

Automatic Rifles	Caliber	Damage	Crit	Action	Cap	Loading	Range	Rate	Country (Year)
M1918 Browning Automatic Rifle <sup>b</sup>	.30-06	2d10	x3	select	20	mag	200	Autofire	USA (1918)
Kalashnikov AK-47 <sup>a b</sup>	7.62×39mm	2d6	x3	select	30	mag	150	Autofire	USSR (1947)
FN FAL <sup>a b e</sup>	7.62×51mm	2d10	x3	select	20	mag	200	Autofire	Belgium (1953)
M-14 Rifle <sup>a b</sup>	7.62×51mm	2d10	x3	select	20	mag	200	Autofire	USA (1957)
Heckler & Koch G3 <sup>a b</sup>	7.62×51mm	2d6	x3	select	20	mag	200	Autofire	W.Germany (1959)
Colt M-16A1 <sup>a b</sup>	5.56×45mm	2d6	x3	select	20 or 30	mag	200	Autofire	USA (1966)
Galil Assault Rifle <sup>a b d e</sup>	5.56×45mm	2d6	x3	select	35 or 50	mag	200	Autofire	Israel (1973)
Steyr Sturmgewehr 77 AUG <sup>b c f</sup>	5.56×45mm	2d6	x3	select	30 or 42	mag	200	Autofire	Austria (1977)
Enfield L85A1 Individual Weapon <sup>a b c f</sup>	5.56×45mm	2d6	x3	select	30	mag	200	Autofire	UK (1985)

<sup>a</sup> This weapon can accommodate a detachable bayonet.<sup>b</sup> A flash suppressor is a standard accessory on most or all examples of this weapon.<sup>c</sup> Most or all specimens of this weapon have folding stocks.<sup>d</sup> Most or all specimens of this weapon are equipped with bipods.<sup>e</sup> The standard AUG has a 1.4 power telescopic sight. The standard L85A1 has a 4.0 power telescopic sight.

Submachine Guns	Caliber	Damage	Crit	Action	Cap	Loading	Range	Rate	Country (Year)
Thompson M1921	.45 ACP	2d8	x3	select	20, 30, or 50 or drum	mag	30	Autofire	USA (1921)
Sten Mark I <sup>b c</sup>	9×19mm	1d10	x3	select	32	mag	25	Autofire	UK (1941)
M3 "Grease Gun" <sup>b</sup>	.45 ACP	2d8	x3	auto	30	mag	30	Autofire	USA (1942)
Uzi <sup>b</sup>	9×19mm	1d10	x3	select	25, 32, or 40	mag	25	Autofire	Israel (1952)
Sterling L2A1 <sup>a b</sup>	9×19mm	1d10	x3	select	34	mag	30	Autofire	UK (1953)
vz61 Skorpion <sup>b</sup>	.32 ACP	1d8	x3	select	10 or 20	mag	20	Autofire	Czech (1961)
Heckler & Koch MP5 <sup>b</sup>	9×19mm	1d10	x3	select	15 or 30	mag	25	Autofire	W.Germany

<sup>a</sup> This weapon can accommodate a detachable bayonet.<sup>b</sup> Some or all versions of this weapon have folding stocks.<sup>c</sup> This weapon has a flash suppressor.

Shotguns	Caliber	Damage*	Action	Cap	Loading	Range	Rate	Country (Year)
Winchester M1897 <sup>a</sup>	12g or 16g		pump	5	side	50	Standard	USA (1897)
Winchester M1897 Trench <sup>a c</sup>	12g		pump	5	side	50	Standard	USA (1917)
Winchester M1897 Riot Shotgun <sup>a</sup>	10g or 12g		lever	4	side	50	Standard	USA (1897)
Browning Auto-5 Shotgun <sup>b</sup>	12g or 16g		semi	4	side	50	Multifire	Belgium (1900)
Winchester M1912 <sup>b</sup>	12g, 16g, 20g, 28g		pump	5	side	50	Standard	USA (1912)
Ithaca Model 37 <sup>b</sup>	12g, 16g, 20g		pump	4	side	50	Standard	USA (1937)
Winchester Model 24 Shotgun <sup>b d</sup>	12g, 16g, or 20g		n/a	2	break	50	Multifire	USA (1939)
Browning Auto-5 Light <sup>b</sup>	12g, 16g, or 20g		semi	5	side	50	Multifire	Belgium (1948)
Remington Model 11A Shotgun <sup>b</sup>	12g, 16g, or 20g		semi	5	side	50	Multifire	USA (1905)
Remington Model 11R <sup>b</sup>	12g		semi	5	side	50	Multifire	USA (1921)
Winchester Model 1400 <sup>b</sup>	12g, 16g, or 20g		semi	2	side	50	Multifire	USA (1964)
Franchi SPAS-12	12g		semi/pump	7	mag	50	Multifire	Italy (1979)
Mossberg M590 <sup>c</sup>	12g		pump	6	side	50	Standard	USA (1987)
Beretta Model 686 Onyx <sup>b e</sup>	12g, 20g, or 28g		n/a	2	break	50	Multifire	Italy (1989)
Beretta M3P	12g		semi	5	box	50	Multifire	Italy

<sup>a</sup> This design has an exposed hammer.<sup>b</sup> This is a hammerless design.<sup>c</sup> This weapon can accommodate a detachable knife-type bayonet.<sup>d</sup> A double-barreled shotgun in a side-by-side configuration.<sup>e</sup> A double-barreled shotgun in an over-and-under configuration.

\*See Table 6-8 on page 107 for shotgun damage.

## PISTOLS

### REMINGTON DOUBLE DERRINGER (M95)

The Model 95 Derringer is the classic double-barrel derringer design. Introduced by Remington in 1866, over 150,000 were made before production concluded in 1935. The standard model is in .41 rimfire short caliber and has a pair of three-inch-long over-and-under barrels. Loading requires the shooter to unlock the barrels and tip them up on a hinge in order to extract spent casings and reload the weapon. The barrels cannot be fired simultaneously. When the first shot is fired, the firing pin automatically switches to the next barrel, permitting both barrels to be fired in quick succession. Its diminutive size permits easy concealment, but also makes it highly inaccurate beyond a very short range (a few yards).

