated.

Fighting	45% (22/9), damage 1D6
Seize (mnvr)	45% (22/9), held, may crush or move victim to be bitten (see above)
Bite (must be seized)	45% (22/9), damage 1D10 + poison (see above)
Dodge	47% (23/9)

Skills

Stealth 70%.

Armor: 2-point tough skin.

TURTLE, SNAPPING

	Common Snapping Turtle	Alligator Snapping Turtle
STR	(2D6+6) × 5 [65]	(4D6+2) × 5 [80]
CON	(2D3+2) × 5 [35]	(2D6+4) × 5 [55]
SIZ	(2D3+2) × 5 [30]	(2D3+5) × 5 [45]
DEX	(2D3) × 5 [20]	(2D3) × 5 [20]
POW	(2D3) × 5 [20]	(2D6) × 5 [35]

	Common Snapping Turtle	Alligator Snapping Turtle
Hit Points	6	10
Damage Bonus	0	+1D4
Build	0	1
Move	4 / 6 swimming	4 / 6 swimming
Armor	4-point hard shell	6-point hard shell

Combat

Attacks per Round: 1 (bite)

The bite of a large snapping turtle is powerful enough to remove fingers and toes, while an alligator snapping turtle's bite can sever a hand or foot. These creatures are skilled and patient predators, lying motionless for hours in the mud at the bottom of murky lakes and rivers, their powerful jaws open and waiting to strike.

Common Snapping Turtle

Bite: a successful bite inflicts 1D6+DB damage; if maximum damage is rolled call for a Luck roll to determine if a finger or toe has been severed (if appropriate). If no appendage has been severed, the turtle's jaws have clamped onto the victim, who must kill the turtle in order to pry the jaws loose. The bite damage is dealt on the first round, only.

Fighting	50% (25/10), damage 1D6+DB
Dodge	10% (5/2)

Alligator Snapping Turtle

Bite: a successful bite inflicts 1D6+DB damage; if maximum damage is rolled call for a Luck roll to determine if a foot, hand, toe, or finger has been severed (as appropriate). If no appendage has been severed, the turtle's jaws have clamped onto the victim, who must kill the turtle in order to pry the jaws loose. The bite damage is dealt on the first round, only.

Fighting	60% (30/12), damage 1D6+DB
Dodge	10% (5/2)

Skills

Camouflage 90%, Stealth 90%

BEASTS

WASP & BEE SWARMS

Swarms of stinger-equipped flying insects may attack for 2D6 rounds before halting their pursuit. Unless the victims are completely covered (as with netting or by being enclosed in an automobile or by diving underwater) there is no protection against these small terrors. A person stung extensively and who succeeds with a CON roll suffers 1D3 damage maximum. If the CON is failed, the person experiences profound immune system shock and falls seriously ill—suffering the loss of half of their current hit points and collapsing into unconsciousness for 1D6 hours; if the CON roll fumbled, the effect is life-threatening if a Luck roll is also failed, requiring medical attention within two hours; a successful Medicine roll averts death, with hit points regenerating at the normal rate.

The Africanized bees presently colonizing the Americas are more intent in their pursuit than are honeybees or wasps, attacking for up to 3D6 rounds. Being seriously stung by these so-called “killer bees” occasionally results in death, since the attacks are comparatively unrelenting and often more numerous. Each minute of such an attack inflicts 1D6 damage.

WHALE, KILLER

<i>char.</i>	<i>roll</i>	<i>average</i>
STR	(6D6+24)×5	225
CON	(6D6+21)×5	210
SIZ	(6D6+29)×5	250
DEX	(2D6+6)×5	65
POW	(2D6+6)×5	65

Average Hit Points: 46

Average Damage Bonus (DB): +5D6

Average Build: 6

Move: 14 swimming

Combat

Attacks per round: 1 (buffet, bite)

Killer whales hunt in groups (pods) in a similar fashion to a pack of wolves.

Buffet	50% (25/10), damage 3D6
Bite	50% (25/10), damage DB
Dodge	32% (16/6)

Skills

Track Prey 80%.

Armor: 8-point thick skin and blubber.

