

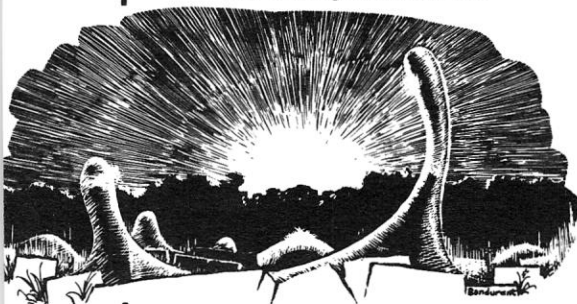


## FOR Chaosium's CALL OF CTHULHU

By Michael Szymanski  
Illustrated by  
Mark Bondurant

*In the dim mists of time there lurks still another eldritch deity of the Cthulhu Mythos. Like its fellows, it is deadly dangerous; and in many ways it could be the most horrible of them all. Read on, if you dare, and be warned to use this knowledge wisely!*

### UBBO-SATHLA The Unbegotten Source



**Description:** Ubbo-Sathla is a vast, amorphous bulk devoid of head, organs or limbs; a bloated, amoebic mountain of ceaseless fermentation reposing at the heart of a trackless primordial swamp. From its bubbling flanks are spawned an unending variety of abominable monstrosities, of which some were destined to evolve

into the basic forms of terrene life—and any creature which approaches too near its deathless progenitor will be drawn back into the pulsing mass that is the Source and the End.

The present-day location of Ubbo-Sathla is unknown, but can be presumed to be underground. If encountered, it will be found in a shallow lake of steaming slime around which caper its ravening spawn. Scattered around it in the thick muck of the lake are an unknown number of strange tablets; legend has it these star-wrought tablets bear the Ultimate knowledge, set down by a race of gods who passed from existence long before Earth was formed—and it seems to be Ubbo-Sathla's sole task to guard them, even though it is utterly mindless.

**Cult:** Ubbo-Sathla is worshipped—from a distance—only by individual madmen who seek the dreadful knowledge inscribed upon the star tablets. None have ever benefitted from their worship, but a great many indeed have suffered for it.

**Characteristics:** If summoned or encountered, Ubbo-Sathla will do nothing; it does not need to. Beginning on the first round it is summoned (or first seen), it will excrete 1D8 Spawn of Ubbo-Sathla per round until it is dismissed. At any given time, there are at least six pseudopods sprouting from the parent mass, ranging from 10 to 30 feet in length; these ropey semi-transparent

members lash about aimlessly, striking any human or Spawn who gets in the way. On a successful hit, the victim will sustain damage from either crushing or battering, and will also suffer the effects of devolution or reverse evolution. This process will proceed at a rate of 10,000 years for each successful hit.

A roll of 10% or less on this attack indicates that the victim is entangled by the pseudopod; the rate of devolution will now be 10,000 years per round, until the victim is reduced to a mass of protoplasm to be absorbed into Ubbo-Sathla. To escape this fate, the investigator must pit his/her STR against the pseudopod's STR of 20; this can be attempted once per round.

If encountered in its lair, Ubbo-Sathla will be surrounded by 1D100 x 100 of its foul Spawn, and if it is summoned, it will bring 1D20 of the horrid things with it.

Characteristics	Average
STR	80
CON	120
SIZ	125
INT	0
POW	50
DEX	N/A

**Average Hit Points:** 103.

**Move:** 0.

Weapon	Attack %	Damage
Pseudopod	50%	1D6+devolution

**Armor:** None, but all normal weapons will do no damage at all, while enchanted weapons will do minimal damage. Also, because Ubbo-Sathla is the blasphemous embodiment of life, it can regenerate any damage at the rate of 1D6 points per round. Spells will do full damage against this vile entity, and any points lost cannot be regenerated.

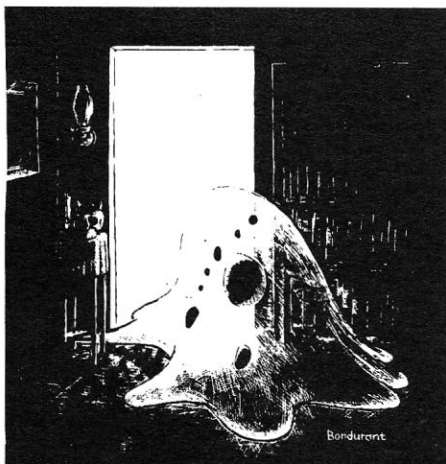
**Spells:** None; Ubbo-Sathla is incapable of spell-casting. It exists only to produce its hideous Spawn.

**SAN:** Confronting Ubbo-Sathla demands that the investigator make a SAN roll or lose 1D100 points of SAN. Even if his roll is successful, there is still a 1D10 points loss of Sanity.

### THE SPAWN OF UBBO-SATHLA

These abominable creations take many forms. For gaming purposes, the Keeper should use the characteristics of the Lessor Servitor Races as a guideline when creating such creatures, aided by the dark twists of his or her own imagination. Combinations of traits from two or three of these beings will provide the appropriate hybrid sloughed off by Ubbo-Sathla.