Derringers are a common type of small firearm that are generally intended for self-defense. Often they are viewed as a weapon of last resort. Though the Model 95 is available in one caliber only, derringers have been produced by nu-

merous manufacturers in an astonishing array of calibers and designs. They can have anywhere from one to four barrels (or more) and at the end of the 20th century are commonly seen in calibers ranging from .22 long rifle up to .38 Special (or greater).

### COLT SINGLE ACTION ARMY REVOLVER (M1873)

Best known as the "Peacemaker" and "Frontier Six-Shooter," this venerable Colt design is perhaps the handgun most associated with the Old West. A supremely successful weapon, it was adopted by the U.S. Army and enjoyed substantial sales on the civilian

market. During its production run from 1872 to 1940, well over 350,000 were manufactured in a sizable number of variants. Those produced after 1898 were designed for smokeless ammunition. Production resumed in 1955 and continues to this day.

Though most commonly thought of as a powerful six-shot revolver chambering the .45 Colt, it has been available in a host of calibers from .22 rimfire to .476 Eley. The standard calibers have been .45 Colt, .44-40, .38-40, .32-20, and .41 Colt. Standard barrel lengths were 4 3/4-inch, 5 1/2-inch, and 7 1/2-inch, but some were made with barrels as short as 2 1/2 inches or as long as 16 inches. Some of the long barrel designs could accommodate a detachable shoulder stock. The majority were blued, but nickel-plated specimens are fairly common.

As a military weapon and in particular as a cavalry arm, the Peacemaker had distinct disadvantages that led to it being supplanted by other designs. Reloading requires the shooter to open a hinged side-gate and extract the spent cartridge casings individually. This is assisted by an integral ejector rod, but is still a cumbersome exercise when one is also occupied with maneuvering a horse. Being single-action, it must be manually cocked before it will fire. Though obsolete for military and law enforcement use, it remains one of the most famous and popular handguns in history.

Perhaps Colt's most respected post-World War II revolver design is the Python. Introduced in 1955, it is a six-shot, double-action, .357 Magnum revolver available with bluing, nickel plating, and matte stainless steel finish. Barrel lengths are 2.5 inches, 3 inches, 4 inches, 6 inches, and 8 inches. A rare version is chambered for .38 Special only. While sales for the venerable Peacemaker have declined drastically in recent years, the more modern Python still sells very well.

#### **COLT MODEL 1877 "LIGHTNING" AND "THUNDERER" REVOLVERS**

The Colt Model 1877 revolver was made in two basic models that are identical except for caliber. The "Lightning" was made in .38 Colt, while the "Thunderer" fired the slightly more powerful .41 Colt round.

Introduced in 1877, over 165,000 were manufactured before production ended in 1909. Like the more famous Peacemaker, it is commonly associated with the American West. Each was produced in a number of sub-models with barrel lengths ranging from as little as 1 1/2 inches to as much as 10 inches. Standard lengths were 2 1/2-inch, 3 1/2-inch, 4 1/2-inch, and 6-inch. The majority were blued, but many had nickel plating.

The Model 1877 is Colt's first double-action design. Unfortunately, the new double-action mechanism was rather delicate. The mechanisms in many specimens, particularly those that have suffered heavy use or abuse, become defective over time. These will still fire, but only as single-action weapons (such as the Peacemaker). It has a six-round capacity and is loaded via a side gate.

Despite its technical flaw, the Model 1877 was a popular item and enjoyed brisk sales. One famous owner was outlaw John Wesley Hardin, who owned a Lightning with a 2 1/2-inch barrel. Other than its double-action mechanism, the M1877 is a well-made, quality design.

#### **WEBLEY REVOLVER**

For decades, the Webley revolver was the standard British sidearm. It first entered service in 1887. Initially

manufactured as the Mark I for the very powerful .455 Webley round, it went through many design modifications over the years, which included alternate calibers.

The basic Webley is a six-shot break-open revolver and was available in both single-action and (more commonly) double-action versions. It saw service in both world wars as well as the Anglo-Boer War of 1899-1902. Webleys were commonly equipped with a lanyard tied to a ring on the bottom of the grip that helped prevent the shooter from losing or accidentally dropping it.

The Webley's initial caliber was .455 Webley round. Along with .45 Colt and .45 ACP, this was one of the most powerful calibers of its day, providing great stopping power. However, such a heavy caliber requires a large and robust weapon and this was a factor that contributed to its ultimate retirement from military service. Though a .38 caliber variant later appeared, this change was not enough to keep it in the British Army inventory.

Most Webleys for game purposes are identical except in caliber. Barrel lengths are typically either 4 or 6 inches though shorter barrel specimens were produced. The Webley is remarkable in that it remained in service long after most other major powers had long since discarded revolvers from front line military use. In the British service, the Webley was supplanted by the superb Browning High Power.

#### **MAUSER M1896 PISTOL**

Best known as the "Broomhandle Mauser," the M1896 is one of the most distinctive handguns ever produced and remains a popular item with shooters and collectors over a century after it was introduced. The nickname is, of course, due to its unusual narrow grip, which does not house a magazine. Whereas most semiautomatic handguns incorporate the magazine into the handle of the weapon, the M1896 has its magazine located forward of the trigger guard.

Designed and manufactured in Germany, mass production began in October of 1896 with the weapon being chambered for the powerful 7.63mm Mauser (7.63×25mm) round. Early models were loaded via a stripper clip, but later specimens used a detachable box magazine. Military sales were disappointing, but it was placed into quantity production during World War I in a 9×19mm variant. This version is sometimes termed the M1916 and is distinguished by a large "9" engraved on the handle. Many Broomhandle Mausers were slotted for detachable shoulder stocks. Such stocks were often hollow designs that doubled as holsters. Perhaps the most unusual variant is the selective fire version that was produced in both Germany and Spain. Used in conjunction with a shoulder stock, it was a machine pistol that was essentially a poor man's sub-machine gun. One example of this is the Model 712, which could accommodate both ten-round and twenty-round detachable box magazines.