WILD BOAR (& BUSH PIGS)

<i>char.</i>	<i>roll</i>	<i>average</i>
STR	(2D6+4)×5	55
CON	(2D6+6)×5	65
SIZ	(2D6+4)×5	55
DEX	2D6×5	35
POW	2D6×5	35

Average Hit Points: 12

Average Damage Bonus (DB): 0

Average Build: 0

Move: 10

Combat

Attacks per round: 1 (bite, bash, gore)

May use its body to bash or charge into opponents, bite, or gore with tusks.

Fighting	40% (20/8), damage 1D4+DB
Gore	40% (20/8), damage 1D6+DB
Dodge	35% (17/7)

Skills

Spot Hidden (Scent) 50%, Stealth 40%.

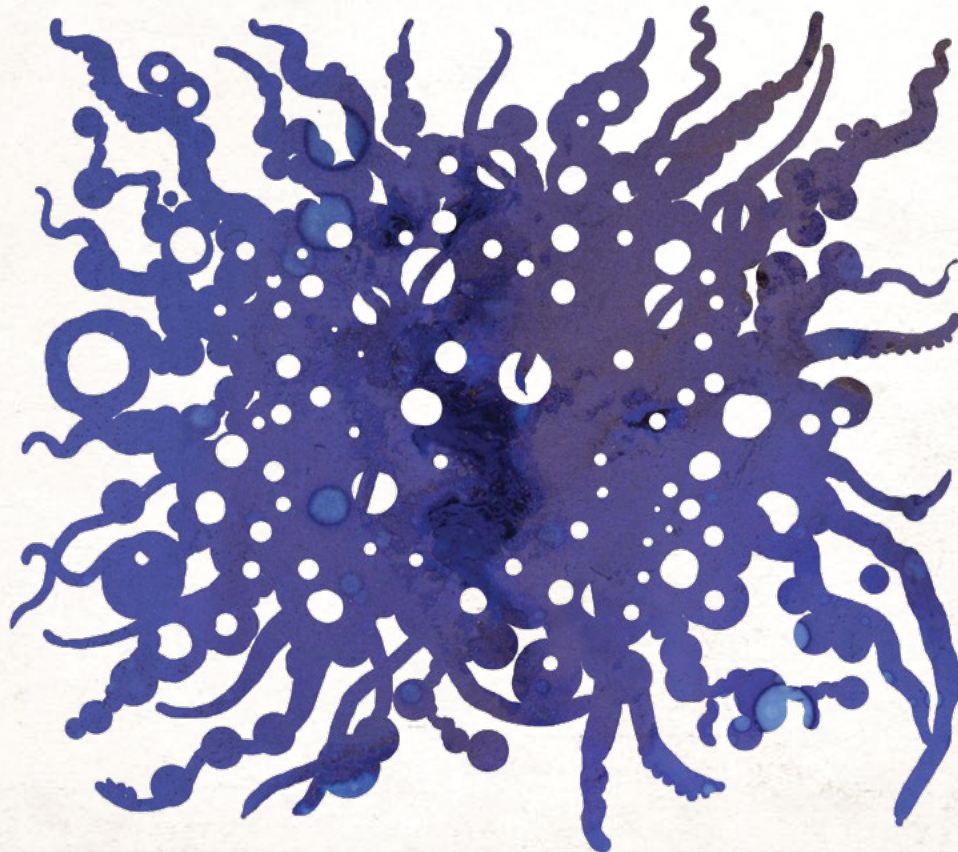
Armor: 3-point hide.



PRONUNCIATION OF MYTHOS NAMES

Inspired by Lovecraft, the varied writers of Cthulhu Mythos stories and scenarios developed “unpronounceable” names for the many Mythos deities to drive home their alien quality. The following vocalizations are the way Chaosium says them.

All-capital syllables are stressed. Consonants are hard. All S's are sibilants. An apostrophe indicates a compacted short-I sound. A short-O is written O; a broad-O is written AU; a long-O is written OE. A short-A is written A; a broad-A is written AH; a long-A is written AE. A short-E is written E or EH; a long-E is written EE. A short-I is written I or IH; a long-I is written IGH. A short-U is written U or UH; a long-U is written OO. The letter Y is pronounced as it is in “yore.” OI is pronounced as in “noise.”



