

V.

The Cthulhu Mythos

Many of the creatures and beings of the Cthulhu Mythos are invulnerable to the actions of the Investigators. Such beings rarely deign to involve themselves directly in human affairs. This they leave to their worshippers and agents, who can be foiled by clever Investigators.

THE MYTHOS

Lovecraft once wrote: "All my tales are based upon the fundamental premise that common human laws and interests and emotions have no validity or significance in the vast cosmos-at-large." When mankind finds out the truths of the universe, the cosmic horrors that lurk beyond the sky creep in and cause madness and death. In the totality of the Cthulhu mythos, there is a complex and broad group of legends, and it is difficult, if not impossible to give a full summary. Keepers are reminded that one of the most important features of the Cthulhu mythos is the ease with which new additions are absorbed into the framework, and they are invited to add their own legends, monsters, and stories.

The 'deities' of the mythos appear to be extremely powerful alien beings, some of whom may be of extra-cosmic origin. They can be ranked on a continuum of power, ranging from all-ruling Azathoth, down through great Cthulhu, to lesser sorts such as the Deep Ones.

Summary of the Mythos

The universe is ruled by beings known as the Elder Gods, Outer Gods, or Other Gods. Only a few of these are known by name; the majority are both blind and idiotic. They are controlled to some extent by their messenger and soul, Nyarlathotep, and are immensely powerful. Azathoth, the daemon sultan and ruler of the cosmos, writhes mindlessly to the piping of a demon flute at the center of the universe. Yog-Sothoth, either a second-in-command or co-ruler, is coterminous with all time and space, but locked somehow outside the mundane universe, and can only be summoned to this side through the use of mighty spells, whereas Azathoth theoretically might be met simply by travelling far enough through space. A group of the Other Gods dance slowly around Azathoth, but none are named. When troubles arise, these deities

are discomfited, which sends Nyarlathotep out to investigate. All the races and lesser deities of the mythos acknowledge the Other Gods, and many worship them.

Under the Other Gods in power, though not in importance, are the beings known as the Great Old Ones. The Great Old Ones appear to be immensely powerful alien beings, rather than true gods in the sense that the Elder Gods are. Each of the Great Old Ones is independent of the others, and many seem to be temporarily imprisoned in some way. It is said that "when the stars are right" the Great Old Ones can plunge from world to world, but when the stars are not right they cannot live. "Cannot live" does not necessarily mean death for one of this group. The Arab Abdul Alhazred [Abd Al-Azrad] wrote the following couplet in his work "Al Azif" on this subject:

*That is not dead which can eternal lie,
and with strange eons even death may die.*

The most famous creation of Lovecraft is a Great Old One, Cthulhu himself. Cthulhu, with the rest of his race, is at present imbedded in a vast tomb at the bottom of the Pacific Ocean. He seems to be the most important Great Old One on earth. Others exist of different races, but they seem to be both less powerful and freer. Ithaqua the Windwalker seems to be more or less free on earth, but restricted to arctic latitudes. Hastur the Unspeakable dwells near Aldebaran and Cthugha near Fomalhaut. Other Great Old Ones doubtless infest other worlds, and it may be common for a world to be ruled by dominant Great Old Ones. All the Great Old Ones known on earth are often invoked and/or worshipped, but Cthulhu is evidently worshipped more than all the other denizens of the Cthulhu mythos put together.

After the Great Old Ones come a host of minor deities and beings such as Quachil Uttaus, the Treader of Dust; Fthaggghua; and similar beings. These entities usually have

no worshippers, but wizards may know spells to summon them. They fill the role of "demons" in the mythos.

Alien Races

Alien races are an important part of the mythos. These races vary in power, and many are extinct. They are intimately connected with the history of the earth as described in *At the Mountains of Madness* and *The Shadow Out of Time*. In these stories Lovecraft gives the true history of the earth.

At the dawn of the Cambrian age, a race of beings known only as the Old Ones flew to the earth. They inhabited much of the land, warred with other races, and finally were pushed back to Antarctica. The Old Ones, perhaps mistakenly, bred organisms eventually to become the dinosaurs, mammals, and humanity. They also bred the horrible shoggoths, which eventually forced the Old Ones into semi-extinction.

An indigenous race of cone-shaped beings had their minds taken over by a race of mental beings known as the Great Race. The Great Race survived from the time of the earliest land creatures until about 50 million years ago, when they were exterminated by a race of terrible flying things, not native to this earth, which the Great Race had imprisoned in vast caverns beneath the surface. However, the Great Race had already transmitted their minds forward in time to escape their doom.

The 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.

The beings known as the Fungi from Yuggoth established their first bases on the earth in the Jurassic period, about a hundred million years ago. They gradually reduced their bases to the tops of certain mountains, where they still maintain mining colonies and such.

Dozens of other races also participated in this antediluvian parade of species, such as the serpent folk who

built cities and a civilization in the Permian, before the dinosaurs had evolved; or the winged race succeeding the Great Race in time; even some races from earth's future are mentioned, such as the beetle-like organisms to succeed man and the intelligent arachnids to be the last intelligent life on earth, billions of years in the future.

At the present time, there are only a few races on earth besides the humans. The Deep Ones dwell under the sea in large numbers, and the fungi from Yuggoth still keep isolated mining colonies in the mountains, but other races either only rarely visit earth, are sleeping, or otherwise inactive most of the time.

THE DEITIES, RACES, AND MONSTERS

The Outer Gods, Other Gods, and Elder Gods

The Other Gods are rulers of the universe and have little to do with humanity, except for Nyarlathotep. All those meddling with them gain only inevitable madness and death. Only a few of these beings are named. They appear to be almost true gods, as opposed to the alien horror of the Great Old Ones. Some of them may be the personification of some cosmic principle.

The term "Elder Gods" is sometimes used to refer to another race of gods, neutral to and possibly rivals of the Other Gods. The Elder Gods, if they exist, do not seem to be as dangerous to humanity as Azathoth and its kin, but have even less contact with us (if possible). Only one Elder God is named: Nodens.

All these deities are also sometimes called the Outer Gods, and are primarily gods of the outer planets and not of earth. They would only seldom be called to earth, but on the occasions when they do appear, they are second in horror to nothing. The races associated with them (shantaks, hunting horrors, servitors of the Outer Gods, and spawn of Shub-Niggurath) are the rarest of the monster types. Gates and such may be found in remote areas which can allow entrance to this universe to certain of the

Five Classes of Monsters

I

1. Minor

Byakhee
Deep Ones
Fire Vampires
Ghouls
Great Race of Yith
Mi-Go
Nightgaunts
Old Ones
Sand Dwellers
Serpent People
Shantaks

2. Moderate

Immature Chthonians
Dark Young of Shub-Niggurath
Dimensional Shamblers
Formless Spawn of Tsathoggua
Hunting Horrors
Servitors of the Other Gods
Shoggoths
Star Vampires

3. Major

Adult Chthonians
Father Dagon/
Mother Hydra
Dholes
Flying Polyps
Hounds of Tindalos
Lesser Other Gods
Star-Spawn of Cthulhu

4. Great Old Ones

Cthugha
Cthulhu
Hastur
Ithaqua
Nyogtha
Shudde M'ell
Tsathoggua
Y'golonac
Yig

5. Outer Gods

Azathoth
Nodens
Nyarlathotep
Shub-Niggurath
Yog-Sothoth

Outer Gods (especially Yog-Sothoth), and these gates can be used by a clever sorcerer.

The Great Old Ones

The Great Old Ones are a category including a large number of extremely potent alien beings. They are not so supernatural as the Outer Gods and their kind. The Great Old Ones are worshipped much more frequently than the Outer Gods. Generally an entire clan or secretive cult will be found worshipping one of these beings, rather than a lone madman, as often occurs with the Outer Gods. The beings serving the Great Old Ones are frequently races normally inhabiting the remoter fastnesses of earth, unlike the races serving the Outer Gods. The Great Old Ones and their worshippers and servants comprise the crew most often encountered by the player-characters.

The Races and Lesser Entities

There are a large number of greater and lesser beings that inhabit the Cthulhu mythos for the frightening of investigators. In an average campaign, the Outer Gods and Great Old Ones should *not* be frequently met with. If every encounter the players had was with the likes of Cthulhu and Nyarlathotep, there would be little opportunity for advancement in skills, for the players would have to create new characters every adventure!

Format

All these beings are described in a standard fashion. First comes the *Description*. Where possible, the description will be a quote from a work by H. P. Lovecraft or the author who invented the monster. Next comes *Cult*. Only deities have the Cult section. This describes the extent of the being's worship, what other beings are associated with its worship, and what benefits it gives to its worshippers. All types have the *Notes* section. For deities, this is for use only when the being has been summoned or otherwise encountered. It gives the effects of the being on those around it, its probable actions, and how it may be driven off. For lesser races, the Notes state where the creature is found, what deities (if any) it is associated with, its habits, and any special features. Lastly, the entity or race is described in a consistent format as if it or they were investigators or animals.

Abbreviations are given for each of the monster's characteristics, which include STR, CON, SIZ, INT, POW, and DEX. None of these entities have APP, EDU, or SAN meaningful to humans. Unintelligent beings also lack INT. Deities are given actual numbers showing what their respective ratings are, but monsters are given a dice-roll range. When a monster appears, the keeper can roll up a monster using the rolls given as guides, but for faster monster-making, average scores for different monster types are also given.

Hit Points give the number of points of damage a monster must take before being slain. This is the average for the race, figured by averaging **SIZ** and **CON**. Bigger or

healthier monsters will have more hit points than this average. Gods cannot be truly slain, though they have hit points. When a deity's hit points are reduced to 0 or less, rather than dying, the being is dispelled, or forced back to whence it came. Mere damage will not destroy any Great Old One or Outer God.

Move is the monster's speed in meters per combat round. (Remember, humans have a speed of 8.) If two speeds are listed separated by a slash, the second number is the monster's flying or swimming speed (depending on the monster).

Underneath the monster's characteristics is a section headed *Weapon*, *Att%*, and *Damage*. *Weapon* lists the usual weapon(s) used by the creature when forced into combat. *Att%* is either a deity's chance to hit in combat, or for lesser beings, the percentage chance to hit in combat for a typical member of the race. *Damage* gives the damage done by an average member of the race or by the deity. This is usually given in the form of a damage for the basic weapon plus the creature's damage bonus. For example, the damage for a Deep One's claw is listed as 1D6+1D4. This means that a Deep One's claw does a base damage of 1 D6, and that the average Deep One has a damage bonus of +1D4. Especially big Deep Ones may have a +1D6 or even +2D6 damage bonus, or very small ones may have no bonus at all.

After the creature's weapons, *Armor* is listed. This is the amount of damage subtracted from damage done to the creature, as described previously. This section may give special abilities that the monster or deity has for resisting damage, such as regenerating, immunity to bullets, or similar powers.

Spells are next. This heading gives chances for a particular monster to have spells, or it lists the specific spells which a deity possesses. Generally, only exceptional monsters have spells.

Certain spells match certain beings better than others. It is a lot more appropriate, for example, for a Deep One to Contact Spawn of Cthulhu than it would be for him to Summon Fire-Vampire.

The spells in *Call of Cthulhu* may be divided into four classes. These classes are (1) those spells dealing with the Elder Gods, (2) spells dealing with the Other Gods and their minions, (3) spells of the Great Old Ones and their survivor races, and (4) spells of independent entities such as the Hounds of Tindalos, the chthonians, and their kin. The Spells for Monsters table tells generally which spell(s) are known by which class of monster. The specific spells are left to the keeper's discretion.

Some monsters have *Skills*. These skills act as do the human skills of the same name.

The last entry is *SAN*. This gives the amount of SAN that a human will lose when seeing a member of the race. This amount may be increased if more than one monster were seen, at the keeper's discretion. The maximum that it could be raised to would be the maximum possible loss that a single creature could cause.

The Beings and Their Mythos

Azathoth, The Daemon Sultan (Outer God)

Description: Azathoth is the ruler of the Other Gods, and has existed since the beginning of the universe. It dwells beyond normal space-time at the center of the universe, where its amorphous body writhes unceasingly to the monotonous piping of a flute. Other gods dance mindlessly around Azathoth to the same music.

Azathoth is described as both blind and idiotic; it is a "monstrous nuclear chaos." All the urges of Azathoth are immediately fulfilled by Nyarlathotep.

Cult: Azathoth is worshipped by none in a regular cult. It is usually called upon by accident, and brings disaster and horror to its unwitting callers. Only the pathologically insane would worship such a being.

Azathoth's few worshippers may have special insights into the nature of the universe, its origin, and meaning. These insights could only be understood by another madman. They may also receive insights as to the controlling and summoning of the Other Gods, their slaves, and servants. Azathoth is not grateful for worship, and if called would be as likely to destroy a worshipper as a non-worshipper, though the worshipper probably wouldn't care if he were slain.

Notes: Azathoth never comes alone, always bringing 1 flautist (Servitor of the Other Gods) to play its music, and 10-1 lesser Other gods, for a total of 0-9 lesser gods. After being summoned, Azathoth may become irritated and start to strike out. The chance of it so doing is 100%, minus 10% for each Other God arriving with Azathoth, or that is otherwise present on the scene, and minus 5% more for each magic point (MP) which the caller expends to keep Azathoth happy. The magic points are expended each round. For example, if Azathoth were to arrive with 8 other gods, there would be a 20% chance per round that it would begin to destroy. If the caller expended 4 points per round, Azathoth would remain calm.

If Azathoth becomes angered, it will begin to grow, nearing its true size. On the first round that it attacks, it will burgeon out from its summoned confines, and its pseudopods have a reach of 50 yards. On the second combat round it has a reach of 100 yards, the third round giving it 200 yards, the fourth 400 yards, and so on, doubling each round. There is a chance that Azathoth will voluntarily depart as well once it becomes angered. This is equal to 10% per round, minus 1% per lesser god that arrived with Azathoth. In the above example, there would be a 2% chance per round that Azathoth would simply leave instead of continuing to devastate. Of course, Azathoth may be dismissed by using the reverse of the summoning spell. This is explained later under Magic.

An area blasted by Azathoth is totally ruined, with cracked boulders, pools of alkaline water, and dead splintered trees. A clever keeper could draw connections between this and the so-called Siberian "comet" of 1908.

Once it begins to grow, the entire area around Azathoth is destroyed in a radius equal to the pseudopod's range. However, investigators caught in this maelstrom are only harmed if specifically struck by a pseudopod.

Characteristics

STR	N/A
CON	300
SIZ	Variable
INT	0
POW	100
DEX	N/A
Hit Points	300
Move	0

<i>Weapon</i>	<i>Attk%</i>	<i>Damage</i>
Pseudopod	Varies	1D100

Pseudopod Attack: Each round, after all other beings present have struck, Azathoth lashes out with 1D6 pseudopods. The chance of any given pseudopod of hitting depends on the number of pseudopods being used:

<i>Number of Pseudopods</i>	<i>Attack%</i>
1	100%
2	50%
3	33%
4	25%
5	20%
6	16%

These pseudopods leave greatly corroded rents in whatever is struck. Each hit will greatly weaken structural material, destroying any thickness of wood, a yard thickness of stone, or a foot thickness of metal. If Azathoth hit a tank, it could crush it like an eggshell. Investigators cannot Dodge these massive blows.