The Broomhandle Mauser was manufactured in several countries (including Norway, Spain, and China) and is occasionally encountered in the hands of insurgents and guerrillas to this day. Most specimens were made in 7.63mm Mauser, 9mm Mauser, and 9×19mm (a.k.a. 9mm Parabellum), but one Chinese variant was in .45 ACP.

Though it is a distinctive and attractive weapon, the Broomhandle Mauser suffers from a few drawbacks that limited its sales. One is that it is expensive to manufacture. The other is that it is clumsy to handle and lacks the natural pointing qualities of weapons such as the P08 Luger. Despite this, it found early use in

**TABLE 6-6:**  
**Handgun/Submachine Gun Damage**

Caliber	Also Known As	Damage	Critical
.22 Short		1d4	x2
.22 Long		1d4	x2
.22 LR	.22 Long Rifle	1d6	x3
.25 ACP	6.35×15mm SR	1d6	x2
.30 Carbine	7.62×33mm	2d6	x3
.32 ACP	7.65×17mm SR, 7.65 Browning	1d8	x3
.32 S&W		1d8	x3
.357 Magnum		2d6	x3
.380 ACP	9×17mm, 9mm Short, 9mm Browning, 9mm Kurz	1d10	x3
.38 Colt		1d10	x3
.38 S&W	9×20mmR	1d10	x3
.38 Special	9×29mm R	1d10	x3
.38 Super Auto		1d10	x3
.38 Webley		1d10	x3
.40 S&W		1d10	x3
.41 Colt		1d10	x3
.41 Magnum		2d6	x3
.41 RF Short	.41 Rimfire Short	1d8	x3
.44 Magnum		2d8	x3
.44 S&W		2d6	x3
.44 Special		2d6	x3
.45 Colt Long		2d8	x3
.45 S&W		2d6	x3
.455 Webley		2d8	x3
.455 Webley Auto		2d6	x3
.45 ACP	11.43×23mm	2d8	x3
.50 AE	.50 Magnum, .50 Action Express	2d10	x3
7.62×25mm	7.62mm Type P, 7.62mm Tokarev, 7.63×25mm, 7.63mm Mauser	1d10	x3
7.65×20mm	7.65mm French Long	1d8	x3
7.65×22mm	7.65mm Parabellum, 7.65mm Luger	1d8	x3
8mm Nambu	8mm M1904, 8mm Nambu Auto Pistol, 8mm Japanese	1d8	x3
9×18mm	9mm Makarov, 9mm Ultra	1d10	x3
9×19mm	9mm Parabellum, 9mm Luger	1d10	x3
9×23mm	9mm Largo, 9mm Bergmann Bayard, 9mm Bayard	1d10	x3
9mm Browning Long	9mm Swedish M1907	1d10	x3
9mm Glisenti		1d10	x3
9mm Mauser	9mm Neuhausen, 9mm Mauser Auto Pistol	1d10	x3
9mm Steyr		1d10	x3
10mm Auto		1d10	x3

the hands of British officers in Africa who purchased M1896s in England to use as personal (and unofficial) sidearms. The most notable user was a young Winston Churchill who employed his M1896 in a vicious close quarters engagement against Dervishes near Omdurman in the Sudan. His use of this pistol instead of his sabre very likely saved his life.

### EXPANDED FIREARMS DAMAGE

As a rough guideline for firearms not detailed in this chapter, firearm damage can be estimated by the caliber of the weapon. Any reliable reference book on firearms can provide information on most of the weapon's other stats, including caliber, capacity, action, and loading. Adjudicating range is a little more difficult, but when in doubt, the GM can use the standard ranges on the Generic Firearms table or the range increment for a similar weapon—not an

### P08 LUGER PISTOL

Perhaps the best-known and most distinctive German pistol apart from the Broomhandle Mauser, the Luger has long been associated with the German military in both world wars. Less known is the fact that the earliest Lugers were not German but Swiss and were first produced in that country in 1900. World War I gave the Luger fame when it was one of several standard pistols employed by the Kaiser's forces. It also saw service in World War II, when it was one of several weapons that supplemented the standard Walther P38.

The Luger is a pleasant design with natural pointing qualities that make it easy to aim and shoot. The original Swiss versions were manufactured in 7.65×22mm (a.k.a. 7.65mm Parabellum) and had a grip safety. German models were first manufactured in 1908. They were chambered for 9×19mm and lacked a grip safety (though they have a standard manual safety). They remained Germany's standard sidearm until the adoption of the Walther P38 in 1938 and continued in production when it became evident that the German Army's appetite for sidearms could not be satisfied by the P38. Another 400,000 Lugers were manufactured between 1938 and 1943.

Two major flaws prevented the Luger's widespread adoption and continued use in the post-World War II years. The first is that it is comparatively expensive to manufacture. Its successor could be manufactured more quickly and cheaply. The second is that under harsh battlefield conditions, the Luger is susceptible to jams if mud, sand, or grit gets into the action.

Lugers remain a common and popular pistol in civilian hands. Good specimens are highly sought after by collectors and many made it into the United States after both World Wars, being brought in by veterans. Ultimately, over two and a half million P08 Lugers were produced.

The standard P08 Luger was a 9×19mm semiautomatic pistol with a 4-inch barrel that was loaded via an eight-shot detachable box magazine. A distinctive long-barrel variant known as the "Artillery Luger" (a.k.a. Model 1914 and M1917) was first produced in 1914. It had a 7.5-inch barrel and was slotted for a detachable shoulder

entirely realistic method, but a direct one.

Firearm damage is given below, grouped by caliber and according to gun type (handgun, rifle, and so on). Within a given table, metric calibers (usually expressed in millimeters, as in 9mm) appear last. All firearm calibers do piercing damage. In each case, the damage given assumes the ammunition is conventional sporting or military issue; damage would be modified for special ammunition types (see page 109).

stock. In addition to the standard eight-round magazine, it could use a 32-round snail drum (the drum, first introduced in 1917, was intended to be used with the shoulder stock attached). Another long-barrel version was the "Navy Luger," which had a 6-inch barrel. Like the Artillery model, it could use a detachable shoulder stock.