PRONUNCIATION GUIDE OF MYTHOS NAMES

Entity	Pronunciation
Abhoth	AB-hauth
Atlach-Nacha	AT-lach NACH-ah
Byakhee	bee-YAHK-ee
Chakota	shah-KOE-tuh
Chaugnar Faugn	SHOG-ner FAHN
Chthonian	kuh-THOEN-ee-un
Cthulhu	kuh-THOO-loo
Dho-spawn	DOE-spawn
Dhole	DOEL
Eihort	IGH-hort
Gla'aki	GLA-AK-ee
Gnoph-Keh	nauf-K'eh
Gof'nn Hupadgh	NAUF-in HUP-daj
Hastur	has-TOOR
Ithaqua	ITH-uh-kwah
K'n-yan	kin-YHAN
L'gy'hx	LIKS
Leng	L-HENG
Lloigor	LOI-gore
Mi-Go	MEE-goe
Miri Nigri	MIR-ee NEE-gree
Nagäae	Nah-ga-ee
Nioth-Korghai	NIGH-oth-kor-GIGH

Entity	Pronunciation
Ny'ghan Grii	nee-hon-GREE
Nyogtha	nee-OG-thah
Petesouchi	pet-SOO-chee
S'glhuo	SLOE
Shaggai	shah-GIGH
Shantak	SHAN-tak
Shoggoth	SHOG-goth
Shubb-Niggurath	shub-NEE-ger-ARTH
Tcho-Tcho	CHOE-choe
Tindalos	TIN-dah-loes
Tsathoggua	zah-THOG-wah
Ubbo-Sathla	OO-boe SAT-lah
Voor	VOOR
Voormis	VOOR-meez
Xiclotl	ZIGH-klot'l
Xo Tl'mi-go	ZO tuhl-MEE-goe
Y'gonolac	ee-GOE-laun-ahk
Yaddith	YAD-dith
Yig	YIG
Yith	YITH
Yog-Sothoth	YAHG-sau-thoth
Yugg	YUG

CALL of CTHULHU[®]

MONSTER MASTER SHEET

Name _____

Powers _____

Damage Bonus _____

Description _____

Attack *Skill* *Damage*

% (/)

% (/)

% (/)

% (/)

% (/)

SAN Loss _____

STR _____ DEX _____ MOV _____

CON _____ INT _____ Build _____

SIZ _____ POW _____

Skills _____

Armor _____

Spells _____

Hit Points

Magic Points

Name _____

Powers _____

Damage Bonus _____

Description _____

Attack *Skill* *Damage*

% (/)

% (/)

% (/)

% (/)

% (/)

SAN Loss _____

STR _____ DEX _____ MOV _____

CON _____ INT _____ Build _____

SIZ _____ POW _____

Skills _____

Armor _____

Spells _____

Hit Points

Magic Points

CALL of CTHULHU

MINION MASTER SHEET

MINION ONE

Name _____

Description _____

SAN Loss _____

STR _____ DEX _____ INT _____

CON _____ APP _____ POW _____

SIZ _____ EDU _____ MOV _____

Hit Points _____

Damage Bonus _____

Powers _____

<i>Attack</i>	<i>Skill</i>	<i>Damage</i>
_____	%(/)	_____
_____	%(/)	_____
_____	%(/)	_____

Armor _____

Skills _____

Magic Points _____

Spells _____

MINION TWO

Name _____

Description _____

SAN Loss _____

STR _____ DEX _____ INT _____

CON _____ APP _____ POW _____

SIZ _____ EDU _____ MOV _____

Hit Points _____

Damage Bonus _____

Powers _____

<i>Attack</i>	<i>Skill</i>	<i>Damage</i>
_____	%(/)	_____
_____	%(/)	_____
_____	%(/)	_____

Armor _____

Skills _____

Magic Points _____

Spells _____

MINION THREE

Name _____

Description _____

SAN Loss _____

STR _____ DEX _____ INT _____

CON _____ APP _____ POW _____

SIZ _____ EDU _____ MOV _____

Hit Points _____

Damage Bonus _____

Powers _____

<i>Attack</i>	<i>Skill</i>	<i>Damage</i>
_____	%(/)	_____
_____	%(/)	_____
_____	%(/)	_____