Armor: Azathoth has no armor, but cannot be slain. If its summoned form is reduced to 0 hit points, it will return whence it came. If somehow reduced to 0 hit points while at its seat where it rules the universe, it will withdraw to another dimension and return in 1D6 hours, back at full hit points. Azathoth always has 300 hit points, regardless of SIZ.

Spells: All the lesser Other Gods are subject to the whims of Azathoth. When angered, the lesser Other Gods with Azathoth may also begin to ravage the surrounding area, but they will return with Azathoth when it leaves.

Azathoth has other powers, not made manifest in a game situation. A case in point is the valley which Azathoth reduced to molten lava, leaving a great seal over the valley. The inhabitants had somehow caught Azathoth's notice. If Azathoth's crushing blows strike an Elder Sign, the sign will be destroyed, and Azathoth will take 3D6 points of damage. Anyone or anything hiding behind the sign will take damage from the blow normally, but the damage will be reduced by the amount of damage points which Azathoth took, for whatever that is worth.

SAN: All witnessing Azathoth's presence must succeed in a SAN roll or lose 1D100 points of SAN. Characters making a successful SAN roll lose 1D10 SAN each. Azathoth is one bad cookie.

Byakhee (Lesser Servitor Race)

Description: ... there flapped rhythmically a horde of tame, trained, hybrid winged things. ... They were not altogether crows, nor moles, nor buzzards, nor ants, nor decomposed human beings, but something I cannot and must not recall. (The Festival by H. P. Lovecraft.)

Notes: The byakhee are an interstellar race often serving He Who is Not to be Named (Hastur the Unspeakable). Composed of conventional matter, though highly organized, they are vulnerable to ordinary weapons such as pistols. They are capable of flying through interstellar space and carrying a rider, if that rider is protected from the vacuum and cold by suitable spells or potions. They do not have any bases on earth, but are sometimes summoned by humans to perform deeds or serve as steeds.

In combat, a byakhee may either strike with both claws simultaneously (getting two attacks in the round), or it may attempt to bite the victim. If the bite strikes home, the byakhee will remain attached to the victim and begin to drain his blood. Each round the byakhee remains attached, including the first, the blood drain subtracts 1D6 points of STR from the target, until his STR reaches 0, when he dies. This STR loss is not permanent, and may be recovered by transfusions or by resting 1 day per point of STR lost. Once it has bitten a victim, the byakhee will remain attached, not otherwise attacking, until it is slain or the victim dies.

Characteristics		Average
STR	5D6	17-18
CON	3D6	10-11
SIZ	5D6	17-18
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6+3	13-14
Hit Points		14-15
Move		5/20 flying



Weapon	Attk%	Damage
Claw	35%	1D6+1D6
Bite	35%	1D6+1D6 plus blood drain

Armor: 2 points of fur and tough hide

Spells: Byakhees with a POW of 14 or more have at least 1D4 spells. Normally, byakhee know only spells relating to Hastur and his associated beings.

Skills: Listen 50%, Spot Hidden 50%

SAN: Seeing a Byakhee costs 1D6 points of SAN if a SAN roll is failed. If the roll succeeds, the viewer still loses a single point of SAN.

The Deities and Monsters

Outer Gods

Azathoth, the daemon sultan
Nodens, lord of the great abyss
Nyarlathotep, the crawling chaos
Shub-Niggurath, the black goat of the woods with a thousand young
Yog-Sothoth, the all-in-one, Tawil at'Umr, the gate and the key

Great Old Ones

Cthugha
Great Cthulhu
Hastur the unspeakable, He Who is Not to be Named
Ithaqua the windwalker, the Wendigo
Shudde M'ell, the burrower beneath
Tsathoggua
Y'gonolac
Yig, father of serpents

A lien Races and Monsters

Byakhee
Chthonians
Dark Young of Shub-Niggurath
Deep Ones
Dholes
Dimensional Shamblers
Fire Vampires
Flying Polyps
Formless Spawn of Tsathoggua
Ghouls
Great Race of Yith
Hounds of Tindalos
Hunting Horrors
Mi-Go, the Fungi from Yuggoth
Nightgaunts
Old Ones
Sand Dwellers
Serpent People
Servitors of the Other Gods
Shantaks
Shoggoths
Star-Spawn of Cthulhu
Star Vampires

Chthonians (Greater Independent Race)

Description: These are formed like an immense thin squid with an elongate, worm-like body, coated with slime. A chanting sound accompanies them.

Notes: The chthonians are a powerful race of burrowing entities. The most important chthonian is the being

known as Shudde M'ell (*q.v.*). They have a complex life-cycle, lasting over a thousand years. Because of this, they are very protective of their young, which in the earliest stages are no larger than a walnut. Chthonian eggs resemble spherical mineral formations a foot or less in diameter, and have shells two or three inches thick. Chthonians communicate via telepathy and can thus reach another of their race anywhere in the world.

There are six stages in the life of a chthonian. We have initially listed the statistics for the last and largest stage, as it is the one most frequently met, but there is a following chart listing all six stages together and comparing them. A nest of younger chthonians may be encountered, or a band of chthonians with varying age-groups could be met with. Chthonians can withstand enormous temperatures, up to 4000 degrees Centigrade (7200 Fahrenheit). Younger stages can withstand less extreme heat.

All chthonians have powerful mental telepathy, **and** none need oxygen or air to survive.

Chthonian Telepathy: Chthonians can use their telepathic abilities to attack humans. This is done by matching the POW of the chthonian vs. the POW of the victim on the resistance table. If the victim is overcome, he may not leave the area where he is psychically attacked. At first, he has some limited mobility, and may move about as long as he stays within a mile or so of the spot he is 'bound' to, but as the chthonians draw nearer, he will be restricted more and more until finally he will not even be able to leave his desk or chair! This power is used to prevent the escape of victims. Chthonians can contact a known human with their telepathy anywhere on the earth, but it may take some time before they can find his mind. If the victim is aware of the fact that he is under the mental influence of the chthonians, he may try to break their hold by matching his POW vs. the chthonian's POW each day. Only one chthonian can hold a given human to the site, but they could take turns holding him.

It costs a chthonian a magic point (MP) to communicate for 15 minutes telepathically or to "bind" a human to a site for a day. It costs an additional MP to contact a non-chthonian and an additional point to bind a human per 10 miles distance that the chthonians must reach. Several chthonians can combine their MPs to reach a great distance to contact and bind a human, but only one of them matches its POW vs. the victim. It costs no extra MPs to contact another chthonian, no matter what the distance is. When a human feels a psychic probe or scan from the chthonians, searching for his mind, he may try to resist with a POW vs. POW roll on the resistance table to ward off the probe and avoid being detected. The human target will notice the probe only if he can make an Idea roll unless he has specifically been concentrating, trying to feel for such an attack.

Chthonians do not waste time chasing after humans unless they have something the chthonians want (such as odd spherical mineral formations). Chthonians are world-wide, even found in basalt under the ocean. There is a city called G'harne in Africa which they frequent.

Only full adults can psychically attack humans, though all stages can communicate telepathically and sense human minds.

Chthonian Earthquakes: All chthonians can create earthquakes when underground. The earthquake's force is figured by adding together the combined POW of all participating chthonians and dividing by 20. The result is the earthquake's force on the Richter scale. For example, a pair of chthonians with a POW of 20 would make an earthquake with a force of 2 on the scale. Ten chthonians with a POW of 20 each would give an earthquake of 10 on the Richter scale! The earthquake's area is limited to 100 yards diameter, plus 100 yards more diameter for each point of force (on the Richter scale) by which the quake is lessened.

Example: A tribe of over 100 chthonians, with a combined POW of 1,800, decides to destroy a portion of Los Angeles. 1,800 points normally causes a quake of 1,800/20 or force 90, which would probably send that part of the earth into orbit! However, the chthonians wish to affect a larger area than just a 100 yard diameter circle. Therefore, they reduce the quake's power to 9, and increase the diameter of the circle by $(90-9) \times 100$, or 8100 yards, which makes a circle with a diameter of around 4.7 miles. Note that as far as destructive power is concerned, a quake of Richter 90 is little different from a quake of 12 or so! Flattened and destroyed is flattened and destroyed.

At least half the chthonians must be directly under the center of the quake. Also, it costs each chthonian in the group Magic Points equal to the Richter force of the quake they create. In the example above, all participating chthonians would have to expend 9 Magic Points.

Only full adults are capable of creating earthquakes.

Attacks: Each round, a chthonian attacks with 1D8 tentacles, which do damage equal to half the creature's damage bonus (round down). If a tentacle strikes, it clings to its victim, worms its way into his vitals, and begins to sap his blood and drain his vital fluids, costing him 1D6 CON each round. When the victim reaches zero CON, he will die. CON lost to a chthonian is gone for good. While a tentacle is draining a victim, only 1D8-1 other tentacles can attack each round. If two tentacles are draining victims (it is possible for two or more tentacles all to drain the same victim) then only 1D8-2 tentacles strike, and so forth. Rolls of less than 1 indicate that no tentacles attack that round; however those draining their targets will continue to sap their CON. Each tentacle could attack a different target, or they could all attack the same one.

If the chthonian desires, it may simply try to crush its foes, instead of attacking with the tentacles. It cannot strike with its tentacles if crushing, but it can continue to hold onto and drain those victims already caught. This crush attack is performed by rearing up and plunging down upon a group of victims. The crush area is circular, striking at all within it. It has a diameter equal to the chthonian's SIZ divided by 10 in yards. All within the crush area must roll separately to see if they are hit.

The damage for a chthonian's crush is always equal to the creature's normal full damage bonus.

Full Adults

Characteristics	Average
STR (3D6)x5	45-60
CON 3D6+30	40-41
SIZ (3D6)x5	45-60
INT 5D6	17-18
POW 5D6	17-18
DEX 2D6	7
Hit Points	43-51
Move	6/1 burrowing



Weapon	Attk%	Damage
Tentacle	75%	2D6 to 3D6 plus blood drain
Crush	80%	5D6 to 6D6

Armor: Chthonians have 5 points of armor (from blubber, muscle layers, etc) as adults. In addition, they seal up after being wounded, regenerating 5 points of damage per round. If a chthonian takes 12 points of damage on round 1, it is reduced to 7 points on round 2, 2 points on round 3, and on round 4, all damage vanishes and the monster is back to full strength. However, if a chthonian is slain (reduced to 0 or less hit points), it cannot regenerate.

Spells: Only full adult chthonians possess spells and then only on a roll of INTx3 or less on ID 100. If a chthonian does have spells, it will have 1D6 spells connected with the Great Old Ones tied to this earth, such as Cthulhu, Y'Golonac, Shub-Niggurath, etc.

SAN: Seeing a chthonian costs 1D20 points of SAN unless a SAN roll is made. If a successful SAN roll is made, only 1D3 points of SAN are lost. If the chthonian viewed is only one of the lesser instars, not a full adult, the loss of SAN is 1D10 if a SAN roll fails, and 1 point if it succeeds. There is no loss for the sight of a chthonian hatchling.

Chthonian Life Cycle

	1st Instar	2nd Instar	3rd Instar	4th Instar
STR	3D6	3D6x2	3D6x3	3D6x4
CON	3D6+10	3D6+15	3D6+20	3D6+25
SIZ	3D6	3D6x2	3D6x3	3D6x4
POW	1D6	2D6	3D6	4D6
Temperature	100C	250C	600C	1500C
Regene- rate	1 pt/rd	2 pt/rd	3 pt/rd	4 pt/rd
Armor	1 pts	2 pts	3 pts	4 pts
Hit Pts	15-16	22-25	29-33	34-42

Explanations: STR, CON, SIZ, and POW are listed above for the four larger stages of larval life, before the chthonian reaches adulthood (described above). INT and DEX do not change.

Temperature is the maximum temperature that the creature can withstand without taking pain and injury. A

temperature double that listed will kill the creature quickly. Remember that adults normally can take a temperature of 4000C.

Regenerate is the points per round that the creature regenerates as explained under the adult section. **Armor** is the points of skin armor the creature has. **Hit Pts** gives the hit points for an average individual of that stage.

Special Notes on Hatchlings: Hatchlings are the initial stage of the chthonians, before even the first instar, and exist only for a few months right after hatching. They are about the size of a large earthworm, have 1 hit point, 1D6 points of POW, and can withstand only 40 degrees Centigrade. A burning cigar butt could wither and kill one.

Cthugha (Great Old One)

Description: Cthugha resembles an enormous burning mass continually varying in shape. It dwells at or near the star Fomalhaut, from whence it may be called. It is one of the most obscure and remote of all the Great Old Ones.

Cult: There does not appear to be any cult connected with Cthugha. Cthugha is served by entities known as flame vampires. In some books, the flame vampires are stated to be ruled by a being known as Fthagghua, but this is uncertain.

Notes: When Cthugha is summoned, it always brings 1D100x10 flame vampires with it which immediately begin to set the area alight. Cthugha itself will float over the summoning locale, blasting and burning the entire site. Humans remaining in the area will take damage from the heat, starting on the first round after Cthugha comes. Each round, the humans must attempt to roll CONx5 or less on D100. Once they fail, they begin to take damage at the rate of 1 point per round. The only way to survive is to flee the area. Once a character has begun to take



damage, he may attempt no more CON rolls. Further damage is automatic.

Cthugha and his minions will affect a roughly circular area with a diameter of 2D10 x 20 yards. It will not depart until that area has been thoroughly blasted and burned, unless it is dismissed through some spell.

Each round, Cthugha can form 1D4 pseudopods from its formless mass to attack with. It may belch forth fire instead of using pseudopods. The flame burst has a range of 150 yards, and blanket the target site with fire, coating an area 20 yards across. All within the area must resist with their CON vs. Cthugha's POW on the resistance table, or take damage equal to Cthugha's POW. If they successfully resist, they still take damage equal to half Cthugha's POW. Armor does not help vs. this damage.

Characteristics

STR	80
CON	120
SIZ	140
INT	28
POW	42
DEX	21
Hit Points	130
Move	0

<i>Weapon</i>	<i>Attk%</i>	<i>Damage</i>
Pseudopod	40%	1D6+13D6
Flame burst	60%	Special

Armor: None, really, but all hand-held weapons take 14 points of damage on any round in which they strike Cthugha. This damage is taken before Cthugha is struck, and if the weapon is destroyed, Cthugha takes no damage. Bullets and other high-velocity missiles will be melted into small blobs of liquid, doing 14 less points of damage upon striking Cthugha. Roll a bullet's damage normally, and then subtract 14 from the total. A score of less than 0 equals 0.

Spells: Cthugha knows all spells dealing with summoning or otherwise working with entities of flame and itself. It has the usual telepathic abilities common to the Great Old Ones, but does not seem capable of communicating with humans in any fashion, and must be summoned to be dealt with.

SAN: Those beholding Cthugha must succeed in a SAN roll or lose 1D20 points of SAN. If the SAN roll succeeds, they lose 1D3 points anyway.

Great Cthulhu (Great Old One)

Description: ... a monster of vaguely anthropoid outline, but with an octopus-like head whose face was a mass of feelers, a scaly, rubbery-looking body, prodigious claws on hind and fore feet, and long, narrow wings behind. This thing ... was of a somewhat bloated corpulence ... It lumbered slobberingly into sight and groping squeezed its gelatinous green immensity through the black doorway. ... a mountain walked or stumbled.