### COLT M1911 AND M1911A1 PISTOLS

Designed by John Moses Browning, the Colt M1911 was an extremely long-lived and highly popular pistol design that faithfully served the United States military from its adoption in 1911 to its replacement by the Beretta M9 (Beretta Model 92F) in the 1980s. It had all the qualities of a successful military handgun. It was easy to manufacture, simple to maintain, robust, and supremely reliable. Its .45 ACP round had stopping power superior to any other caliber employed as a military standard round with the possible exception of Britain's .455 Webley. Loading is via a seven-shot detachable box magazine.

The Model 1911 was available in time for World War I, but demand outstripped production and other weapons were called on to supplement it (see the Colt M1917 for an example). It went through a number of minor refinements and a new model, the M1911A1, was adopted in 1926. The primary improvement was the addition of a grip safety to supplement the manual safety.

During World War I, the Colt M1911 was one of the weapons employed by Medal of Honor recipient Sergeant Alvin York. When he was rushed by several German soldiers, he was able to drop them all with his pistol without suffering any injury to himself, single-handedly killing 25 and taking over 80 prisoners. In the 1941 Gary Cooper film *Sergeant York*, his character was depicted using a captured P08 Luger in this famous incident, but he actually used a Colt M1911.

Millions of M1911s have been manufactured around the world and remain in military service in many countries to this day. It has also seen service as a law enforcement weapon and is very popular among civilian shooters.

### COLT M1917 REVOLVER AND SMITH & WESSON M1917 REVOLVER

During World War I, the United States found itself in need of vast quantities of war materiel. Though the superb Colt M1911 pistol was the standard side-arm, manufacturing could not keep



pace with demand. With over one million troops to train and equip, the military was forced to accept alternatives.

The Colt M1917 and Smith & Wesson M1917 revolvers were an answer to this problem. They were substantially the same in most respects and for game purposes are identical. Each is a double-action, six-shot revolver chambered for the .45 ACP round. The Colt

version was also produced in .455 Webley for the British in 1915 and 1916. Smith & Wesson produced extra cylinders for its model that permitted the weapon to load standard .45 Colt rounds; this was intended to enhance civilian sales.

One design feature that is unusual for these weapons exists. In order to shorten the time required to load them, each was designed to be loaded with a three-round "half-moon" clip. The clip was loaded into the cylinder and remained there.

The cylinder was then rotated to permit a second clip to be inserted so all six chambers were loaded. Once the weapon was fired, the clips were manually extracted which also removed the spent casings from the weapon (the Smith & Wesson cylinders for a .45 Colt version do not require these clips).

On the surface, this seems to be an agreeable arrangement. Unfortunately, the design requires the clips to be used. If the chambers are loaded with individual cartridges without the clips in place, the weapon will fire as normal. However, extracting the spent casings from the chambers is virtually impossible except by prying them loose with a penknife or similar tool. Such a time-consuming process is not ideal in a combat situation, so the gun's owner must be careful not to idly discard the clips after loading.

Of course, a well-supplied military force would be expected to have ample supplies of clips available for these revolvers. However, one purchased in used condition at a gun store might lack clips. Since the merchant might not know the clips were required, the shooter might be in for an unpleasant surprise if she needed to quickly reload the weapon after its first load of six shots had been expended.

### ASTRA M1921 PISTOL

This Spanish-manufactured semiautomatic pistol is perhaps the most noteworthy handgun to come out of Iberia in the first half of the 20th century. Based on the Campo-Giro M1913-16 pistol, the M1921 is a strong improvement. It is unique for one very important reason: It is capable of chambering and firing most major forms of 9mm pistol ammunition (9mm Largo, 9×19mm [9mm Parabellum], 9mm Steyr, and 9mm Browning Long) as well as .38 Super Auto. However,

just because it is capable of doing this does not mean it is ideal. Most sources suggest that it is only prudent to chamber the 9mm Largo round; well-worn or defective M1921s might have malfunctions with other calibers.

Adopted by the Spanish Army in 1921, it remained their standard sidearm into the late 1940s. The M1921 was also sold commercially under the designation Astra Model 400.

#### **FN BROWNING HIGH-POWER PISTOL (A.K.A. HP35 AND GP35)**

It has been commonly stated that the Browning High-Power is the finest semiautomatic pistol ever made. It was the last of John Browning's designs and was modified and improved after his death in 1926 before being placed into production in Belgium in 1935. Its lineage with another John Browning design, the venerable Colt M1911, is clear, and like its predecessor it is a reliable and easy-to-maintain single-action weapon.

Chambered for the popular 9×19mm round, some specimens were able to accommodate detachable shoulder stocks. Perhaps the most noteworthy feature is that it has a thirteen-round magazine capacity. This was at a time when most pistols in the same classification could contain only eight to ten rounds. More recently, twenty-round magazines were made for it. When loaded, the magazine actually protrudes a centimeter or so below the pistol's grip since it is too long to fit completely within the weapon.

The Browning High-Power saw extensive service in World War II on both sides. When German forces overran Belgium, production of the High-Power continued. At around the same time, it entered British service and supplemented the aging Webley revolver. Since the war, it had become one of the most common military handguns in the world and is the standard sidearm in the British Army. Production has taken place in many countries, including Canada and Argentina. Most recently, a variant was introduced in .40 S&W caliber with the intent to attract law enforcement sales. The High-Power remains one of history's most successful handguns and is very popular in civilian circles.

#### **WALTHER P38 PISTOL**

The P38 was supposed to be Germany's standard sidearm in World War II. It was an effective design that was easy and inexpensive to manufacture. Military requirements far outstripped Walther's production capacity and soon many other pistols, including the P08 Luger, the Browning High-Power, and the M35 Radom, were pressed into service as supplemental arms.

The P38 was manufactured in huge numbers and continues in production to this day. It is a reliable 9×19mm pistol that is easy to shoot and maintain. Since its introduction in 1938 and its service in World War II, the P38 has been made available in .22 long rifle and 7.65×22mm calibers and, most recently, a short-barrel 9mm variant has been manufactured. The latter is designated P38K.

#### **BERETTA MODEL 92 PISTOL**

The Beretta Model 92 is essentially an improved version of the highly respected Beretta M1951. It is a modern 9×19mm semiautomatic pistol that uses a fifteen-round detachable box-magazine (the M1951 uses an eight-round magazine). Like any good military design, it is reliable and easy to maintain.