It should be noted that the prototype Spawn of Ubbo-Sathla also represents the final stage of human devolution before absorption by the Unbegotten



Source. It is basically a formless blob of protoplasm functioning at the most primitive level, and is more or less a miniature version of Ubbo-Sathla. Characteristics for such a creature are as follows:

Characteristics		Average
STR	3D6+2	13
CON	4D6	15
SIZ	3D6	11
INT	1D6	4
POW	2D6	9
DEX	3D6	10

**Move:** 8.

Weapon	Attack %	Damage
Pseudopod	45%	1D3
Engulf	25%	1D3 per round

**Armor:** None, but only fire, spells or enchanted weapons will do damage.

**Spells:** None.

**SAN:** Seeing a Spawn of any variety calls for a SAN roll or the loss of 1D10 SAN points. On a successful roll, the loss is 1D10 SAN points.

## THE ORB OF EONS



This artifact is directly associated with Ubbo-Sathla, and represents a grave danger to the investigator who makes use of it.

The Orb is a smooth, milky crystal with slightly flattened poles; the heart of this cloudy sphere glows and dims with an irregular pulse, though there is no detectable source for this illumination.

Anyone who stares into the Orb will drift into a dream-like state in which he

or she will travel back through time, reliving past lives in reverse—but this is no dream! To break off this journey, the investigator must match his/her POW against the Orb's POW of 20 on the Resistance Chart. Those who fail will continue their journey against their will; this POW struggle may be attempted once per round, but each failure means the permanent loss of 1 POW point.

The investigator who fails to break the orb's hold will travel far back into the dim and misty path, reliving the lives of alien, unhuman beings who roamed the Earth before Man. Eventually, this hapless victim will come before Ubbo-Sathla as a mindless, amoebic prototype Spawn with no memory of its human existence. The investigator will vanish without a trace, and it will seem as though he or she never existed.

Such is the fate of those who would seek out Ubbo-Sathla, who is the Source and the End. Thus is revealed the unnatural nature of the Unbegotten Source, another dark horror of the Cthulhu Mythos.

By Peter Gilham

Illustrated by  
Patrick Zircher



## DENIZENS OF YADDITH

Lesser Independent Race

**Description:** "He was, as many a night before, walking amidst throngs of clawed snouted beings ... and as he looked down he saw that his body was like those of the others—rugose, partly squamous, and curiously articulated in a fashion mainly insect-like yet not without a caricaturish resemblance to the human outline. The silver key was still in his grasp, though held by a noxious-looking claw."

(From "Through the Gates of the Silver Key," by H.P. Lovecraft and E. Hoffman Price)

**Notes:** This race of tapir-snouted creatures inhabited the planet Yaddith in a far galaxy in the distant past. They appear to have died out when Yaddith was laid waste by the gigantic Dholes, and are most likely to be encountered by travelers in space and time.

Some members of this alien species are known to be sorcerers, and the race achieved a highly advanced technology, including the development of "light-wave envelopes"—machines capable of traversing the gulfs of space.

These creatures can attack with their vicious claws, but probably possess a variety of advanced weapons.

Characteristics		Average
STR	2D6+6	13
CON	4D6	14
SIZ	2D6+9	16
INT	3D6+6	16-17
POW	4D6	14
DEX	3D6	10-11

**Average Hit Points:** 15.

**Move:** 6.

Weapon	Attack %	Damage
Claw	45%	1D4+1D6

**Armor:** 1-point hide.

**Spells:** Those creatures with 18 or more POW points know at least 1D4 spells.

**SAN:** There is a SAN loss of 1D8 points for seeing a Denizen of Yaddith, unless a SAN roll is made, in which case there is no loss.

## ELDER GODS Outer Gods



**Description:** "The brilliant explosion of light ... seemed to emanate from the eastern sky like a bolt of incredibly powerful lightning; a tremendous discharge of energy in the shape of light, so that for one awful moment everything was revealed—before lightning-like appendages descended as from the heart of the blinding pillar of light itself, one seizing the mass in the waters ... and casting it far out to sea, the other taking that second thing from the lawn and hurling it ... into the sky, where it vanished among the eternal stars." (From "The Return of Hastur," by August Derleth)

**Notes:** The only named Elder God is Nodens, lord of the Great Abyss (q.v.);

the others are beings of less importance or power and are nameless.

The Elder Gods are less malignant towards mankind than are the Other Gods and the Great Old Ones, but tend to involve themselves less in the affairs of man, and are thus neutrally inclined. However the Elder Gods may occasionally intervene in a struggle against the Great Old Ones. They have no cult on earth, and dwell in or near the star Betelgeuse.

Like Nodens, the Elder Gods can attempt to dismiss a foe, though the foe will not be dismissed if it rolls under POW. If this power fails, the Elder Gods will usually depart.

Elder Gods may attack with a burning appendage.