Cthulhu dwells in the corpse-city of black R'lyeh, sunken deep beneath the surface of the Pacific. Cthulhu is in a sort of living death while there, but **some** day the city will rise, freeing him to raven and slay across the world. **In** the city are also entombed other members of Cthulhu's race. Cthulhu is evidently the high priest and ruler of them all and is by far the most potent.

Cult: Cthulhu's cult is the most widespread and popular cult of all the Great Old Ones on earth. The cult doctrines are as follows: Cthulhu plunged from the stars with his kin and built a great prehistoric city at R'lyeh, ruling the world. When the stars changed and their continent sank beneath the sea, the city and its inhabitants fell into a death-sleep where they await their reawakening by members of Cthulhu's cult. When R'lyeh rises above the waves, members of the cult will be required to come to it and open the vast black door behind which Cthulhu waits, when he will awaken and rise to revel across the world in wild abandon with the faithful.

Entire tribes worship Cthulhu, from remote Eskimos to degenerate Louisiana swamp-folk. He seems to be most worshipped among sea-folk, or beings that live near the sea. He is served by the beings known as the Deep Ones as well as by the octopoid things known as his Spawn.

Cthulhu's cult is prehistoric in origin, and has several variants. Cthulhu himself has many names, most of which can be traced back to their original form. Thus, two of his names are Tulu and Thu Thu.

Notes: If a party is unlucky enough to meet Cthulhu, each round 1D3 members of the party are scooped up in Cthulhu's flabby claws to die hideously. If Cthulhu's head is near enough (for example, if Cthulhu were just emerging from a vast hole, or if he were to stoop over), the characters may be attacked by Cthulhu's facial tentacles as well, which capture 4 members per round and can reach into small openings. Cthulhu moves at a speed of 25 mph, walking along the ground at a fair pace, and he can swim at a speed of 20 knots.

If Cthulhu takes more than 160 points of damage, he will burst and dissolve into a cloud of green mist which immediately begins to reform into his horrible form. It takes Cthulhu 11-20 minutes to regain full shape (roll 1D10+10). Cthulhu can regenerate from damage done to him at the rate of 6 points per round, but when his hit points have been reduced to 0 or less, he does not regenerate normally: he merely turns into the cloud and reforms with full hit points.

Cthulhu could try to grab a plane or similar object with **his** claws to keep it from hitting him. If he so tries, he is automatically successful.

If Cthulhu is encountered, the only hope is to try to escape before he can catch the investigators. If more targets are in reach than he can catch in one round, the keeper may have the player(s) attempt a combination of Luck and/or Dodge rolls until the requisite number of victims have been caught.

Example: Harvey Walters, two other investigators, and six native porters stumble into the wrong cave on a Poly-

nesian isle and find themselves confronting the head of Cthulhu himself. Harvey actually makes his SAN roll, and so do three natives and one of his associates. This leaves three natives and one investigator essentially helpless, so the keeper rules that Cthulhu's facial feelers snatch these four unfortunates. The residual losses to Harvey and the others are minimal (none were over 4), so all turn to run immediately. Cthulhu reaches out to snare some more prey and the keeper rolls a 5 on D6, which translates to a 3 on D3. Harvey, his partner, and one of the natives all make their Dodge roll, leaving two porters to be automatically scooped up. However, Cthulhu still needs one victim, so the keeper calls for Luck rolls for the three characters. Harvey, with a POW of 9, gets an 03. Whew! The native's POW is 12, and the roll is 32, also a Whew! The other investigator has a POW of 18, but the roll is 94. Kicking and screaming, the unlucky investigator is crushed as Harvey turns the corner of the cave and streaks for the saner world above.

Cthulhu's body form is not fixed. He can warp and modify it at will, extending new limbs, retracting old ones, greatly increasing his wings' area and reducing his body's size to enable flight, or elongating a single limb or tentacle to enable it to writhe through yards of corridor. However, his general overall shape is basically tied to the form listed above under Description. Thus, he might expand his wings, but would not completely absorb them. All forms are recognizable as being at least a distorted caricature of Cthulhu himself.

Characteristics

STR	140
CON	110
SIZ	210
INT	42
POW	42
DEX	21
Hit Pts	160
Move	24/20 swimming/16 flying

Weapon	Attk%	Damage
Claw	100%	1D6+21D6
Tentacle	100%	11D6

Armor: Cthulhu has the equivalent of 21 points of armor, as any penetrating attack must go through several feet of muck and Cthulhu's equivalent of muscle. In addition, he has the ability to regenerate 6 hit points per round, unless reduced to 0 hit points, when he will dissolve into a disgusting, cloying, greenish cloud, then reform into his original form with full hit points in 1D10+10 minutes. He cannot move or attack while reforming from the cloud, thus perhaps allowing his assailants some time to flee. He is immune to all physical attacks in cloud form.

Spells: Cthulhu knows all spells except Summon/Bind Nightgaunt and Contact Nodens. The only spells he is likely to teach his servants are Contact Deep Ones or Contact Cthulhu, unless they offer a great deal of some sort.

SAN: Seeing Cthulhu causes the investigator to make a successful SAN roll or lose 1D100 points of SAN. A successful SAN roll still costs 1D10 points of SAN.

Dark Young of Shub-Niggurath
(Greater Servitor Race)

Description: These beings are enormous writhing masses, formed out of ropy black tentacles. Here and there over the surface of the thing are great puckered mouths which drip green goo. Beneath the creature, the tentacles end in black hooves, used to walk on. The monsters roughly resemble trees in silhouette — the trunk being the short tentacular "legs," and the top of the tree representing the ropy "body." The whole mass smells like an open grave. They stand between 12 and 20 feet tall.

Notes: These beings are the "young" referred to in the title of Shub-Niggurath: "Black Goat of the Woods With a Thousand Young." They are closely connected to her, and are only found in areas where her worship has been heavy. They act as proxies for Shub-Niggurath in accepting sacrifices, provide worship figures for cultists, and try to slay non-cultists met, as well as spread their mother's faith across the world. Luckily, they are rarely met with.

In its masses of tentacles, a typical Dark Young has four main strands which it uses to attack with. All four can attack at once. If a victim is hit by a tentacle, he is held to one of the horrible sucking mouths and begins to lose 1D3 points of STR per round, permanently. This STR may not be restored. While being drained, a victim is incapable of performing any action other than writhing ineffectually and screaming.

Characteristics	Average
STR	4D6+30 44
CON	3D6+6 16-17
SIZ	4D6+30 44
INT	4D6 14
POW	5D6 17-18
DEX	3D6+6 16-17
Hit Points	30-31
Move	8

Weapon	Attk%	Damage
Tentacle	80%	4D6 + STR drain



Armor: None, but Dark Young are of non-terrene material and make up, so that all firearms and bullets do no more than 1 point of damage when striking these beings. If the weapon impales, it does 2 points of damage. Shotguns are an exception, and do minimum possible damage, which would be 2 points for a light shotgun and 4 points for a heavy, 4D6 shotgun. Weapons such as clubs and cutlasses do full damage.

Spells: All Dark Young know spells equal to half their INT in number. Round fractions up.

Skills: Sneak 60%, Hide in Woods 80%


SAN: Seeing a Dark Young costs the viewer 1D20 points of SAN unless a SAN roll is made. A successful roll still costs the viewer 1D3 points of SAN.

Deep Ones (Lesser Servitor Race)

Description: *I think their predominant color was a greyish-green, though they had white bellies. They were mostly shiny and slippery, but the ridges of their backs were scaly. Their forms vaguely suggested the anthropoid, while their heads were the heads of fish, with prodigious bulging eyes that never closed. At the sides of their necks were palpitating gills, and their long paws were webbed. They hopped irregularly, sometimes on two legs and sometimes on four. ... Their croaking, baying voices ... held all the dark shades of expression which their staring faces lacked. ... They were the blasphemous fish-frogs of the nameless design — living and horrible. (The Shadow Over Innsmouth, by H. P. Lovecraft)*

Notes: The deep ones are an amphibious, marine race that serve primarily Cthulhu and two beings known as Father Dagon and Mother Hydra. Deep ones are also worshipped by humans, because they are capable of breeding with humans — deep ones are immortal, unless slain, and so are the hybrid young, giving a form of eternal life to their worshippers' children. Such deep one/human hybrids may inhabit remote coastal villages. A hybrid begins life as a human-looking child which gradually becomes uglier and uglier. Suddenly, over a period of only a few months, the human undergoes a monstrous transformation into a deep one. The changeover usually takes place at the age of 1D20 + 20 years, but individuals with a smaller amount of deep one blood may undergo the change at a later age and possibly to a lesser degree.

Deep ones often interact with man. Globally, they have many submerged cities. They are a marine race, unknown in fresh-water environments. They appear to have a monstrous lust to produce human/deep one hybrids; the reason may lie in the breeding cycle of these beings, of which little is known.

Characteristics	Average	
STR 4D6	14	
CON 3D6	10-11	
SIZ 3D6+6	16-17	
INT 2D6+6	13	
POW 3D6	10-11	
DEX 3D6	10-11	
Hit Points	13-14	
Move	8/10 swimming	

Weapon	Attack%	Damage
Claw	15%	1D6+1D4
Trident	25%	1D6+1+1D4*

* The trident is capable of impaling, as well as being thrown.

Armor: 1 point of skin and scales.

Spells: Deep ones with a POW of 14 or more will know

spells at the discretion of the keeper. At least 1D4 spells will be known by such exceptional deep ones.

SAN: Seeing a deep one costs the viewer 1D6 points of SAN unless his SAN roll is successful, in which case he loses no SAN.

Father Dagon and Mother Hydra

Description: These are simply deep ones that have grown enormously in size and age. Father Dagon and Mother Hydra are each over 30 feet tall.

Cult: These are the rulers of the deep ones. They are active and mobile, unlike Cthulhu and his minions, but are very infrequently met.

Notes: Dagon's and Hydra's characteristics are identical. It is possible that there are more than two deep ones grown to enormous size and strength, as described in the story *Dagon*.

Characteristics

STR	52
CON	50
SIZ	60
INT	21
POW	30
DEX	20
Hit Pts	55
Move	10

Weapon	Attk%	Damage
Claw	80%	1D6+6D6

Armor: 6 point skin

Spells: Father Dagon and Mother Hydra each know all spells pertaining to summoning and binding the lesser servitor races of the mythos.

SAN: It costs ID 10 points of SAN to see one of these individuals, or 1 point if a SAN roll is successful.

Dholes (Greater Independent Race)

Description: *Below him the ground was festering with gigantic Dholes; and even as he looked, one reared up several hundred feet and leveled a bleached, viscous end at him. (Through the Gate of the Silver Key, by H. P. Lovecraft and E. Hoffman Price.)*

Notes: Dholes are gigantic wormlike burrowing horrors. They are not native to the earth, and none seem to have been brought here for more than brief periods. This is fortunate, for they seem to have riddled and left waste several other worlds. They dislike light, though it does not visibly harm them. They are only rarely seen in daylight, and then only on planets that they have thoroughly conquered.

Dholes have the ability to spit a glob of slimy goo from their mouths in lieu of any other attack. The goo has a range of 2-3 miles. Anything struck by the glob is stunned and engulfed. Climbing out of a mass of goo requires a roll

of STR or less on ID100. This may be tried once per round.

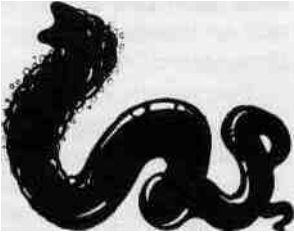
While buried in the frightful slime, the character cannot breathe, and must make drowning checks as if asphyxiating each round. In addition the slime is caustic, doing 1 point of damage to the character (ignoring any armor the target might have) each round he is held. Once the victim escapes the glob into the open air, the corrosive properties cease and he takes no more damage, even though he is still sticky and wet. The glob could easily mire a car or bring down an airplane if fired at it.

The glob covers an area with a diameter equal to one twentieth the monster's SIZ in feet. A dhole with a SIZ of 400 would spit a glob 20 feet across.

If a dhole tries to swallow (engulf) someone, it affects an area equal in size to the area covered by a blob of spat goo, or SIZ/20.

If a dhole crawled over someone, he would definitely be crushed by its hundred-foot plus body.

Characteristics	Average
STR 1D100x10	Abt 500
CON 1D100+100	Abt 150
SIZ STR+1D100	Abt 550
INT 2D6	7
POW 10D6	35
DEX 1D4	2-3
Hit Points	Abt 350
Move	18/10 burrowing



Weapon	Attk%	Damage
Engulf	80%	Swallows
Spit Goo	50%	Special (see above)

Armor: Dholes possess the equivalent of armor equal to their POW. A dhole with a POW of 38 would have 38 points of armor.

Spells: Dholes know no spells.

SAN: Seeing a dhole costs 1D20 points of SAN unless a successful SAN roll is made. If the roll succeeds, then the character loses 1D4 points of SAN anyway.

Dimensional Shamblers (Lesser Independent Race)

Description: *Shuffling towards him in the darkness was the gigantic, blasphemous form of a thing not wholly ape and not wholly insect. Its hide hung loosely upon its frame, and its rugose, dead-eyed rudiment of a head swayed drunkenly from side to side. Its forepaws were extended, with talons spread wide, and its whole body was taugth with murderous malignity despite its utter lack of facial description.* (The Horror in the Museum by H. P. Lovecraft and Hazel Heald)

Notes: Little is known about these beings save their name and a description of a hide. It is assumed that they are entities capable of walking between the planes and worlds of the universe, spending little time at any one planet, but

wandering about. They can leave a plane at will, signalling the change by beginning to shimmer and fade. This transition costs them 4 magic points and takes a round to complete. During this time they may be attacked normally, but they may not attack back. They occasionally serve one or another of the Outer Gods or even Great Old Ones.

Shamblers can take objects or beings with them when they fade into another dimension. If they clutch the desired object in their talons and expend an additional Magic Point per 10 SIZ points of the object or creature, it will make the transit with them. Such victims or objects are never found again.

A dimensional shambler can attack with both of its foreclaws at once, at the same DEX.

Characteristics	Average
STR 2D6+12	19
CON 3D6+6	16-17
SIZ 2D6+12	19
INT 2D6	7
POW 3D6	10-11
DEX 3D6	10-11
Hit Points	18
Move	7

Weapon	Attk%	Damage
Claw	30%	1D8+1D6

Armor: Shamblers possess 3 points of armor in their thick hide.

Spells: A shambler with an INT of 10 or more knows one spell per point of INT over 9.

SAN: Viewing a dimensional shambler costs ID 10 points of SAN if a SAN roll fails. If the SAN roll succeeds, there is no loss.

Fire Vampires (Lesser Servitor Race)

Description: *There appeared thousands of tiny points of light. ... The myriad points of light were living entities of flame! For wherever they touched, fire sprang up.* (The Dweller in Darkness, by August Derleth)

Notes: The beings known as fire vampires are minions of Cthugha and, like him, dwell on or near the star Fomalhaut. They come to earth when summoned, or when accompanying Cthugha. They appear to be a form of intelligent gas or plasma, a fairly frequent mythos concept.