Armor _____

Skills _____

Magic Points _____

Spells _____

MINION FOUR

Name _____

Description _____

SAN Loss _____

STR _____ DEX _____ INT _____

CON _____ APP _____ POW _____

SIZ _____ EDU _____ MOV _____

Hit Points _____

Damage Bonus _____

Powers _____

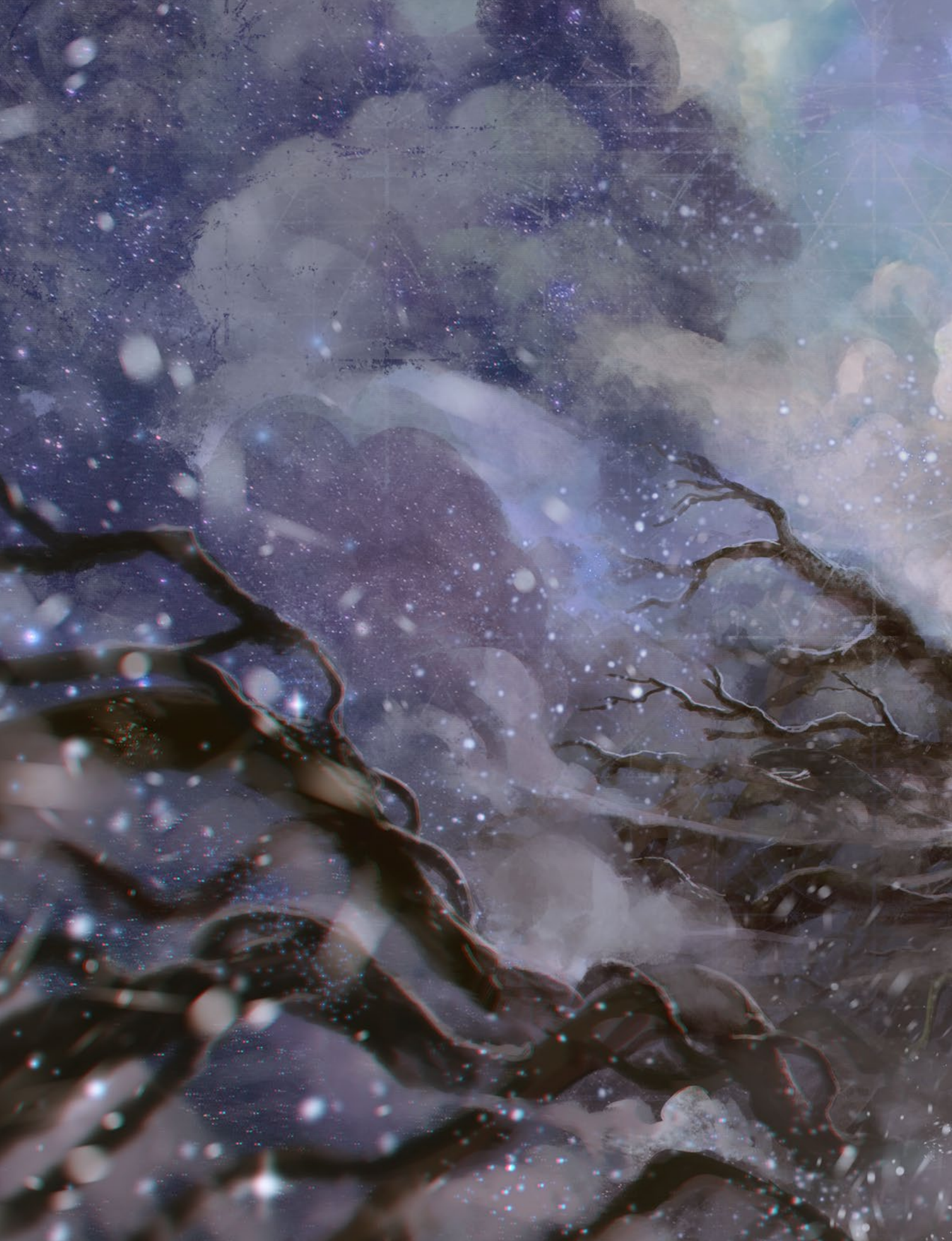
<i>Attack</i>	<i>Skill</i>	<i>Damage</i>
_____	%(/)	_____
_____	%(/)	_____
_____	%(/)	_____

Armor _____

Skills _____

Magic Points _____

Spells _____





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MIKE MASON

Mike Mason is an award-winning game developer and the creative director for the *Call of Cthulhu* roleplaying game. Mike is the co-writer of *Call of Cthulhu* 7th edition, *Pulp Cthulhu*, was the lead on the *Call of Cthulhu Starter Set*, as well as the revised *Masks of Nyarlathotep*; in fact, traces of Mike's tentacles can be found in every book in the line.