Characteristics		Average
STR	4D20+20	62
CON	1D100+20	70
SIZ	1D100+50	100
INT	4D20	42
POW	1D100	50
DEX	3D6+6	16-17

**Average Hit Points:** 85.

**Move:** 10/20 flying.

Weapon	Attack %	Damage
Appendage	75%	8D6

**Armor:** None. However, anything touching an Elder God takes 1D8 points of damage from the being's burning body. Thus bullets melt before harming an Elder God, and all other physical weapons are damaged when they strike it.

**Spells:** Elder God can cast Elder Sign and Contact Nodens for the cost of one magic point each, and can automatically summon 1D6 Nightgaunts per magic point expended. They may also be able to summon other servitor beings at the Keeper's discretion.

**SAN:** There is a SAN loss of 1D20 points for viewing an Elder God. If a SAN roll is successful, one point is still lost.



**SHUGORAN**  
Lesser Servitor Race

**Description:** Shugoran are vaguely humanoid in outline, but with small wings and a trunk-like proboscis. Their hide is black and can be seen to resemble that of a catfish if closely examined.

**Notes:** These creatures are known to serve or aid Tcho-Tcho people of south-east Asia, where they are held

in awe as a kind of "bogeyman" figure. Their wings are too small for flight, but are probably used as fins or flippers when swimming.

A shugoran has two forms of attack, both using its proboscis.

First, the suction it produces may be played over a victim at a range of up to 15 feet. Anyone attacked like this cannot breathe and must begin the drowning procedure. The attack procedure will continue, automatically succeeding on each round after the first "hit," until the creature is distracted or its victim is dead. A person cannot attack while unable to breathe, except by use of firearms.

The second method of attack is used in close combat. The shugoran attempts to fasten the end of its proboscis over its victim's mouth and then sucks his lungs out. The victim automatically dies on the round following a successful hit.

Characteristics		Average
STR	1D6+6	9-10
CON	2D6+6	13
SIZ	2D6+3	10
INT	3D6	10-11
POW	3D6	10-11
DEX	2D6+6	13

**Average Hit Points:** 11-12.

**Move:** 8/10 swimming.

Weapon	Attack %	Damage
Suck	55%	Begin drowning procedure
Proboscis	40%	Death following round

**Armor:** 3-point hide.

**Spells:** None.

**SAN:** 1D6 points of SAN are lost if a SAN roll fails on seeing a shugoran.

## SPAWN OF YOG-SOTHOTH

### Greater Servitor Race

Based on the stats given in  
*The RuneQuest Bestiary*



**Description:** "Oh, oh, great Gawd ... that ... that ... Bigger'n a barn ... all made o' squirm'n' ropes ... hull thing

sort o' shaped like a hen's egg bigger'n anything, with dozens of legs like hogs-heads that haff shut up when they step ... nothin' solid about it—all like jelly, an' made o' sep'rit wrigglin' ropes pushed clost together ... great bulgin' eyes all over it ... ten or twenty maouths or trunks a-stickin' aout all along the sides, big as stovepipes, an' all a-tossin' an' openin' an' shuttin' ... all grey, with kinder blue or purple rings ... an' Gawd in Heaven—that haff face on top! ... "

(From "The Dunwich Horror," by H.P. Lovecraft)

**Notes:** The Spawn of Yog-Sothoth is the result of a mating between Yog-Sothoth and a human female. This hybrid creature may take a totally monstrous form (as described above), or it may be basically human in appearance, with only a few inhuman features which may easily be concealed. Some of these creatures are invisible. Thus the exact appearance of each individual Spawn is up to the Keeper.

For the first fifteen or so years of its life the Spawn is reared by the sorcerer who originally summoned Yog-Sothoth. During this time it will be growing rapidly and must be provided with large amounts of fresh meat. All the while it will be trying to gain knowledge of the Cthulhu Mythos in an attempt to discover the process by which Yog-Sothoth will be allowed permanent access to our world.

If killed, the bodies of these monsters dissolve into a pool of slime.

The stats below are for a fifteen-year-old Spawn. For each five years of age, the creature gains 2D6 in both STR and SIZ. APP only applies to humanoid Spawn.

The attack mode listed is for claws. However, the exact nature of the Spawn's attack depends on its physical appearance, but is likely to include tentacles, mouths or suckers, or a number of these.

Characteristics		Average
STR	6D6	21
CON	3D6	10-11
SIZ	6D6	21
INT	4D6	14
POW	2D6+12	19
DEX	3D6	10-11
APP	3D6	10-11

**Average Hit Points:** 16.

**Move:** 6, plus 1 per five years of age.

Weapon	Attack %	Damage
Claw	55%	3D6

**Armor:** None. Invisible Spawn quarter their opponent's chances to hit.

**Spells:** All Spawn know at least 1D4 spells per five years of age.

**SAN:** Viewing a Spawn of Yog-Sothoth costs 1D20 points of SAN. A successful SAN roll indicates the loss of only 1D3 points.