Fire vampires attack by touching their victims, and can set flammable objects alight by touch. They damage humans by heat-shock. To determine the heat-shock damage, roll 2D6 for the vampire's attack and match this against the investigator's CON on the resistance table. If the heat wins, the investigator takes the full rolled damage to his hit points. If the investigator wins, he still takes half the damage rolled to his hit points.

In the same attack, the vampire may try to steal magic points from its victim. It does this by matching its own current magic points vs. the magic points of the victim. If

the vampire wins in the ensuing resistance battle, it steals ID10 magic points from the victim. If the vampire loses the resistance struggle, it loses one of its own magic points. Thus, in each attack by a fire-vampire, roll twice — once to determine heat damage and once to determine magic point loss.

Hit points for a fire-vampire are determined solely on the basis of CON. Their SIZ does not affect it. Their damage capacity is dependent on things other than sheer mass.

Characteristics		Average
STR	N/A	
CON	2D6	7
SIZ	1	1
INT	3D6	10-11
POW	2D6+6	13
DEX	3D6+6	16-17
Hit Points		7
Move		11

Weapon	Attk%	Damage
Touch	85%	2D6 fire damage plus magic point drain

Armor: None, but material weapons cannot harm them, including bullets, etc. Water will do damage at the rate of 1 point of damage per half gallon poured over one. A typical hand-held fire extinguisher will do 1D6 points of damage per hit, and a bucket of sand will do 1D3 points of damage. Fire vampires hate fire trucks.

Spells: Fire vampires with a POW of 17 or more will have at least 1D3 spells.

SAN: Seeing a fire vampire costs **no** SAN.

Flying Polyyps (Greater Independent Race)

Description: A horrible elder race of half polypous, utterly alien entities. ... They were only partly material [and] had the power of aerial motion, despite the absence of wings.... There were ... suggestions of a monstrous plasticity and of temporary lapses of visibility ... singular whistling noises and colossal footprints made up of five circular toe marks seemed also to be associated with them. (The Shadow Out of Time, by H. P. Lovecraft)

Notes: This unnamed species came to earth out of space about six hundred million years ago to prey on the native animals. They built basalt cities with high windowless towers and inhabited three other planets in the solar system as well. On earth, they were warred on and finally forced underground by the efforts of the Great Race of Yith, but near the close of the Cretaceous era (about 70 million years ago) they rose up from their subterranean haunts and exterminated the Great Race. The polyyps still remain in their caverns and seem content to remain there, annihilating the few beings chancing across them. The entrances to their dwellings are mostly deep within ancient ruins, where there are great wells sealed over with stone. Inside these wells dwell the polyyps.

They have the power to use great winds in combat **or** wartime in three ways. The first way is by directly blasting their foes. The *windblast* has a range of 20 yards. All with a 10-yard diameter area (an area shaped like a cylinder emanating from the polyp) are affected. The blast does damage equal to the polyp's damage bonus, or usually 5D6 points of damage. The blast can extend further than 20 yards, but loses 1D6 of damage for each multiple of the basic distance travelled. Victims of the windblast literally have their flesh stripped from their bones, their skin dehydrated and wind-burned, and are blown backwards for a number of yards equal to the points of damage they have taken.

Example: A polyp with a damage bonus of 5D6 uses a windblast on a patrol of soldiers spread out along a road. Those soldiers within the 10-yard diameter of the windblast and within 20 yards of the polyp take 5D6 points of damage each. Those 21-40 yards away take 4D6 damage, those 41-60 yards off take 3D6 damage, those 61-80 yards away take 2D6 points of damage, and those at 81-100 yards take 1D6 points of damage. Those further away take no damage, but may lose their helmets, etc. from the strong gust of wind.

The polyp's second use of wind is for capturing prey. This is the most mysterious use. When used in this mode, the wind has a range of 1000 yards (a little over half a mile), and can blow around corners or up through winding hallways. Although the wind emanates from the polyp, it has a peculiar *sucking* effect on the victim, slowing him down. It forces the target to resist using his STR vs. half of the polyp's POW each turn. If the polyp wins the resistance struggle, the victim cannot move forward that turn. If the victim wins, he may move normally that turn. If the victim is within 200 yards of the polyp, he must resist vs. the polyp's full POW instead of half. This technique may be used on multiple targets, in which case 05% is added to the chances of the victims resisting for each extra target. The polyp may choose not to affect certain victims in order to affect the others more potently. All targets must be within around 30 yards of each other for multiple targeting. The flying polyp can move at full speed while using this tactic, so it will usually be chasing it's prey while slowing them down at the same time.

Example: A polyp with a POW of 14 is trying to get Harvey Walters and his four manservants. Harvey's STR is 4, and each manservant has a STR of 9 (what a coincidence ...). They are further away than 200 yards, so must resist vs. half of the creature's POW, or 7. A 7 vs. 9 gives a 60% chance that Harvey's servants will resist, and 7 vs. 4 gives only a 35% chance for Harvey to resist. However, since the creature is trying to get five individuals instead of one, +05% is added to each person's chance to resist for each victim over the first, or +20%, so that the servants each have a 80% chance of resisting, and even Harvey has 55%. This is not good enough for the polyp, which is rapidly coming up behind them, so it decides to attack only two of the victims. Since the polyp doesn't know the STRs of its targets, two victims are chosen randomly, and Harvey is not one of them. The two attacked

have a 65% chance (60 + 5 more for an extra target) of escaping, and must check for movement each round.

The last way that a polyp can raise a wind is in conjunction with its fellows in an effort to make a great wind-storm. A polyp can make such a wind with a speed of 1/2 mile per hour per point of POW it possesses. This wind loses 5 mph of force for every 200 yards it travels. These massive winds are used because they can cover such a vast area, and can blanket tens of square miles of countryside with their unnatural storm.

Example: 12 flying polyps with a combined POW of 198 are gathered to destroy an Australian hamlet. They can create a wind with a force of 99 mph. They are 300 yards away from the town, so the wind force is reduced by 5 mph to 94 mph, which is still a high hurricane force, certainly sufficient to destroy the entire village.

Each of the polypoid wind abilities cost them a magic point per turn to use.

A polyp can turn invisible at will, costing a magic point per turn, but they can still be located by the constant nauseous piping sound that accompanies them. When invisible, anyone trying to hit the polyp must make a Listen roll to tell where it is, and then has 50 percentiles subtracted from his chances of hitting. Thus a marksman with a 90% chance to hit that fired at an invisible polyp would only have a 40% chance of hitting, and could fire only if he made a successful Listen roll during the same round he fired at the polyp. When the polyps are visible they change form and phase in and out of visibility, so a polyp's POW is subtracted from its chance of being hit. For example, a polyp with a POW of 17 would subtract 17% from the chance of any foe to hit it. When a polyp is invisible, it may not attack physically using its tentacles, but may still use wind force as a weapon or cast spells.

The polyps continually form and dissolve tentacles from their body. Each round, roll 2D6 to determine how many tentacles may attack in that particular round. The tentacle damage is always 1D10. Because of the partially non-material nature of these entities, the tentacle's damage is done directly to the target's hit points. No armor counts. The wound takes the form of a wind bum or dessication of tissue.

Characteristics	Average
STR 4D6+36	50
CON 2D6+18	25
SIZ 4D6+36	50
INT 4D6	14
POW 3D6+6	16-17
DEX 2D6+6	13
Hit Points	38
Move	8/12 flying
Damage Bonus	5D6, but only used in figuring of windblast damage

Weapon	Attk%	Damage
Tentacle	85%	1D10

Armor: 4 points worth of armor, plus invisibility (see above). Also, due to the extraterrene nature of their bodies, a flying polyp takes only minimal damage from physical weapons. Thus, a gun doing 2D6+3 points of damage would automatically do only 5 points of damage to a polyp (and even this would be reduced by 4 points due to the monster's skin armor). A gun that impaled and normally did 1D8+2 points of damage would automatically do 6 points (minus the 4 points of armor). Enchanted weapons will do full normal damage, and forces such as heat or electricity will also do full normal damage.

Spells: To determine spells known by a flying polyp, roll 1D20. If the roll is higher than the polyp's INT, it knows no spells. Otherwise, the polyp knows a number of spells equal to the die roll.

SAN: Viewing a polyp can cost a viewer 1D20 points of SAN unless a SAN roll is made. There is a 1D3 loss if a successful SAN roll is made.

Formless Spawn of Tsathogghua (Lesser Servitor Race)

Description: *When the men of K'n-Yan went down into N'Kai's black abyss with their great atom-power search-lights, they found living things - living things that oozed along stone channels and worshipped onyx and basalt images of Tsathogghua. But they were not toads like Tsathogghua himself. Far worse - they were amorphous lumps of viscous black slime that took temporary shapes for various purposes. The explorers of K'n-Yan did not pause for detailed observations, and those that escaped alive sealed the passage. ... (The Mound, by H. P. Lovecraft and Zealia Bishop)*

Notes: These formless beings can change form in an instant, from a toad-like lump to elongate things with hundreds of rudimentary legs. They can ooze through small cracks and enlarge their appendages at will. They are closely associated with Tsathogghua, and are often found in his temples, or in underground caverns.

Due to the extreme fluidity of these beings, and the many different forms which they may transform into with dazzling rapidity, they have at least four attack forms which they may vary at will from round to round. They may normally use only one attack mode in a single round. If a formless spawn uses its Whip mode, it may attack 1D3+1 times in a single melee round. If it uses its Tentacle mode of attack, it may strike at any 1D3 opponents in one round. If it uses its Bite or Bludgeon modes it may attack only once that round.

When the bite strikes an individual, the victim takes no damage, but is instantly swallowed. The round after being swallowed, the victim takes 1 point of damage. On the second round, he takes 2 points of damage, and so forth, increasing the damage done by 1 point each round. While swallowed, the victim may take no actions whatsoever, though his friends may attempt to slay the monster to free him. These beings can swallow prey of SIZ less than or equal to themselves. While digesting a victim, a Spawn may continue to fight, but may not move from its site

without disgorging its prey. It may continue to swallow prey until it has reached its maximum capacity in SIZ.

The Spawn's chance to hit with Tentacle is always 2/3 that of its Whip chance. The chance to hit with Bite is always 1/3 Whip chance, and the chance to hit with Bludgeon is always 20%. Damage from the Whip is always 1D6. The Whip can reach up to the monster's DEX in yards. Damage from the Tentacle is always equal to the creature's damage bonus (minimum of 1D6), and has a range equal to the monster's SIZ in yards. The Bite does no direct damage (but see above), and the Bludgeon's damage is equal to twice the monster's damage bonus (minimum of 2D6). The Whip and Tentacle may be used to grapple a target instead of merely causing damage.

Characteristics	Average
STR 1 -6D6+6	9-27
CON 3D6	10-11
SIZ 1-6D6+12	15-33
INT 2D6+6	13
POW 3D6	10-11
DEX 2D6+12	19
Hit Points	13-22
Move	12

Weapon	Attk%	Damage
Whip	90%	1D6
Tentacle	60%	1D6-3D6
Bite	30%	Special
Bludgeon	20%	2D6-6D6

Armor: These beings have no armor, but are hard to slay, due to their nature. They are immune to all physical weapons, even enchanted ones, as wounds simply seal up again after being opened. Spells may affect them, as may fire, chemicals, or other such forces.

Spells:A given Spawn will know a spell if its INT+POW or less is rolled on ID100. Certain Spawn will know many spells.

SAN: Viewing a formless spawn of Tsothogghua costs the viewer 1D10 points of SAN unless a SAN roll is successful, in which case he loses only 1 point of SAN.

Ghouls (Lesser Independent Race)

Description: Ghouls are rubbery, loathsome humanoids with hooflike feet, canine features, and claws. They speak in "glibbering" and "meeping." They are often encrusted with grave-mold.

Notes: Lovecraft's ghouls are horrible creatures dwelling in tunnel systems beneath many cities. They have ties to witches and occasionally will attack humans. It may be possible for a human to be transformed into a ghoul over a prolonged period of time.

A ghoul may attack with both claws and its bite in a single melee round. If the ghoul's bite strikes home, then it will hang on with its fangs and worry the victim. On the second and subsequent rounds after the ghoul has bitten its victim, it will hold onto him and automatically bite

him again. While the ghoul is attached to the victim this way, both normally fall to the ground and roll around. Additionally, both ghoul and victim have a +20% chance to hit the other (except for the ghoul's bite which, as previously stated, automatically hits). A successful STR vs. STR roll will dislodge the ghoul; but a character trying to dislodge the ghoul may not attack. A character using a pistol that is grappled by the ghoul does not get to double his chances of hitting for point-blank range, though he does get the +20% add. Rifles cannot be used in such hand-to-hand scrambling.

Characteristics	Average
STR 3D6+6	16-17
CON 2D6+6	13
SIZ 2D6+6	13
INT 2D6+6	13
POW 2D6+6	13
DEX 2D6+6	13
Hit Points	13
Move	9



Weapon	Attk%	Damage
Claws	30%	1D6+1D4
Bite	30%	1D6+1D4 + worry

Armor: None, but all guns do only half damage.

Spells: To determine spells known by a ghoul roll 1D100. If the roll is higher than the ghoul's INT, it knows no spells. If it is equal to or lower than the ghoul's INT, it knows that many spells.

Skills: Sneak 80%, Hide 60%, Listen 70%, Spot Hidden 50%, Climb 85%, Jump 75%

SAN: Seeing a ghoul will cost 1D6 points of SAN if a SAN roll fails. If it succeeds, there is no loss.

Great Race of Yith (Lesser Independent Race)

Description: They seemed to be enormous, iridescent cones, about ten feet high and ten feet wide at the base, and made up of some ridgy, scaly, semi-elastic matter. From their apexes projected four flexible, cylindrical members, each a foot thick, and of a ridgy substance like that of the cones themselves.

These members were sometimes contracted almost to nothing, and sometimes extended to any distance up to about ten feet. Terminating two of them were enormous claws or nippers. At the end of a third were four red trumpetlike appendages. The fourth terminated in an irregular yellowish globe some two feet in diameter and having three great dark eyes ranged along its central circumference.

Surmounting this head were four slender grey stalks bearing flowerlike appendages, whilst from its nether side dangled eight greenish antennae or tentacles. The great base of the central cone was fringed with a rubbery grey substance which moved the whole entity through expansion and contraction. (The Shadow Out of Time, by H. P. Lovecraft.)

Notes: The Great Race was originally native to this earth. A species of mental entities, fleeing their own world's destruction, came to earth and took over the minds of the cone-shaped beings dwelling here. The combination of the two — the earth-born bodies and the minds of the aliens — made the Great Race. This race flourished from about three or four hundred million years ago until fifty million years ago, when they were exterminated by the flying polyps (*q.v.*). However, the minds of the Great Race had already fled their doomed bodies into the future bodies of a beetle-like race to succeed mankind.

Naturally, though the Great Race took over the bodies of one generation of the cone-things, their children were normal members of the cone-things' species. In practice, it made little difference, as the mental race taught its young its own technology and mythos, so that the young grew up as true inheritors of the original race.

The Great Race reproduces by means of spores, but does so infrequently because of their long life span (4,500 to 5,000 years). They feed solely on liquids.