First appearing in 1976, it has since been updated and several variants have appeared. The most notable is the Model 92F that won the U.S. Army competition for a replacement for the superb Colt M1911A1. The Model 92F differs from the original model in comparatively minor details that have little or no effect on gameplay. In the U.S. military, the M92F is called the M9. It has largely replaced the M1911A1, though stocks of this older pistol are still in the inventory. With the adoption of the M9, the United States became the last NATO member to adopt a 9×19mm weapon as its standard service pistol.

The Model 92 comes in one other noteworthy variant. This is the Model 93R, a selective-fire version of the Model 92. It is not fully automatic but can fire both as a semiautomatic and in a three-round burst. A small, hinged foregrip and a detachable folding stock are standard and a twenty-round magazine is available. This machine-pistol version is most popular in Italian service and with special forces in some countries.

#### **GLOCK MODEL 17 PISTOL**

Adopted by the Austrian Army in 1983, the Glock Model 17 has since earned fairly substantial military and law-enforcement sales around the world. Some sources have stated that by the year 2000, nearly half of the law enforcement agencies in the U.S. employed this pistol. It is a simple and reliable double-action 9×19mm weapon that lacks a manual safety. Design features prevent it from being accidentally discharged unless the trigger is properly operated. Its magazine capacity is 17, hence the term "Model 17." Many of its components are made of tough plastics, but the bulk of its internal structure (the barrel, the action, and so on) is made of steel. The standard version has a 4.49-inch-long barrel.

Its extensive use of plastic caused a storm of media coverage when many woefully misinformed individuals made wild speculations that it would get by airport metal detectors. This was completely inaccurate; all versions of the Model 17 contain more than enough steel to be detected.

The Model 17 has spawned several variants. The Model 18 is a selective-fire version that employs 17-, 19-, and 33-round magazines. In order to prevent criminal conversions of Model 17s into machine pistols, the primary components of the two weapons are not interchangeable.

## **RIFLES**

#### **WINCHESTER MODEL 1894 RIFLE AND CARBINE**

Well over four million M1894 rifles and carbines have been produced since November of 1894, making it one of the most successful and popular sporting rifles ever made. Production of such vast numbers are usually restricted to military arms, but the M1894 is one of a handful of exceptions.

Not surprisingly, the designer of the M1894 was none other than John M. Browning, one of the world's most successful firearms designers. Some of his other accomplishments are the Colt M1911, the Browning High-Power, the Browning machine guns, and the Browning Auto-5 shotgun.

The M1894 was designed for use with smokeless cartridges, which were a brand new development at the time. Unfortunately, the smokeless cartridges it was intended for were not

**TABLE 6-7:**  
**Rifle/Automatic Rifle Damage**

Caliber	Also Known As	Damage	Critical
.222	.222 Remington	2d6	x3
.243	.243 Winchester	2d6	x3
.25-20		2d6	x3
.25-35	.26-36 Marlin	2d6	x3
.270	.270 Winchester	2d10	x3
.300 H&H Mag.	.300 H&H Magnum	2d12	x3
.30-06	.762×63mm, .30 M2, .30 US, .30 M1906, .30-06 Springfield	2d10	x3
.30-30	.30-30 Winchester	2d10	x3
.30-40	.30-40 Krag	2d10	x3
.303 British	.303 Enfield, 7.62×56mm R	2d10	x3
.32-20		2d6	x3
.358	.358 Winchester	2d12	x3
.38-40		2d8	x3
.38-55	.38-55 Ballard, .38-55 Winchester	2d10	x3
.38-72		2d12	x3
.40-60		2d10	x3
.405	.405 Winchester	2d12	x3
.44 Rem. Mag.	.44 Remington Magnum	2d12	x3
.444	.444 Marlin	2d12	x3
.44-40	.44-40 WCF, .44-40 Winchester	2d10	x3
.45-60		2d12	x3
.45-70		2d12	x3
.45-75		2d12	x3
.50-70	.50-70 Government	2d12	x3
.50-90		2d12	x3
.50-95		2d12	x3
5.56×45mm	5.56mm NATO, .223 Remington	2d6	x3
6.5×50.5mm SR	6.5mm Japanese Arisaka	2d8	x3
6.5×52.5mm	6.5mm Italian	2d8	x3
6.5×53mm	6.5mm Greek	2d8	x3
6.5×54mm R	6.5mm Dutch, 6.5mm Romanian	2d8	x3
6.5×55mm	6.5mm Mauser, 6.5mm Swedish, 6.5mm Krag	2d8	x3
6.5×58mm	6.5mm Portuguese	2d8	x3
7×57mm	7mm Mauser	2d10	x3
7.35×52mm	7.35mm Italian Carcano	2d10	x3
7.5×54mm	7.5mm French	2d10	x3
7.5×55.5mm	7.5mm Swiss	2d10	x3
7.62×39mm	7.62mm M1943, 7.62mm Soviet M43	2d6	x3
7.62×45mm	7.62mm Czech M52	2d6	x3
7.62×51mm	7.62mm NATO, .308 Winchester	2d10	x3
7.62×54mm	7.62×54mm R, 7.62mm Russian	2d10	x3
7.65×53.5mm	7.65mm Mauser	2d10	x3
7.7×58mm RL	7.7mm Japanese Arisaka	2d10	x3
7.7×58mm SR	7.7mm Japanese Type 92	2d10	x3
7.92×33mm	7.92mm Kurz, 7.92mm Short	2d6	x3
7.92×57mm	7.92mm Mauser, 8mm Mauser, 8×57mm	2d10	x3
7.92×57mm M88	7.92mm M88 Mauser	2d10	x3
7.92×57mm R	7.92mm Dutch	2d10	x3
8mm Lebel	8×50.5mm R (L)	2d10	x3
8mm Steyr	8×50.5mm R (S)	2d10	x3
8×56mm	8mm Hungarian Mannlicher	2d10	x3
8×58mm R	8mm Danish Krag	2d10	x3
12.7×99mm	.50 M2, .50 BMG,		
	.50 Browning Machine Gun	2d12	x4
12.7×108mm	.50 Soviet Machine Gun	2d12	x4
14.5mm Soviet		2d12	x4

yet available when manufacture began, so the first specimens were chambered for the older but still popular .32-40 and .38-55 blackpowder cartridges. The first Model 1894s chambered for smokeless cartridges appeared in 1895 in .25-35 and .30-30.