Around the millennium, Mike published *The Whisperer*, a zine devoted to the *Call of Cthulhu* game, and ran the Kult of Keepers, a group of *Call of Cthulhu* scenario writers organizing numerous convention games. Mike previously worked for Games Workshop as the Line Manager and co-writer of the ENnie Award winning *Warhammer 40,000 RPG Dark Heresy*. Mike lives in the Midlands of England, betwixt the rolling Derbyshire Peaks and the Satanic Mills of Nottinghamshire. He enjoys fine whiskey, gin, and has a penchant for fountain pens. Mike can be found on Twitter (@mikemason) and seen on Chaosium's YouTube channel running scenarios and campaigns.



SCOTT DAVID ANIOLOWSKI

Scott has loved dinosaurs and monsters since childhood, and some 50-odd years later not much has changed. In 1986 he wrote his first *Call of Cthulhu* scenario to be published by Chaosium and hasn't looked back. Since then, he has written dozens of scenarios, articles, and books for *Call of Cthulhu* and Sandy Petersen's *Cthulhu* for 5E. He also wrote the early draft for a popular *Cthulhu* videogame. Scott has also written and edited fiction, being published in various magazines and by publishers including Chaosium, Barnes & Noble, PS Publishing, and others.

Scott was a professional chef for over 30 years, running the kitchens in fine dining restaurants, clubs, and hotels. He lives in an historic Colonial house in western New York (a pagan altar was discovered in the basement of the old house). The property may or may not be haunted. Scott enjoys tabletop RPGs, classic British comedies, classic Doctor Who, horror movies, reading (he has a library of thousands of books on various topics), writing, afternoon naps, carnivorous plants, and cats. Autumn is his favorite season. While too many to list in full, some of Scott's favorite authors include HPL, Robert Bloch, Ramsey Campbell, Thomas Ligotti, TED Klein, and Charles Grant. Some of that Stephen King's work is pretty good, and he just may go somewhere one day.

Malleus Monstrorum is Scott's *Call of Cthulhu* opus and remains to this day his most beloved work.

CONTRIBUTOR BIOGRAPHIES



LOÏC MUZY

An illustrator for over 10 years, Loïc Muzy works mainly in the world of roleplaying games. He worked on the French editions of *Call of Cthulhu* (v6 and v7) and *Delta Green*, as well as on other games like *Paranoia* and *Les Lames du Cardinal*. Having illustrated the cover of the *Call of Cthulhu* video game, collections of Lovecraft's short stories, and comic books, it seems that illustrating Lovecraft's universe is a common thread throughout his professional career. Loïc's works also graces several board games, covering themes from ancient Greece to car rallies! A recent count shows that he has produced more than 1,000 "cthulhuoid" illustrations. Passionate about fantasy, he creates worlds through his art, but also enjoys painting miniatures as a hobby.



PAUL FRICKER

Paul Fricker is a freelance writer and games designer, and is designing and writing the core rules system for the *Rivers of London* Roleplaying Game. In partnership with Mike Mason, Paul is best known for writing and revising the latest edition of Chaosium's award-winning RPG, *Call of Cthulhu*. Over the years he has participated in the creation and development of numerous scenarios and campaigns, beginning with *Gatsby and the Great Race*, back in 2005.

Paul is also one of the hosts of the horror and gaming podcast, *The Good Friends of Jackson Elias*. He often can be found on Twitter (@paulfricker), where he endeavors to focus on the important topics in life; gaming, music, and food.

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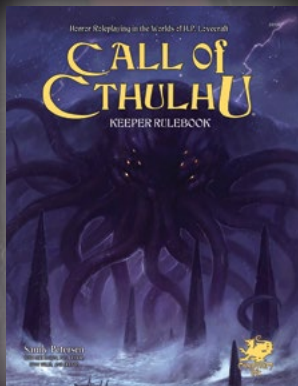
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