The Great Race gained its name because it alone, of all intelligent beings, has managed to conquer time. A member of the race can send its mind forward (or backward) into time, pick out a suitable subject, and trade places with it. Thus, whenever a member of the Great Race takes over the body of a being, that being is put into the 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. It is this technique that is used by the race to travel en masse through time and space to conquer other planets.

The Great Race is very interested in history — both future and past. To satisfy their longing for knowledge, they exchange places with selected individuals in some time period they wish to study, and the Race member stays in that age for about 5 years, studying the era. At the same time, the victimized person forced back in time into the body of the alien **Great Race** member is caused to write down everything he knows about his own time. The Great Race is fairly kindly, and will permit its captives to travel about and see the country, as well as allowing them to meet other victims like themselves, generally from far distant planets or eras. When the time comes to restore the victim to his own body, the Great Race will blank his memory of all that has happened to him while he was "possessed" — in the distant past. This blanking is not perfect, and the victim often has dreams and/or nightmares reviewing occurrences which took place while the victim was in the past.

There is a cult on present-day earth which devotes its efforts to aiding and abetting the occasional visitors from the Great Race to the present. In return, the visitors give them technological or magical knowledge.

In practice, the only way that a member of this race in his original cone-body could be met would be through time-travel. However, this is the easiest being to meet through that method.

This race was highly technological, fighting with camera-shaped weapons that fired great goutts of electricity. Their wars were mostly among themselves, though sometimes wars were fought with the Old Ones or the Fungi from Yuggoth.

In combat, a member of this race may use both pincers simultaneously. The race is, however, very civilized, and will avoid participating in hand-to-hand combat if possible.

There are many varieties of lightning-guns. A common form is described here: the weapon contains a pack of 32 charges, and takes 1 round to reload. As many charges as desired may be fired in a single shot, but each charge past 4 fired at once gives a 5% cumulative chance of burning out the gun. Thus, if 7 charges were fired at once, there would be a 15% chance of ruining the gun. Each charge does 1D10 points of damage to the target, so that 3 charges would do 3D10 points of damage. The gun has a basic range of 100 yards. For each 100 yards fired past that base, 3 points are subtracted from the total damage done. Also, 20% is subtracted from the chance to hit for each extra 100 yards.

Characteristics	Average
STR 12D6	42
CON 4D6+12	26
SIZ 8D6+36	64
INT 4D6+6	20
POW 2D6+6	13
DEX 2D6+3	10
Hit Points	45
Move	7

Weapon	Attk%	Damage
Pincers	40%	1D6+6D6
Lightning Gun	30%	Varies

Armor: 8 point skin

Spells: Members of the Great Race rarely learn magic. A random member has a chance equal to its INT or less on 1D100 to know 1D3 spells.

SAN: Seeing a member of the Great Race costs 1D6 points of SAN unless a SAN roll succeeds. A successful SAN roll costs nothing.

Hastur the Unspeakable, He Who is Not to be Named (Great Old One)

Description: Hastur the Unspeakable dwells near the star Aldebaran in the constellation Taurus. He is connected with the mystic Lake of Hah, the Yellow Sign, and Carcosa, as well as the things that dwell therein. He may be connected in some way with the power of flight through space.

His appearance is unknown. In a reported instance of possession by Hastur, a corpse took on a bloated scaly look, and the limbs became boneless and fluid. The things in the Lake of Hali look octopoid from a rear view and are related to Hastur. They also have unbearably horrible faces. All the above facts give hints as to what Hastur may

look like, but his appearance is still largely up to the individual keeper.

Cult: The cult of Hastur is moderately common on earth, and the abominable Tcho-Tcho people are reputedly his worshippers. His cult is particularly loathsome, and is more widely known of than it is belonged to.

His worshippers always refer to Hastur as He Who is Not to Be Named. This may be a mistranslation of his title the Unspeakable. Hastur is served well by the byakhee, an interstellar flying race.

Notes: If Hastur is summoned (which is only possible at night), each round, 3 individuals within 20 yards of the horror must succeed in a Dodge roll or be grasped by Hastur and destroyed on the following round (unless Hastur is dispelled first). Hastur will not normally attack his friends or worshippers. He must always leave the earth when Aldebaran moves below the horizon. Of course, if his hit points are reduced to 0, he is banished.

Characteristics

STR	120
CON	200
SIZ	100
INT	15
POW	35
DEX	30
Hit Pts	150
Move	20/50 flying

Weapon	Attk%	Damage
Tentacle/Claw	100%	Death

Armor: Thick, scaly, rubbery, and baggy hide worth 30 points of armor.

Spells: Knows Summon and Bind Byakhee; all Call and Contact spells; and Brew Space Mead

SAN: Witnesses of Hastur himself that do not make their SAN rolls lose 1D100 points of SAN. Those that succeed in a SAN roll lose 1D10 points of SAN.

Hounds of Tindalos (Greater Independent Race)

Description: *"They are lean and athirst!" he shrieked. ... "All the evil in the universe was concentrated in their lean, hungry bodies. Or had they bodies? I saw them only for a moment, I cannot be certain."* (The Hounds of Tindalos, by Frank Belknap Long)

Notes: The Hounds of Tindalos dwelt in the distant past of the earth, when normal life had not yet advanced past one-celled animals. They inhabit the *angles* of time, while certain other beings (including mankind and all common life) descend from *curves*. This concept is hard to figure out, and only seems to be used with respect to the Hounds themselves. The Hounds lust after something in mankind and other normal life, and will follow a victim through time and space to get it. They are immortal.

Because of their relationship with the angles of time, they can materialize through any corner, if it is fairly sharp - 120 degrees or less. When the Hounds manifest

themselves, they first appear as smoke pouring from the corners of the room, from which the head emerges, followed by the rest of the body.

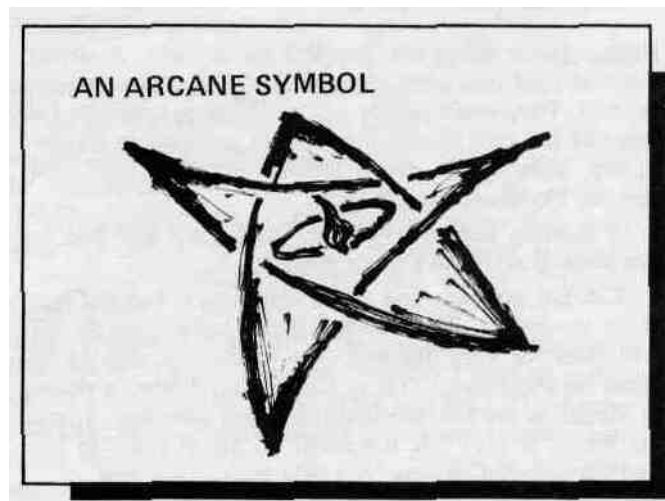
Once a human has contacted a Hound, the Hound will follow that man through anything to get to him. To figure the time before the Hound reaches his prey, determine the number of years between the prey's present location and the time when he was spotted by the Hound. Then divide the number of years by 100,000,000 to get the number of days travel time for the Hound.

Example: Harvey Walters has found a mysterious gem, which, when meditated upon, allows him to see into the distant past. He looks into the past, 3,000,000,000 years back; he sees a Hound of Tindalos, and is seen as well! Harvey faints, breaking the connection, but the Hound is out for blood! The travel time for the Hound is about 30 days. Harvey has a month to get ready for the arrival of his unwelcome visitor.

Once driven off, the Hounds will usually give up. Unfortunately, they are very difficult to drive off. They are friendly to nearly all the greater races of the Cthulhu mythos, and can get aid from them. Remember that they cannot manifest except through a corner, and cannot pass through smoothly flat or curved walls.

A Hound may either use its paw or its tongue to attack with in a round, but not both. It will usually attack with its paw. For random determination, roll 1D6. On a roll of 1-4, it will use its paw. A roll of 5-6 indicates that it will attack with the tongue.

The entire body of one of these monsters is covered with a sort of bluish pus. When a victim is struck by a Hound's paw, a gout of this mucoid stuff is smeared over him. This "pus" is alive and active, doing poison damage to the target as if he had ingested a poison with a 2D6 potency. This poison damage is done *each* round that the ichor remains on the victim's body. The ichor can be wiped off with a rag or towel if the cleaning individual can roll his DEXx5 or less while doing it. It could also be sprayed off with water or some other cleansing fluid. Fire could be applied to kill the ichor — this, however, would do 1D6 points of burn damage to the victim.



When the tongue hits a victim, a deep, penetrating, though bloodless and painless, hole is formed. The victim takes no physical damage, despite his peculiar wound, but loses 1D3 points of POW permanently!

Characteristics	Average
STR 3D6+6	16-17
CON 3D6+20	30-31
SIZ 3D6+6	16-17
INT 5D6	17-18
POW 7D6	24-25
DEX 3D6	10-11
Hit Points	23-24
Move	6/40 flying

Weapon	Attk%	Damage
Paw	90%	1D6+1D6+ichor
Tongue	90%	1D3 POW drain

Armor: 2 point hide. Additionally, Hounds can regenerate 4 points of damage per round, unless dead. Mundane weapons do no harm at all to Hounds, unless they have been enchanted in some way. Magic weapons do normal damage.

Spells: All Hounds know at least 1D8 spells.

SAN: Seeing a Hound costs 1D20 points of SAN unless a SAN roll succeeds. A successful roll still costs 1D3 points of SAN.

Hunting Horrors (Greater Servitor Race)

Description: These beings resemble enormous ropy black serpents or worms possessing bat like or umbrella-like wings. Their forms continually shift and change, twitching and writhing, so it is hard to look at them. They may have only a single large wing rather than two. They speak in great harsh voices. A hunting horror is normally around 40 feet long.

Notes: These beings are dispelled by daylight. A strong burst of light (not producible by mankind) could sear one to dust. They move swiftly and are hunting-creatures for some of the gods (hence their name), particularly Nyarlathotep. They can be summoned in their own right, and seek for blood and lives.

A hunting horror may attack with **both bite and its tail-tentacle attack** in a single round.

The tail grapples and holds the victim, keeping him from movement. The hunting horror may then fly off with him, or keep fighting. The victim can only break loose on a successful STR vs. STR attempt. When a victim is caught in the tail, the hunting horror may only attack via biting. It may bite the caught victim at +20% to hit, and the grappled one may not fight back in any way.

Characteristics	Average
STR 5D6+12	29-30
CON 3D6	10-11
SIZ 5D6+24	41-42
INT 1D6+12	15-16
POW 6D6	21
DEX 3D6+3	13-14
Hit Points	26
Move	7/11 flying

Weapon	Attk%	Damage
Bite	65%	1D6+3D6
Tail	90%	grapple only

Armor: Hunting horrors have 9 points of armor. They cannot be impaled by bullets.

Spells: Roll 1D20 for each hunting horror. If the total is over the monster's INT, it knows no spells. Otherwise, it knows the number of spells on the die roll.

SAN: Viewing a hunting horror costs 1D10 points of SAN unless a SAN roll succeeds. No SAN is lost with a successful SAN roll.

Ithaqua the Windwalker, the Wendigo (Great Old One)

Description: Ithaqua is reported from the north part of North America, where the Indians encountered him. He is known to stalk the wastes, tracking down hapless travellers and carrying them off. Such travellers are found again, weeks or months later, buried partway as if dropped from a height, frozen solid in positions of great agony, with various important body parts missing.

Cult: Ithaqua has a minimal cult, though many fear him in the far north. The inhabitants of Siberia and Alaska may leave sacrifices to keep the Wendigo from haunting their ca

An invisible race of mental entities known as the Lloigor are connected to Ithaqua as servants or worshippers.

Notes: If Ithaqua is within a few dozen yards, he can attempt to use mighty winds to whisk victims off their feet and into the air. All attacked this way must roll on the resistance table, matching their own STR vs. Ithaqua's STR. If Ithaqua is attacking several victims, he must divide his STR up among them.

If very close, Ithaqua may grab with his mighty claws as well as use his wind gusts. He may use one claw each round. Anyone grabbed by the Wendigo's claw is automatically picked up and held as well, if Ithaqua desires to do so. If he takes 125 points of damage, Ithaqua will be dispersed along the arctic winds, not to return that night.

Characteristics	
STR	50
CON	150
SIZ	100
INT	10
POW	35
DEX	30
Hit Pts	125
Move	10/100 flying

<i>Weapon</i>	<i>Attk%</i>	<i>Damage</i>
Air Gust	100%	Lift and drop ID 10 x 10 feet. Each 10 feet dropped equals 1D6 damage.
Claw	80%	6D6 — ignores all armor worn by or natural to the victim.

Armor: 10 point skin and thick slime

Spells: All Call and Contact spells

SAN: Hearing the howl of the Wendigo on the north wind costs a listener who fails a SAN roll 1D6 points of SAN, and a single point even if the listener succeeds in the SAN roll. Those beholding Ithaqua lose ID 100 points of SAN if they fail a SAN roll and ID 10 even if they succeed.

Lesser Other Gods

Description: In addition to the important, named, Other Gods, there is a company of entities which seems to be minor or at best less important Other Gods. This includes the beings known to dance for Azathoth and several beings worshipped in various places. They are capable of giving spawn to monstrous larvae which may grow into new Gods.

Cult: These beings possess only small cults, and their names should be determined by the keeper. Although most of them are as mindless as their master, Azathoth, they possess less power, so they are safer to approach. Their worshippers may gain protection from their gods through worship, or they may be able to exploit the god by using it to perform tasks for them unwittingly.

Notes: Since almost all these deities are at least a little different from one another, their powers and attacks should vary. This is up to the keeper. In conjunction with their masters these gods can manifest much greater power. Also, other types of lesser Other Gods exist than the type described here, including some types with INT, greater SIZ, and so forth.

<i>Characteristics</i>	<i>Average</i>	
STR 4D20	42	
CON ID100+20	about 70	
SIZ ID100+50	about 100	
INT 0	0	
POW 1D100	about 50	
DEX ID10	5-6	
Hit Points	about 85	
Move 1D8-1	0-7	

<i>Weapon</i>	<i>Attk%</i>	<i>Damage</i>
Smash	60%	8D6

Armor: Usually none. If it reaches 0 hit points, the Other God is dispelled, rather than dying.

Spells: These beings are able to summon servants and slaves to aid them. Each god has at least one servitor subject to it (usually a Servitor of the Other Gods) which will come and go for it. They usually have no other true spells, as their being and presence is powerful enough.

SAN: Anyone viewing the Lesser Outer Gods must make a SAN roll for each one viewed, with a loss of 1D20 points of SAN for every missed roll. Successful rolls still indicate the loss of 1 point of SAN.

Mi-Go, the Fungi from Yuggoth (Lesser Independent Race)

Description: *They were pinkish things about five feet long; with crustaceans bodies bearing vast pairs of dorsal fins or membranous wings and several sets of articulate limbs, and with a sort of convoluted ellipsoid, covered with multitudes of very short antennae, where a head would ordinarily be. ... They sometimes walked on all their legs and sometimes on the hindmost pair only. (The Whisperer in Darkness, by H. P. Lovecraft)*

Notes: The fungi from Yuggoth are an interstellar race, with a main colony or base on Yuggoth (Pluto). There are mining colonies on earth, where the mi-go seek rare ores in mountainous areas. The mi-go have definite connections with fungi, and are clearly not animal. They communicate with each other by changing the colors of their brain-like head, but they can speak human tongues in a buzzinginsectlikevoice. They worship both Nyarlathotep and Shub-Niggurath, and possibly others. They will hire human agents to simplify their operations, and are sometimes connected to cults.