Physically, the M1894 is a classic exposed-hammer, lever-action design. It is rugged, dependable, and accurate, well suited for hunting and target shooting. The sporting rifle is available with full-length, eight-shot tubular magazines (where the tube runs the entire length of the barrel) and half-length, four-shot tubular magazines. A light-weight version has an even shorter, three-round magazine. The carbine version has a capacity of either six rounds (full-length magazine) or four rounds (half-length). It is available in the aforementioned calibers plus .32 Winchester Special in 1902, .44 Magnum in 1967, and .375 Winchester in 1979. The design is best known in caliber .30-30. Barrel lengths for the rifle are 26 inches, except for the light-weight version that has a 22-inch barrel. All carbines have 20-inch barrels. Except for a single-shot design in .30-40 Krag, the M1894 was the first Winchester rifle to use smokeless ammunition.

One of the remarkable things about the M1894 is that production of the rifle version actually ceased in 1936. The vast majority produced are the carbine version, and the .25-35 version of the carbine was discontinued in 1936. The M1894 also has the distinction of being the first Winchester sporting arm to have more than one million produced. Following the Winchester tradition, presentation models have been provided to important historical figures. The 1,000,000th specimen was presented to President Calvin Coolidge in 1927, the 1,500,000th went to President Harry S. Truman in 1948, and the 2,000,000th specimen was presented to President Dwight D. Eisenhower in 1953. Without a doubt, the M1894 is the most successful lever-action sporting arm ever produced by Winchester.

The 1927 edition of the *Sears, Roebuck Catalogue* listed the M1894 .30-30 carbine at a mere \$27.95. The M1894 rifle in the same caliber was listed at \$31.98. Prices in the 1900 edition of the same catalogue were even better: \$14.75 in calibers .25-35 and .30-30 and \$12.52 in calibers .38-55 and .32-40.

### WINCHESTER MODEL 1895 RIFLE

The Model 1895 was yet another Winchester triumph. During its production run from 1896 through 1931, over 425,000 were made. It saw substantial civilian sales and was also manufactured for the military market.

Physically, it is a robust lever-action rifle with a blued barrel. It is a departure from previous Winchester designs

## MANNLICHER-CARCANO RIFLE

Italy's standard service rifle of both world wars was the Mannlicher-Carcano. A fairly standard bolt-action design, its first model, the M1891, was introduced in March of 1892. Its caliber is 6.5×52mm, a somewhat smaller round than ones employed by most other major powers aside from Sweden and Japan. The M1891 carbine was adopted in 1893 and sports a permanently attached folding bayonet (the original could take a detachable knife-bayonet).

Mussolini's invasion of Ethiopia in 1935 revealed that the 6.5×52mm round lacked suitable stopping power so a new round, the 7.35×51mm, was developed. It was employed in the Mannlicher-Carcano M1938 rifle and was supposed to completely replace the earlier version in Italian service. Both the M1891 and the M1938 were employed in World War II. Due to the stress of war, the 6.5×52mm version remained the standard and the Italians went so far as to cease use of the newer cartridge and to rebarrel the newer weapon for the older round. A small number of Mannlicher-Carcanos were produced in 7.92×57mm for the Germans, but there are indications that the design cannot handle this more powerful cartridge. Like most of the major bolt-action rifles of both world wars, substantial quantities of surplus M1891s are on the civilian market.

Physically, the Mannlicher-Carcano is very much like the German Mauser, a rifle with which it shares some design features. Its internal six-round magazine can be loaded with either a stripper clip or by hand, one cartridge at a time. The original M1891 has an overall length of 50.8 inches while its intended successor, the M1938, is only 40.2 inches.

Sadly, the Mannlicher-Carcano has one distinction it could do without. It was the weapon Lee Harvey Oswald used to assassinate President John F. Kennedy in Dallas, Texas, on November 22, 1963.

## LEE-ENFIELD RIFLE

Whereas the Mauser bolt-action military rifle is commonly called the most accurate weapon in its class, its British contemporary, the Lee-Enfield, is often called the best overall battle rifle. The Lee-Enfield is a direct descendant of the Lee-Metford rifle that was chambered for a blackpowder .303 cartridge. The primary difference between the older weapon and the first model Lee-Enfield was the adoption of the smokeless .303 British cartridge and more efficient rifling to take advantage of this round.

The Lee-Enfield Mark I rifle was introduced in November of 1895. It went on to be produced in numerous variants and underwent constant improvement throughout its production run. As the primary long arm employed by the British in both world wars, it saw service wherever British or Commonwealth forces operated and was manufactured in the millions.

Physically, the Lee-Enfield is a robust and attractive design that differs from most other military bolt-action rifles by using a ten-shot detachable box-magazine. Five-round stripper clips were also available that could be used to load the weapon as long as a magazine was inserted. Without a magazine, it can load and fire only individual cartridges. For game purposes, most Lee-Enfields are identical except in comparatively minor details such as overall length. Carbine versions were produced for cavalry use. The Mark I carbine, for example, was introduced

in that ammunition is loaded into a nondetachable box magazine rather than into a tubular magazine under the barrel. Since tubular magazines are more susceptible to damage in harsh conditions, the M1895 was able to attract military contracts it might not otherwise have seen.

Standard calibers are .30-03, .30-06, .30-40, .303 British, .35 Winchester, .38-72, .40-72, .405 Winchester, and 7.62×54mm. It was designed for the then-new smokeless ammunition. Military versions in .30-40 and .303 British could accommodate a knife bayonet with an 8-inch long blade. These versions had a six-round magazine capacity. Some of those in .30-40 caliber saw service in U.S. hands in the Spanish-American War. Another military version was produced in 1915 and 1916 for Imperial Russia. Chambered for 7.62×54mm, it could accept the standard Mosin-Nagant stripper clip, allowing the magazine to be completely loaded very quickly. The initial batch of Russian M1895s could accept a bayonet with an 8-inch blade, but most took a 16-inch sword bayonet. Nearly 300,000 were made, and some were still in Soviet service during World War II.