The fungi from Yuggoth are not able to eat normal terrene food, and must import all their food from other worlds. They are able to fly through the interstellar aether on their great wings, but maneuver clumsily in an atmosphere. Ordinary photographic plates will not take an image of these beings, but a good chemist could devise an emulsion that would work. After death, a mi-go will dissolve away in the course of a few hours.

A fungi from Yuggoth may attack in hand-to-hand combat with two nippers at once. If the victim is hit, the mi-go will try to grapple him (roll STR vs. STR to break free), and fly away with him into the sky, where it will either drop him from a height, or take him into the high atmosphere where his lungs will burst.

<i>Characteristics</i>	<i>Average</i>	
STR 3D6	10-11	
CON 3D6	10-11	
SIZ 3D6	10-11	
INT 2D6+6	13	
POW 2D6+6	13	
DEX 4D6	14	
Hit Points	10-11	
Move	7/9 flying	

<i>Weapon</i>	<i>Attk%</i>	<i>Damage</i>
Nippers	30%	1D6 + grapple

Armor: None, but due to the extra-terrene nature of the mi-go's body, all impaling-type weapons do minimum possible damage. A pistol doing ID 10+2 points will do 3



points with a normal hit, or 6 points with an impale.

Spells: All mi-go have a chance of knowing ID3 spells equal to their INTx2. They are also capable of astounding and delicate surgical feats. One of their common surgeries is to take a human brain out of its body and place it in a metal tube, where it will stay alive. They can then attach speaking, listening, and seeing devices to the tube, so that the brain can interact with those about it. This way they can carry with them those that cannot withstand the vacuum and cold of space.

SAN: Seeing a mi-go costs 1D6 points of SAN unless a SAN roll succeeds. There is no loss if the roll is successful.

Nightgaunts (Lesser Servitor Race)

Description: ... *Shocking and uncouth black things with smooth, oily, whale-like surfaces, unpleasant horns that curved inward toward each other, bat wings whose beating made no sound, ugly prehensile paws, and barbed tails that lashed needlessly and disquietingly. And worst of all, they never spoke or laughed, and never smiled because they had no faces at all to smile with, but only a suggestive blankness where a face ought to be. All they ever did was clutch and fly and tickle; that was the way of nightgaunts. (The Dream-Quest of Unknown Kadath, by H. P. Lovecraft)*

Notes: Nightgaunts serve Nodens by, among other things, grasping and carrying off intruders, who are unceremoniously dumped in the most dismal and horrible places imaginable, and left to die. Nightgaunts are stationed at various spots in the lonely parts of the world, and come out at night. They are not very intelligent, but can understand some languages (such as the glibbering of ghouls), and are friendly to some occult races. Nightgaunts will attempt to sneak up quietly on their victim, grasp his weapons, and then overpower him.

Two or more nightgaunts can combine their **STRs** for the purpose of grappling with a strong victim.

Nightgaunts can only tickle foes that have already been grappled. A successful tickling attack forces the victim to roll his CONx3 or less or be immobilized for 1D6 rounds. **If** he succeeds in the CON roll, he is still immobilized for 1 round. Nightgaunts can reach through holes, creases, etc; thick clothes or even armor will **not** help vs. this attack.

Characteristics		Average
STR	3D6	10-11
CON	3D6	10-11
SIZ	4D6	14
INT	1D6	3-4
POW	3D6	10-11
DEX	2D6+6	13
Hit Points		13
Move		6/12 flying



Weapon	Attk%	Damage
Grapple	30%	match STR vs. STR or be grappled and immobilized
Tickle	30%	special (see above)

Armor: 2 point skin armor

Spells: None

Skills: Sneak 90%, Hide 90%

SAN: It costs 1D6 SAN to behold a nightgaunt, but a successful SAN roll means there is no SAN loss.

Nodens, Lord of the Great Abyss (Outer God)

Description: Nodens usually takes the form of a normal human, **grey** bearded and hoary. He will often ride in a chariot formed from a huge sea shell drawn by unearthly monsters or fantastic beings from earthly legend.

Nodens belongs to a group of beings sometimes called the Elder Gods. The term "Elder Gods" is often used collectively to refer to the Cthulhu mythos and all its deities.

Nonetheless, Nodens seems different in some fundamental way from Azathoth, Yog-Sothoth, and the deadly malignity of Nyarlathotep. At times, Nodens is almost friendly to humankind.

Cult: Nodens has been known to visit earth on occasion. He is known to have aided those pursued or harassed by the Great Old Ones or Nyarlathotep on occasion. Nodens has no cult on earth, but is served by the horrible entities known as nightgaunts.

Notes: Nodens will never physically attack a foe. If he is faced by an opponent of not excessive power, he will summon nightgaunts in sufficient quantity to carry off the enemy. If he faces a foe too powerful for the nightgaunts to handle, Nodens will attempt to dismiss the enemy. In dismissing a foe, have the foe attempt to roll its POW or less on 1D100. If it succeeds, it will remain, and Nodens will himself voluntarily depart in order to avoid a struggle. If Nodens is forced to leave because of some such being's resisting his dismissal, he has been known to take a favored human with him part-way. Unfortunately, he is the Lord of the Great Abyss, and his paths only coincide with the normal world at a few points, so any human taken with Nodens would be likely to be dropped off somewhere dismal. Nodens will never take responsibility to deliver a character anywhere on earth, but has been known to take a human on trips to the outer reaches of the galaxy (and back again).

Example: Harvey Walters has found a magical periapt. This periapt has the ability, when dissolved in wine and thrown onto a flame, of summoning Nodens. On an ocean voyage, Harvey lands on a remote Pacific isle, which turns out to be R'lyeh, and Harvey and his party meet Cthulhu himself. Harvey is atop a hill, hopelessly watching Cthulhu clamber and ooze up after him, when he remembers his periapt. He has 10 minutes or so before Cthulhu arrives at the promontory, so Harvey summons up Nodens with the periapt. Nodens arrives in the form of a pillar of flame and immediately attempts to dismiss Cthulhu from their pres-

ence. Cthulhu has a POW of 42 and rolls 27, so he does not leave. As Nodens prepares to depart, Harvey, in an agony of fear, pleads with Nodens to take him as well. The cruel keeper arbitrarily decides that Harvey will need to make a quick Oratory roll to convince Nodens, and Harvey makes the roll. Nodens takes Harvey with him, but drops him off at a random spot. The keeper decides that Harvey finds himself at Irem, City of Pillars - the lost city in the middle of the Arabian peninsula. Still, it is far better than being but 10 minutes away from Cthulhu!

When severely pressed, Nodens is known to use his staff against human opponents. This staff always ignores all armor worn by the target.

Characteristics

STR	42
CON	45
SIZ	15
INT	70
POW	100
DEX	21
APP	21
Hit Pts	30
Move	12

Weapon	Attk%	Damage
Staff	100%	4D6

Armor: Nodens has no natural armor, but see below.

Spells: Nodens can call nightgaunts to his aid at the rate of 1D10 nightgaunts per magic point he expends. He has other types of servants, but they would come only at the rate of 1 per magic point expended. Their precise nature is best left to the keeper.

Nodens can heal damage caused to himself by expending a magic point per point of damage.

Nodens can also gain armor for himself by expending 1 magic point per point of armor. This armor cloaking lasts until either moon set or sunrise, whichever comes first.

SAN: There is no loss of SAN for viewing Nodens.

Nyarlathep, the Crawling Chaos (Outer God)

Description: Nyarlathep is the messenger, heart, and soul of the Other Gods. He is the only Outer God to have a true personality, and he claims to have a thousand different forms.

Only a few of Nyariathep's forms are described in the mythos. One is that of a swarthy, Egyptian-looking human. Another is an enormous monster with clawed appendages and a single long blood-red tentacle in place of a face. This tentacle stretches forward when the Thing howls at the moon. The third form is black and winged, with a tri-lobed red eye, and cannot withstand light at all. There is some evidence that the "Black Man" of witch ceremonies is also a form of Nyarlathep.

Nyarlathep enacts the will of the Outer Gods, and is accurately referred to as their soul. He always attempts to bring madness to humanity, and several prophecies (in-

cluding the stories "The Crawling Chaos," "Nyarlathep," and the poem "The Fungi From Yuggoth") seem to state that **some** day Nyarlathep himself will destroy humanity and possibly the entire planet. Nyarlathep always appears mocking, and is evidently contemptuous of his masters.

Cult: Nyarlathep is never worshipped of himself. All invocations to the Outer Gods include Nyariathep's name, possibly recognizing him as their messenger. He is known and feared by all races of the mythos, and he occasionally requires things of them.

Those worshipping the outer gods often do so in hope of gathering Nyarlathep's favor. Rewards to loyal slaves usually come through the Crawling Chaos, as the other Outer Gods are too mindless to care.

Nyarlathep may grant such worshippers knowledge of a spell, knowledge of some destructive scientific fact (such as how to make an A-bomb), or a servitor monster. Nyarlathep's gifts are always designed to cause turmoil and horror to mankind in general, and sometimes even to the gift's recipient.

Nyarlathep himself is served by the normal Servitors of the Outer Gods, but he also has his own special servants, including the shantaks and hunting horrors. He may grant any type of creature whatsoever to his worshippers if he deems it good. Such a bequest is rare, and usually involves at least permanently donating some POW or other characteristic to Nyarlathep and the other Outer Gods.

Notes: When encountered or summoned, Nyarlathep will usually act by attempting to summon beings to carry foes off or otherwise dispose of them. If not exposed as Nyarlathep yet, he may try to corrupt or trick his foes by appearing as a friend. Nyarlathep is generally reluctant to reveal himself by using supernatural powers. **If** sorely pressed, he will, of course, use such powers

Nyarlathep has the ability to summon any monster listed in the book (plus several not included) at the cost of 1 magic point per POW point the creature possesses. When in monster form, he tends to grasp his victims and then carry them off with him.

When in human form, Nyarlathep can be slain by normal physical means. If so slain, after collapsing, the body will begin to quake and swell, bursting to release the huge clawed monster (or some other monstrous form) described previously. This unwelcome colossus then rises from the split corpse and disappears into the sky without further molesting the killer. When in monster form, Nyarlathep is difficult to slay, but so doing will dispel him magically.

Nyarlathep's clawed demon form changes continually, but each round he will have at least 2 claws capable of attacking. In special conditions, he may have more.

Always keep in mind that causing madness and insanity is more important and enjoyable to Nyarlathep than mere death or destruction. He will slay and destroy only to bring to pass more madness and insanity in the earth, preparing the way for the return of the Outer Gods and their star-spawn.

Characteristics	Human	Monstrous
STR	12	80
CON	19	50
SIZ	11	90
INT	86	86
POW	100	100
DEX	19	19
APP	18	—
Hit Points	15	70
Move	12	16

Human Fighting Ability

Weapon	Attk%	Damage
Any	100%	As per weapon — usually using the most sophisticated available in the era he is in.

Monstrous Fighting Ability

Weapon	Attk%	Damage
Claw	85%	10D6

Armor: Nyarlathotep has no armor in his two most common forms. If he is brought to zero hit points, he collapses on the ground, changes form (always to a more monstrous one, which causes his viewers to lose SAN), and then flies into interstellar space.

Spells: Nyarlathotep knows all spells in the mythos. In addition, he may summon monsters at the rate of 1 magic point per POW point the monster has. In addition, he may summon a shantak, hunting horror, or Servitor of the Elder Gods at the cost of only a single magic point.

SAN: Those beholding Nyarlathotep in his human form(s) lose no SAN. Seeing him in any of his other 999 forms causes a loss of 1D100 points of SAN unless a successful SAN roll is made. Even a successful SAN roll requires a loss of 1D10 SAN.

Nyogtha, The Thing That Should Not Be (Great Old One)

Description: Nyogtha is a minor deity reported to inhabit underground caverns on earth. It may be related to Cthulhu. Nyogtha resembles a blob of living darkness which may throw out tentacles or pseudopods at will.

Cult: Nyogtha has a few worshippers, mostly witches and their ilk. It teaches them spells on occasion in return for sacrifices and POW.

Characteristics: Unless driven off by appropriate spells, Nyogtha will grab its victim and drag him off to its underground pits. If Nyogtha decides simply to strike for damage, everyone within 10 yards takes 1D10 points of damage from numerous wounds.

Monster Form

MONSTER TYPE

SAN LOSS

STR..... POW

CON..... DEX

SIZ..... APP

INT..... (EDU.....)

Move..... /..... /.....

SPELLS & EQUIPMENT

.....

.....

.....

.....

.....

.....

.....

MAGIC POINTS 1 2 3

4 5 6 7 8 9 10 11

12 13 14 15 16 17 18 19

20 21 22 23 24 25 26 27

28 29 30 31 32 33 34 35

Weapon.....

A%.....P%.....

Damage.....HP.....

Weapon.....

A%.....P%.....

Damage.....HP.....

Weapon.....

A%.....P%.....

Damage.....HP.....

ARMOR

HIT POINTS 1 2 3 4 5

6 7 8 9 10 11 12 13 14

15 16 17 18 19 20 21 22 23

24 25 26 27 28 29 30 31 32

33 34 35 36 37 38 39 40 41

42 43 44 45 46 47 48 49 50

51 52 53 54 55 56 57 58 59

60 61 62 63 64 65 66 67 68

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87 88 89 90 91 92 93 94 96

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106 107 108 109 110 111 112 113 114

115 116 117 118 119 120 121 122 123

124 125 126 127 128 129 130 131 132

133 134 135 136 137 138 139 140 141

142 143 144 145 146 147 148 149 150

Characteristics

STR 85
CON 40
SIZ 80
INT 20
POW 28
DEX 20
Hit Pts 60
Move 10

Weapon	Attk%	Damage
Tentacle	100%	1D10 or entrap and grapple

Armor: The first 10 points of damage received each round (from all sources) are ignored by Nyogtha. Nyogtha is dispelled and will leave after taking 60 points of damage.

Spells: All Call and Contact spells, as well as Create Gate.

SAN: One seeing Nyogtha and failing a SAN roll will lose 1D20 SAN. A successful roll still costs the investigator 1D6 points of SAN.

Old Ones, Elder Things (Lesser Independent Race)

Description: They represented some ridged barrel-shaped object with thin horizontal arms radiating spoke-like from a central ring and with vertical knobs or bulbs projecting from the head and base of the barrel. Each of these knobs was the hub of a system of five long, flat, triangular tapering arms arranged around it like the arms of a starfish. ... (*Dreams in the Witch-House*, by H. P. Lovecraft)

There is a very complete description of one of these things in *At the Mountains of Madness*, also by Lovecraft, which is too long to include here. It states that these organisms

and that they have wings which neatly fold up into slots.

Notes: The Old Ones came to earth many hundreds of millions of years ago, and may have accidentally started terrestrial life. They created the blasphemous shoggoths to serve as slaves. After numerous wars with other races, the amphibious Old Ones were driven back to Antarctica, where a city still remains frozen under a glacier. The Old Ones communicate by piping whistles and are able to sense without light. Their race began to degenerate before man evolved, and at least partially lose their former ability to fly through space on their membranous wings. Their civilization was eventually wiped out by their former slaves, the shoggoths. The Old Ones, or Elder Things are certainly all extinct on land, but may still have colonies in the deepest waters. Old Ones may also be met by time travelers.

In hand-to-hand combat, an Old One may use all five tentacles at once, but no more than three vs. a single target. Once a tentacle grips home, it will cling onto the victim, and each round thereafter the victim will suffer 3D3 points (equal to half the Old One's damage bonus) of constriction and crushing damage. If the target has armor, it will only protect until the cumulative damage

rolled by the Old One has equalled or exceeded its defensive capabilities.

Example: "Knuckles" Bowman, tough explorer, is attacked by an Elder Thing while exploring underwater. The keeper rules that his armored diving suit is worth 8 points of armor. The Elder Thing wraps a tentacle around poor Knuckles and begins to constrict him, while using its other tentacles to fend off Knuckles' comrades. On the first round, the tentacle damage rolled is 3 points, so Knuckles takes no damage. On the second round, the damage rolled is 6 points. Since the suit's armor-like protection only works until cumulative damage exceeds it, Knuckles takes 1 point of damage (total damage rolled so far has been 9 points — Knuckles' suit can take 8 points in normal combat). Each succeeding round of constriction, Knuckles will take the full damage rolled.

Characteristics	Average
STR 4D6+24	38
CON 3D6+12	22-23
SIZ 8D6	28
INT 1D6+12	15-16
POW 3D6	10-11
DEX 3D6+6	16-17
Hit Points	25-26
Move	8/10 flying

Weapon	Attk%	Damage
Tentacle	40%	3D3 constriction

Armor: 7 point skin

Spells: Random Old Ones have a chance of knowing 1D4 spells equal to their INTx3.

SAN: Viewing an Old One costs 1D6 points of SAN. A successful SAN roll indicates no loss.

Sand-Dwellers (Lesser Servitor Race)

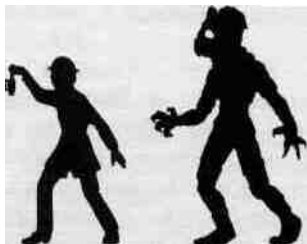
Description: Then out of one of the caves came a Sand-Dweller — rough-skinned, large-eyed, large-eared, with a horrible, distorted resemblance to the koala bear facially, though his body had an appearance of emaciation. He shambled toward me, manifestly eager. (*The Gable Window*, by H. P. Lovecraft and August Derleth)

Notes: Sand-Dwellers may be the most obscure of all the races in the Cthulhu mythos. They appear in only a few stories.

Sand-Dwellers look as though they had been encrusted with sand. They dwell in caverns and come out at night. They are known to live in the American Southwest and may live in other spots as well. They usually serve various of the Great Old Ones, and often dwell near their rulers.

In combat, a Sand-Dweller may use both claws at once.

Characteristics		Average
STR	3D6	10-11
CON	2D6+6	13
SIZ	3D6+6	16-17
INT	3D6	10-11
POW	3D6	10-11
DEX	2D6+6	13
Hit Points		15
Move		8



Weapon	Attk%	Damage
Claw	30%	1D6+1D4

Armor: 3 point armor from the rough hide

Spells: Sand-Dwellers with a POW of 14 or more may know spells. A typical magical Sand-Dweller would know 1D8 spells.

Skills: Hide 60%, Sneak 50%, Spot Hidden 50% (Sand-Dwellers make good watch-things)

SAN: It costs 1D6 SAN to see a Sand-Dweller unless a SAN roll is successful, in which case there is no loss.

Serpent People (Lesser Independent Race)

Description: The serpent people resembled upright serpents, with ophidian heads and scales, but with two arms and legs. They often dressed in robes and possessed tails.

Notes: The serpent folk flourished in the prehistoric, before even dinosaurs walked the earth. They built black basalt cities and fought wars, all in the earliest times - in the Permian era or before. They were known as great sorcerers and scientists, and devoted much energy to calling forth dreadful demons and brewing potent poisons. They became extinct long ago, save for a few individual sorcerers and atavisms. Legends persist of a dwarfed degenerate remnant dwelling in burrows beneath England and Scotland. These diminutive relics, if they exist, are likely to have an occasional atavistic, full serpent man present.

Serpent Men may use any weapon known to man, clutching it effectively in taloned hands. In close combat, it may use ordinary weapons and bite simultaneously. A common serpent man spell is an enchantment which transforms their appearance into that of a normal human, masking their reality from others and allowing them to mingle in normal society.

Characteristics		Average
STR	3D6	10-11
CON	3D6	10-11
SIZ	3D6	10-11
INT	3D6+6	16-17
POW	2D6+6	13
DEX	2D6+6	13
Hit Points		10-11
Move		8



Weapon	Attk%	Damage
Bite	35%	1D8 + poison, potency equal to the serpent man's CON.
Weapon	35%	As per weapon

Armor: 1 point scales

Spells: All modern serpent men should know at least 2D6 spells.

SAN: Seeing a serpent man in his true form costs 1D6 points of SAN unless a SAN roll succeeds, in which case there is no loss.

Servitors of the Other Gods (Greater Servitor Race)

Description: These creatures are amorphous beings, which progress by rolling or slithering. They have a visual kinship to frogs, as well as to squids or octopi. Because of their ever-changing shapes, it is hard to be certain of any specific form.

Notes: The Servitors of the Outer Gods will accompany their masters as required. These are the demon flautists that play the flute-like music for their masters to dance by. They sometimes play for groups of cultists as well, as a sort of background dirge, or in order to summon various beings.

Each round a servitor can attack physically with 2D3 tentacles. Each tentacle does damage equal to twice the creature's damage bonus (minimum of 1D6 pts of damage).

Characteristics		Average
STR	4D6	14
CON	3D6+6	16-17
SIZ	4D6+6	20
INT	5D6	17-18
POW	2D6+12	19
DEX	3D6+6	16-17
Hit Points		18-19
Move		7

Weapon	Attk%	Damage
Tentacle	45%	2D6

Armor: None, but normal weapons can not harm a servitor. Magical weapons will do normal damage. A servitor, additionally, regenerates 3 points of damage per round until dead.

Spells: All Servitors know at least 1D10 spells. In addition, they are capable of summoning at least 1 type of being by piping on their flutes. A given Servitor is able thus to summon 2D6-6 different types of beings (minimum of 1). The being will arrive 1D3+1 rounds after the Servitor starts to "whistle it up." Summoned beings may (and often do) include a deity as one of the possibilities. Summoned servitor races depart when dismissed by the Servitor or within 2D6 rounds after the Servitor's death. If the being summoned is a deity, it need not leave unless it wishes to. Summoning a being costs the Servitor a magic point, and another magic point for every 5 rounds that the summoned being remains. Each summoning brings only a single being.

SAN: Seeing a servitor costs 1D10 SAN unless a SAN roll succeeds, in which case 1 point is still lost.

Shantaks (Lesser Servitor Race)

Description: *They were not any birds or bats known elsewhere on earth ... for they were larger than elephants and had heads like a horse's. ... The Shantak-bird has scales instead of feathers and those scales are very slippery. (The Dream-Quest of Unknown Kadath, by H. P. Lovecraft)*

Notes: Shantaks brood in cavernous holes and their wings are encrusted with rime and nitre. They are always described as noisesome and loathly, and are used as steeds by various of the servants of the Other Gods. They have an extreme fear of nightgaunts and will always retreat from them. Shantaks can fly through space, and have been known to carry an unwary rider straight to the throne of Azathoth.

Characteristics	Average
STR 4D6+20	34
CON 2D6+6	13
SIZ 4D6+36	50
INT 1D6	34
POW 3D6	10-11
DEX 2D6+3	10
Hit Points	32
Move	6/30 flying

Weapon	Attk%	Damage
Bite	55%	1D6+4D6

Armor: 9 point hide

Spells: None

SAN: It costs 1D6 SAN to gaze upon a shantak unless a SAN roll succeeds, in which case there is no loss.

Shoggoths (Lesser Servitor Race)

Description: *The nightmare, plastic column of fetid, black iridescence oozed tightly onward through its fifteen-foot sinus, gathering unholy speed and driving before it a spiral, re-thickening cloud of the pallid abyss vapor. It was a terrible, indescribable thing vaster than any subway train — a shapeless congerie of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and unforming as pustules of greenish light all over the tunnel-filling front that bore down upon us, crushing the frantic penguins and slithering over the glistening floor that it and its kind had swept so evilly free of all litter. Still came that eldritch mocking cry — "Tekeli-li! Tekeli-li!". "And at last we remembered... the demonic Shoggoths ... had no voice other than the imitated accents of their bygone masters. (At the Mountains of Madness, by H. P. Lovecraft)*

Notes: Shoggoths are among the most horrible of all the monsters of Lovecraft. Abdul Alhazred (Abd al-Azrad) himself attempted desperately to claim that there were none on Earth itself, save in crazed dreams. Shoggoths are often found as servants of deep ones and other races, and are amphibious. They are surly servants at best, ever becoming more and more intelligent, more and more rebell-

ious, more and more imitative. They destroyed their former creators, the Old Ones, in a rebellion. They communicate in whatever manner their master race wishes, forming special organs for the purpose.

A typical shoggoth is roughly a 15-foot diameter sphere when floating free. In combat, it covers an area 5 by 5 yards across. All within the area are attacked separately, and must successfully match their STR vs. the shoggoth's STR or be sucked apart. If the shoggoth is attacking more than a single target, it must divide its STR among all targets. Those held within the shoggoth's black bulk can only strike back on rounds they roll STR or less on 1D100. Each round the victims are held within the shoggoth, they take damage equal to the shoggoth's damage bonus, in the form of rupturing, crushing, and sucking into pieces. A given shoggoth may be much larger or smaller than the typical specimen given here.

Characteristics	Average
STR 18D6	63
CON 12D6	42
SIZ 24D6	84
INT 2D6	7
POW 3D6	10-11
DEX 1D6	3-4
Hit Points	63
Move	10 rolling

Weapon	Attk%	Damage
Crush	100%	8D6

Armor: Shoggoths have no armor, but their body form gives them quite a bit of defense. Fire and electrical attacks do only 1 pt. damage to a shoggoth. Physical weapons such as firearms do only 1 point of damage on hitting a shoggoth, no matter how much damage is rolled, and whether or not the attack was a successful impale. Finally, shoggoths regenerate from damage done at the rate of 2 points per round, until dead. *Blasters - 1/4 dmg*

Spells: None, normally; *P o i s o n - 1 / 2 D m g*
SAN: Viewing a shoggoth costs 1D20 SAN unless a SAN roll succeeds, in which case only 1D6 SAN is lost.

Shub-Niggurath, The Black Goat of the Woods With a Thousand Young (Outer God)

Description: Shub-Niggurath is never met personally in any of H. P. Lovecraft's stories, but is often referred to in rituals and spells. It has been guessed that she is some sort of perverse fertility deity.

In one of Shub-Niggurath's few descriptions, she is said to be an enormous cloudy mass. This mass doubtless boils and festers. It is likely that parts of the mist coalesce at times, forming horrendous body parts, - ropy black tentacles, slime-dripping mouths, or short writhing legs, ending in black hooves.

Cult: Shub-Niggurath is worshipped quite extensively. She may have connections with the Druids and similar groups. Worshipers of Shub-Niggurath are generally formed into

gangs or congregations, as are Cthulhu's cultists, but unlike the worshippers of Yog-Sothoth or Azathoth.

Worshippers of Shub-Niggurath receive the usual promises as well as sometimes getting some of her young as aides, servants, or masters. Shub-Niggurath is not a sorcerer's goddess. Many diabolical cults in the fastness of the jungle or hidden swamps may worship this being, gaining power over wilderness horrors.

Notes: If summoned, Shub-Niggurath will attack any non-worshippers present. She is often summoned specifically to accept sacrifices. Shub-Niggurath may be dismissed by beings knowing her summoning spell (see Chapter VI), or it is possible to hurt her enough to make her leave. She will voluntarily disappear if she takes 145 points of damage from any source.

Shub-Niggurath has dozens of tentacles, but only one can attack a given victim in a round. If it catches him, the character will be whipped to the body of the creature and brought to the goddess's many mouths to be drained of body fluids. The bite of Shub-Niggurath drains 1D6 STR from the victim per round. This STR loss is permanent. While having his fluids and blood drained, the victim is held absolutely helpless, and may not cast spells, expend magic points, or perform any act whatsoever except to writhe in pain.

In battle against other deities or powerful beings, Shub-Niggurath will still only attack with one tentacle per opponent, but after a tentacle strikes, it will hold on and a second tentacle will attack. After the second hits, a third will attack, and so on. Each successful attack permits a different set of Shub-Niggurath's mouths to begin draining her gigantic victim.

Shub-Niggurath may trample beings with a SIZ of less than 60. The trample attack is effective against all such beings in her path, which is about 10-20 yards across.

Characteristics

STR	72
CON	170
SIZ	120
INT	21
POW	70
DEX	28
Hit Pts	145
Move	15

Weapon	Attk%	Damage
Tentacle	100%	Catch
Trample	75%	11D6
Bite	Auto.	1 point STR drain

Armor: Shub-Niggurath has no armor, but her slimy mist body is immune to physical weapons. Magical weapons, or fire, electricity, or similar energies damage her normally. Her ropy tentacles and gooey vapors can rejoin, effectively allowing her to regenerate points of damage. Each magic point she expends enables her to heal 2 points of damage.

Spells: Shub-Niggurath knows all spells pertaining to the Other Gods, as well as Create Gate, Curse of Azathoth, and Voorish Sign.

SAN: All witnessing Shub-Niggurath who do not make their SAN rolls lose 1D100 SAN. A successful SAN roll indicates a loss of 1D10 SAN.

Shudde M'ell, The Burrower Beneath (Great Old One)

Description: Shudde M'ell is pre-eminent among the chthonians, and is apparently largest and most evil of his kind. He resembles an exceptionally large member of his race.

Cult: The chthonians, along with Shudde M'ell, are not much worshipped, though they may have been dealt with in prehistoric tribes, or by stone-age tribes in New Guinea, etc. There are rumors that some of the Druids worshipped chthonians (and through them, Shudde M'ell), and perhaps the races that built G'harne honored him. There does not appear to be an active modern cult laboring for Shudde M'ell.

Notes: Shudde M'ell, all by himself, can cause an earthquake with a strength of 3.5 on the Richter scale anywhere within a half-mile of himself. Since he usually works in conjunction with other chthonians, he can create much stronger earthquakes. A randomly-caused quake of this sort would be around 2D6 on the Richter scale. If Shudde M'ell attacks directly, it is much like a normal chthonian assault. A vast hole opens up, accompanied by a terrible chanting noise and slobbering, sucking sounds. Everything over the hole, which is at least 1D10+10 yards across, is sucked in and destroyed. Chthonians then pour out of the hole and attack any survivors. A hundred points of damage from any source will drive off Shudde M'ell.