Barrel lengths for this design varied greatly, with some being custom made. They were as long as 36 inches, and a carbine with a 22-inch barrel was also produced. The magazine capacity varied depending on the caliber. The .30-40 and .303 versions could take six rounds. The Russian version took five rounds.

Perhaps the most famous individual specimen of the Winchester M1895 was one owned by President Theodore Roosevelt in .405 caliber. He took this weapon on his famous hunting trip to Africa in 1909. It is the focus of one scene in the 1975 film *The Wind and the Lion*. The 1900 edition of the Sears, Roebuck Catalogue lists the M1895 in caliber .30-40 at \$17.84.

## MOSIN-NAGANT M1891 RIFLE

The Mosin-Nagant M1891 rifle was adopted in 1891 and is chambered for the long-lived 7.62×54mm round. In its very long production run under both the Czar's government and that of the Soviet Union, tens of millions were produced and hundreds of thousands were produced on license in the United States. The latter specimens were intended for export to Imperial Russia during World War I.

The basic M1891 is a five-shot bolt-action rifle that can accommodate a bayonet. It is a very rugged and highly reliable design that is particularly well-suited to cold climates. Its sights are not quite as refined as the German Mauser and the U.S. Springfield M1903, but it is nevertheless a reasonably accurate weapon. A variety of shortened versions and carbines appeared prior to World War II, but one of the most common variants is the M1944. This version includes a permanently attached folding bayonet and has an overall weight of 8.9 pounds. By comparison, the original M1891 weighed 10.63 pounds with bayonet. The M1944 remained in production after World War II and was even manufactured alongside the semiautomatic SKS carbine and the AK-47 assault rifle. It was widely exported and was manufactured in some Soviet client states. Many M1891s, M1944s, and their variants are on the civilian market. Finnish-made Mosin-Nagants are noted for their superior quality.

in August of 1900 and, like the rifle, could employ a bayonet (military carbines often lack bayonet mounts).

Several notable variants on the basic Lee-Enfield design exist. One is the No. 4 Sniper's Rifle that was introduced during World War II and included a telescopic sight. A descendant of this is the L42A1 Rifle, a Lee-Enfield sniper rifle chambered for 7.62×51mm caliber. This weapon was the standard British sniper rifle during much of the Cold War. A third important variant is the very distinctive Lee-Enfield No. 5 Mark I jungle carbine. It was introduced in September of 1944 and was intended to be a lighter weapon for use in the Pacific Theatre. It weighed 7.14 pounds and was 39.37 inches long. By comparison, the No. 4 Mark I rifle was 9.06 pounds and 44.43 inches long. The jungle carbine possesses a flash suppressor, making it very easy to recognize. Some argued that this weapon should supplant all previous Lee-Enfields in the British inventory, but it suffered from one flaw. A technical problem with the sights caused them to lose their accuracy after only a day or two of use. This problem was not overcome and with the advent of the assault rifle, the fate of the jungle carbine was sealed.

Military surplus Lee-Enfields are very common on the civilian market and are popular sporting weapons. They are obsolete for military use though are probably still used in a secondary capacity in some developing countries and former British possessions.

#### MAUSER RIFLE

Mauser has produced numerous designs over the years, but there is one that had tremendous impact on how armies were equipped and fought wars. In Germany, it achieved its zenith as the Model 1898, but the design actually predates this model by several years.

The Model 1898 replaced the less-successful Model 1888, which suffered from technical flaws. Physically, the M1898 and its innumerable variants are five-shot, bolt-action weapons. Loading is via a stripper clip, but individual rounds can be loaded without the clip.

The Mauser rifle design is almost without question the most significant bolt-action military rifle in history. The M1898 equipped the Kaiser's forces in World War I and a variant, the shorter Model 98K, was the standard German rifle of World War II. It has appeared in a vast number of variants and was widely exported and manufactured. Millions were ultimately produced and have appeared in the inventories of armies on virtually every continent. In addition to variations in caliber, Mausers have appeared in long rifle, short rifle, and carbine ver-



sions. A not commonly known fact is that the Springfield M1903 rifle that was used by the United States in both world wars is a Mauser chambered for the .30-06 cartridge. The Mauser is reliable and has deadly accuracy. In combination with a telescopic sight, it is an excellent hunting and sniping weapon. Military-surplus specimens became available in vast quantities and remain very popular with hunters, recreational shooters, and collectors.

#### M1 GARAND RIFLE

First issued in 1936, the M1 Garand rifle is the first successful military semi-automatic rifle. It is a .30-06 weapon that is fed via an eight-shot stripper clip. In contrast with most clip-fed arms, the M1 requires the clip in order to function. The clip must be fully inserted in the weapon, where it remains until the last shot is discharged. At this time, the clip is automatically ejected, emitting

an audible "ping" sound. During World War II, some Axis soldiers learned to listen for this ping. When they heard it, they knew their opponent was holding an empty rifle and was therefore vulnerable.

The Garand is a very reliable and accurate rifle that served the United States in World War II, the Korean War, and the first years of the Vietnam War. It is fairly heavy (9.5 pounds) but very durable. Garands were widely exported to U.S. allies and some are undoubtedly in service with some developing countries.

When seeking a replacement for the Garand, the Army didn't have to go far. Its successor, the M-14, is little more than a modernized Garand. The main differences are that it uses a twenty-round detachable box-magazine and is a selective-fire weapon. A bipod was issued with some in order to permit their use as squad automatic weapons (to replace the venerable BAR). Semiautomatic M-14s have been manufactured for the civilian market, with the M1A being one popular civilian variant.

Both the Garand and the M-14 were developed into sniper rifles. Two of the sniper versions of the Garand are the M1C and M1D, both of which featured telescopic sights and flash suppressors. The M-14 sniper version is a semiautomatic weapon known as the M-21.

#### AK-47 RIFLE

The Kalashnikov AK-47 is one of the most common and successful military long arms ever produced. Introduced in 1947, it was inspired by German assault rifle designs that appeared in the last few years of World War II. It is

The M-16 introduced the 5.56×45mm cartridge, a much lighter round than the 7.62×51mm round it supplanted. The 5.56×45mm round is essentially a very high-powered .22 caliber cartridge. It lacks the stopping power of its predecessor but is quite accurate out to 300 meters or so. Because it is light and compact, more cartridges can be carried by the soldier in the field. The disadvantage is that the bullet is easily deflected off its intended flight path by very light obstructions, such as leaves and grass, that would otherwise not pose much of a problem for a heavier round.