Characteristics

STR	90
CON	80
SIZ	120
INT	20
POW	35
DEX	15
Hit Pts	100
Move	8/2 burrowing

Weapon	Attk%	Damage
Tentacle	100%	6D6 plus 1D6 points of CON drained per tentacle
Crush	90%	12D6 to all within 12 yard radius.

Armor: 8 points of skin, plus regenerates 5 points of damage per round.

Spells: Knows all spells dealing with lesser entities of the Great Old Ones.

SAN: Shudde M'ell affects the viewer's SAN just as does a normal chthonian: 1D20 SAN for a failed SAN roll, and 1D3 if it succeeds.

Star-Spawn of Cthulhu (Greater Servitor Race)

Description: Gigantic octopoid beings and entities resembling Cthulhu himself, but smaller.

Notes: Not all the inhabitants of R'lyeh were trapped when it sank. Some still live on in the deep trenches beneath the ocean, where they are tended by the Deep Ones. Related entities dwell in the stars, such as the beings said to infest the Lake of Hali, on or near Aldebaran in the constellation Taurus.

A Star-Spawn may attack either with tentacles or with a claw. It may use 1D4 tentacles each round, or a single claw. Tentacle damage is equal to half the creature's damage bonus, and claw damage is equal to its damage bonus.

Characteristics	Average
STR 2D6x10	70
CON 3D6x5	45-60
SIZ 3D6x10	90-120
INT 6D6	21
POW 6D6	21
DEX 3D6	10-11
Hit Points	68-90
Move	20/20 swimming



Weapon	Attk%	Damage
Tentacles	80%	9D3 to 11D3
Claw	80%	9D6 to 11D6

Armor: The thick blubbery outer parts of these beings act as armor, giving them 10 points of armor. In addition Star-Spawn regenerate from damage done at **the rate of** 3 points per melee round.

Spells: All know at least 3D6 spells.

SAN: It costs 1D20 points of SAN to view the Star-Spawn unless a SAN roll succeeds, in which case 1D6 points is still lost.

Star Vampires (Lesser Independent Race)

Description: *Slowly but surely the dim outlines of a Presence came into view; the blood-filled outlines of that unseen shambler from the stars. It was red and dripping; an immensity of pulsing, moving jelly; a scarlet blob with myriad tentacular trunks that waved and waved. There were suckers on the tips of the appendages, and these were opening and closing with ghoulish lust. ... The thing was bloated and obscene; a headless, faceless, eyeless bulk with the ravenous maw and titanic talons of a starbom monster. The human blood on which it had fed revealed the hitherto invisible outlines of the feaster. (The Shambler from the Stars, by Robert Bloch)*

Notes: These loathsome things are normally invisible, their presence signalled only by a sort of ghoulish tittering. After feeding, the thing becomes visible through the blood it has drunk. These can sometimes be "tamed" to serve a powerful wizard or other being. They are summoned from the depths of space.

In an attack, 1D4 talons can grasp a given victim at once. He will be grabbed and squeezed and then drained of blood. After being grasped by the vampire's talons, if the victim is not dead yet, the thing bites him and drains his blood at the rate of 1D6 points of STR per round. If the victim is dead, it will drain him anyway, but it matters little to the target.

Characteristics	Average
STR 4D6+12	26
CON 2D6+6	13
SIZ 4D6+12	26
INT 3D6	10-11
POW 1D6+12	15-16
DEX 1D6+6	9-10
Hit Points	20
Move	6/9 flying

Weapon	Attk%	Damage
Talons	40%	1D6+2D6
"Bite"	80%	1D6 STR (blood) drain

Armor: 4 point hide, plus invisibility. If an investigator is trying to hit a star vampire by aiming at the noise, his chance of hitting is reduced by 50 percentiles. Thus, if he had a 70% chance to hit normally, it would be reduced to 20%. If the creature is in close combat with the investigator, he has half normal chances to hit, so that if he had a 70% chance to hit, it would be cut in half to 35%. Bullets only do half damage to the extra-terrene material of the star vampire.

After feeding, the star vampire will remain visible for 1D6 rounds, after which it has metabolized the blood drunk into a transparent equivalent. During this time, it can be hit normally.

Spells: If a star vampire can roll its INTx3 or less on 1D100, it is likely to know at least 1D3 spells.

SAN: Viewing a star vampire costs 1D10 SAN unless a SAN roll succeeds, in which case 1 point is still lost.

Tsathogghua (Great Old One)

Description: Tsathogghua dwells in the black gulf of N'Kai, where he first arrived on earth from Saturn. He is one of the less malevolent beings of the Cthulhu mythos, though still terrible.

Tsathogghua is usually represented as having a fat furry body and a **toad** like head with **bat** like ears and fur. His mouth is wide and his eyes always half-closed as if sleepy.

It is also said that he can change his shape freely.

Cult: Tsathogghua was worshipped by furry subhumans in ancient times, and by sorcerers and wizards in later times. He has given magic space doors and spells to the faithful.

Tsathogghua is served by a race of entities known, for lack of a better name, as his Formless Spawn. They dwell in N'Kai and in his temples.

Notes: If Tsathogghua is encountered, check to see if he is hungry or whether he has just had a sacrifice. There

should be a basic 50-50 chance, or the keeper may prefer to roll against the Luck of the unluckiest investigator in the party. If Tsathogghua is not hungry, he will ignore the characters and pretend to be asleep. If hungry, he will grab a character each round. If a character is grabbed, he is pulled to Tsathogghua, and on each following round, he loses one point from all of his characteristics each round until Tsathogghua is driven off. The investigator will be in great agony, with acid burns, vitriol running through his veins, punctures all over his body, and similar catastrophes befalling him. He will require hospital care for some time before he will again be able to act effectively. Each full month of hospital care will restore one point to each characteristics.

Tsathogghua will retreat after taking 75 points of damage from any source.

Characteristics

STR	50
CON	120
SIZ	30
INT	30
POW	35
DEX	27
Hit Pts	75
Move	24

Weapon	Attk%	Damage
Tentacle	100%	Catch
"Bite"	Auto.	1 point per characteristic per round

Armor: Absolutely no weapon using kinetic force has any real chance of harming Tsathogghua. He regenerates from such damage as cuts, holes, and bruises, sealing up at the rate of 30 points per melee round. Fire, electricity, and other such phenomena have normal effects on the monstrous god.

Spells: Tsathogghua may summon all the lesser races of the Cthulhu mythos except nightgaunts, and may Contact all the higher gods.

SAN: If the viewer fails a SAN roll, he loses **1D10** SAN. There is no loss if the SAN roll succeeds.

Y'gonolac (Great Old One)

Description: Y'gonolac is a bloated, glowing figure which dwells underground in a vast ruin behind a wall of bricks. It is known to come when its name is read or spoken while evil is present. It is a minor god, but extremely malignant.

Cult: Y'gonolac is delineated in the *Revelations of Glaaki*, an occult book. He has only a little cult, but strives mightily after more worship, accosting the especially perverted and subtly evil in an attempt to gain them as his High Priests.

Notes: Y'gonolac is usually seen as a normal, somewhat neurotic and flabby human. When a person debased in sin and evil is contacted by Y'gonolac, he becomes pos-

sessed and absorbed by the deity. His shape can then mutate at will from the form of the possessed individual to that of Y'gonolac - glowing, headless, naked and huge, with wet mouths opening in the palms of the hands.

If Y'gonolac attacks a person psychically, the person must roll his POWx5 or less each round to avoid being overcome. Once overcome, he loses 1 point of INT and POW each round until Y'gonolac is forced away or until his soul and mind are completely destroyed, and replaced with Y'gonolac's. Y'gonolac will depart if he takes 75 or more points of damage from any source. Y'gonolac may normally only attack people that have somehow become aware of him, usually through reading at least a page of the *Revelations of Glaaki*. Y'gonolac is clever at getting persons to read passages from that horrid book without knowing they have done so.

In combat against more than one enemy, Y'gonolac will use his mouths to devour and destroy any foes. Damage done by Y'gonolac's biting mouths will not heal naturally, and the loss is permanent — the suppurating wounds never closing or healing.

Characteristics

STR	25
CON	125
SIZ	25
INT	30
POW	28
DEX	14
Hit Pts	75
Move	10

Weapon	Attk%	Damage
Touch	100%	Lose 1 pt INT & POW each round of attack
Devour	100%	1D4 non-healing damage

Armor: None

Spells: Y'gonolac knows all Summon, Bind, and Contact spells.

SAN: Those witnessing the transformation from a human body to that of Y'gonolac must succeed with a SAN roll or lose 1D20 SAN. One point is lost if the SAN roll is successful.

Yig, Father of Serpents (Great Old One)

Description: Yig is never clearly described, but is mainly an American deity, worshipped by those on this continent. The notorious curse of Yig consists of madness and malformed children.

Cult: Yig is worshipped by Amerinds and voodoo doctors, and may be somehow connected to Quetzalcoatl. He is also worshipped by the serpent people and their kin. His worshippers gain some immunity from poisonous snakes, the ability to talk to snakes, and some arcane rituals and spells.

Notes: A manifestation of Yig would be signalled largely, or entirely, by a carpet of serpents. These snakes would be



rattlers in North America. In other places, they might be puff adders or cobras. If Yig desires to slay someone that has offended him greatly, such as a cult member who has exposed secrets or an outsider who has seriously damaged the cult, he will send a sacred snake to kill the offender.

Sacred snakes of Yig are always very large representatives of their species with a white crescent mark on the top of their heads. In North America, the snake would be an enormous tom rattler, 5-6 feet long. The snake appears so swiftly that the victim is always startled and automatically hit unless he can react swiftly (by making an Idea roll). On subsequent rounds, the character must Dodge to avoid being bitten by the snake, which will follow him across the room. If one is bitten by a sacred snake of Yig, no antitoxin will save him. He is a dead man.

Yig himself, on the rare times he appears, may look like a scaly strong man with a serpent-like head or a normal head. He may be accompanied by mobs of snakes. 70 or more points of damage will drive him off.

In hand-to-hand combat, the hand of Yig will grasp, not punch, doing crushing damage to an arm or leg. On the next melee round, Yig will draw the victim to him on a successful STR vs. STR roll and bite him.

Characteristics

STR	30
CON	120
SIZ	20
INT	20
POW	28
DEX	18
Hit Pts	70
Move	10

Weapon	Attk%	Damage
Hand	90%	2D6
Bite	95%	1D8 + instant death on penetration

Armor: 6 points of scales. Impaling weapons only hurt Yig on an impaling roll, in which case it will damage him normally, but ignore his armor. Any other hit by an impaling weapon bounces off. Normal hacking and crushing weapons do normal damage, and must count Yig's scaly armor. All objects to strike Yig that penetrate his armor take 3D6 points of damage from the disintegrating effects of Yig's venomous blood. If Yig takes 70 points of damage or more, he is dispelled.

Spells: Yig has all the usual Summon, Bind, and Contact spells. He is particularly adept at Contacting chthonians and obtaining their aid.

SAN: Any character seeing Yig in his true form must make a SAN roll or lose 1D8 points of SAN. There is no loss if the SAN roll is successful.

Yog-Sothoth, the All in One (Outer God)

Description: Yog-Sothoth dwells in the interstices between the planes making up the universe. There, Yog-Sothoth appears as a conglomeration of iridescent globes, which are always shifting, flowing into one another, and breaking. This conglomeration is large in size, but variable, so that at one time it may appear to be 100 yards across, and at another time half a mile or more.

Connections between Yog-Sothoth's appearance **and** the so-called flying saucers are obvious. Yog-Sothoth desires to enter this plane to feast on the life it contains, but can only do so at certain times.

Yog-Sothoth holds the power to travel within the planes to reach any other time or space. Yog-Sothoth itself is coterminous with *all* time and space. Because of this, Yog-Sothoth has been called the Key and the Gate. In Yog-Sothoth's aspect as Opener of the Way, it is known as Umr at'Tawil [correct Arabic form would be Tawil at'Umr, which means the Prolonged of Life].

Cult: Yog-Sothoth is preeminently the deity of sorcerers and wizards. He grants them the power to travel between

the planes, or the power to see into other planes, usually performing the latter gifting its slave with a piece of magic glass **or the like**. Yog-Sothoth may also give its slaves the ability to command various monsters from distant worlds.

In return for these gifts, the way is opened for Yog-Sothoth to travel from his usual domains to earth to ravage and plunder.

As Tawil at'Umr, all those wishing to travel to distant times and places may safely deal with him. This form seems to be the least malignant way in which to meet him, but even then there is always a danger that Tawil at'Umr will remove its veil and cause utter madness and destruction of those dealing with it.

Notes: Yog-Sothoth can fly through the atmosphere at an enormous speed - normally upwards of 100-200 mph, or even capable of breaking the sound barrier.

Each combat round, Yog-Sothoth may touch one character with its slimy spheres, and that character immediately takes 1D6 points of damage to his CON. This damage is permanent and will not heal normally. It takes the form of corrosion, withering, or corruption of the body part touched, and may also involve an APP loss for the victim. Alternately, Yog-Sothoth may unleash bolts of silvery fluid or fire (at a cost of 1D6 magic points) which can reach over half a mile, and destroy any normal objects struck - knocking down aircraft, and slaying or stunning any or all humans failing to Dodge or jump out of the way. These gouts of energy cover an area up to 5 yards across with their effects.

Yog-Sothoth can transport one character per round anywhere in the universe or anywhere in time by touch-

ing him. If the character is not willing to be thus transported, he may successfully resist by rolling his **POWx3** or less on 1D100.

Characteristics

STR	N/A
CON	400
SIZ	Variable
INT	40
POW	100
DEX	1
Hit Pts	400
Move	100

<i>Weapon</i>	<i>Attk%</i>	<i>Damage</i>
Sphere touch	100%	1D6 permanent CON loss
Silver bolt	80%	Death to all in 5-yard circle

Armor: None. Only enchanted weapons can harm Yog-Sothoth at all. If he is reduced to 0 hit points, he is dispelled back to the interstices between the planes.

Spells: All

SAN: In its form of Tawil at'Umr, it costs no SAN to view this deity, as it is covered with a mystic cloth. As the iridescent spheres, it costs 1D10 SAN if a SAN roll fails, and 1 point if the SAN roll succeeds. Yog-Sothoth has other forms than the spheres, and if seen in one of those other forms, it costs the viewer 1D100 SAN unless he succeeds with a SAN roll, in which case he loses 1D10 SAN.

They walk unseen and foul in lonely places where the Words have been spoken and the Rites howled through at their Seasons. The wind gibbers with Their voices, and the earth mutters with Their consciousness. They bend the forest and crush the city, yet may not forest or city behold the hand that smites. Kadath in the cold waste hath known Them, and what man knows Kadath? The ice desert of the South and the sunken isles of Ocean hold stones where-on Their seal is engraven. but who hath seen the deep frozen city or the sealed tower long garlanded with seaweed and barnacles? ... As a foulness shall ye know Them. Their hand is at your throats, yet ye see Them not; and Their habitation is even one with your guarded threshold. ... Man rules now where They ruled once; They shall soon rule where man rules now. After summer is winter, and after winter summer. They wait patient and potent, for here shall They reign again.

H. P. Lovecraft