The M-16 itself has been the source of much controversy. Among its advantages are that it is very light and pleasant to carry and is accurate. Its disadvantages include poor reliability under harsh battlefield conditions, complexity, and inferior stopping power. Many of its supporters insist the M-16 works perfectly when kept clean. Its detractors point out that when a soldier hurls himself into a sand dune or muddy hole, the enemy is unlikely to give him the opportunity to field-strip his rifle so that it will properly function.

Two main versions of the M-16 exist. The M-16A1 superseded the M-14 in the Vietnam War. It is a selective-fire rifle that uses twenty-and thirty-round magazines. The lower-size magazine was commonly used in Vietnam; the larger one is the standard today. The M-16A2 is an improved rifle that uses the same magazines and is also selective fire. However, instead of being fully automatic, it employs a three-round-burst option. This is supposed to impose fire discipline on troops in the field but has, not surprisingly, been the source of some controversy.

When set on full automatic, the M-16A1 is reasonably easy to control. Its unusually high cyclic rate (rate of fire) means that it will very quickly consume an entire magazine's load of ammunition.

Semiautomatic versions of the M-16, commonly called the AR-15, are popular on the civilian market. Semiautomatic and selective-fire versions of the M-16 are widely used in law enforcement.

## SHOTGUNS

### WINCHESTER M1897 SHOTGUN

One of the most successful shotgun designs of the first half of the 20th century is the rugged Winchester Model 1897. Physically, it is a pump-action shotgun with an exposed hammer and a five-round tubular magazine. It was manufactured in a multitude of subtypes but is available in 12-gauge and 16-gauge only. Sales commenced in November of 1897 and production concluded in 1957 after just over one million had been manufactured.

The basic model is a classic sporting weapon with a barrel length of 26, 28, 30, or 32 inches (16-gauge specimens were not made with a 32-inch barrel). It is Winchester's first shotgun available in 16-gauge and was a modern design using the still-new smokeless powder.

Sales surpassed all competitors in the same

chambered for the fairly low powered 7.62×39mm cartridge. The light recoil of this round when compared to traditional high-powered cartridges such as the 7.62×54mm and .30-06 makes the AK-47 easy to control when on full automatic. The drawback is that the accuracy and range suffers and the cartridge has less stopping power.

The AK-47 is a rugged and supremely reliable weapon. It is easy to manufacture and maintain and a modernized version, the AKM, appeared in 1957. It also spawned a light machine gun version known as the RPK. As a light machine gun, it is hampered by the inability to quickly change its barrel. The RPK can use the standard thirty-shot AK-47 magazine as well as a forty-round magazine and a seventy-five-round drum (similarly, the drum and larger magazine will work in a standard AK-47). The basic AK-47 action has also been employed in the SVD sniper rifle, which is chambered for the powerful 7.62×54mm cartridge.

As a short- to medium-range weapon, the AK-47 is extremely effective. It was produced in such massive numbers during the Cold War that potential successors developed in the Soviet Union/Russia cannot find significant buyers. In the 1970s, the AK-74 was introduced into Soviet service. It uses many of its predecessor's components and is chambered for the new 5.45×39mm cartridge.

### FN FAL RIFLE

The FAL is one of the world's most successful military rifles to emerge since the end of World War II. Developed from the FN M1949, the FAL first appeared in 1950 and earned its first large sales in 1953.

Simple to manufacture and maintain, the FAL is a reliable weapon that fires the powerful 7.62×51mm cartridge. It is available in selective fire and semiautomatic versions and is loaded with a twenty-round detachable box-magazine. A flash suppressor is standard, and some have been equipped with bipods to permit them to be employed as automatic rifles.

The FAL continues to enjoy widespread use throughout the world and was Britain's standard service rifle (as the semiautomatic L1A1 Rifle) in the Falkland Islands conflict. It has since been replaced by the Enfield IW in British service. Semiautomatic FALs have been sold on the civilian market in the United States and are popular with sporting shooters.

### M-16 RIFLE

At the time it was developed, the United States military was happy with its current service rifle, the excellent M-14. Experience in Vietnam and (it is said) political wheeling and dealing managed to gain government contracts for the M-16. It went on to serve the United States in the final years of the Vietnam War and will continue in service for the foreseeable future.

**TABLE 6-8:**  
**Shotgun Damage**

Caliber	Buckshot Damage*	Birdshot Damage*	Slug Damage	Critical
10-gauge	3d8/2d8/1d8	3d4/2d4/1d4	2d10	x3
12-gauge	3d6/2d6/1d6	3d3/2d3/1d3	2d10	x4
16-gauge	3d6/2d6/1d6	2d3/2d3/1d3	2d10	x3
20-gauge	2d6/1d6/1d4	2d3/1d3/1d2	2d8	x3
28-gauge	2d4/1d4/1d3	2d2/1d2/1	2d6	x3
.410 (.410-gauge)	1d8/1d3/1d2	1d4/1/1	1d10	x3

\*Buckshot and birdshot deal the greatest damage at close range. The first value given is for the first range increment. The second is for the second range increment, and the third is for ranges beyond that out to the maximum range.

class and large numbers remain in use some five decades after production ceased. The 1927 edition of the *Sears, Roebuck Catalogue* listed the standard M1897 in 12-gauge at \$36.95.

Two subtypes (both in 12-gauge) are especially noteworthy. A riot gun was introduced in March of 1898 and was manufactured until 1935. It has a 20-inch barrel and was a very popular law enforcement weapon. More notable is the trench gun. Designed for military use, it is much the same as the riot version except that it has a ventilated barrel jacket and a bayonet mount that could accommodate the standard Springfield M1903 bayonet. It entered military use during World War I and became available for sale to the public in 1920.

It is interesting to note that use of the M1897 trench gun during the Great War was enough of an annoyance to the Germans that they officially protested its use to the Swiss who were monitoring the actions of all belligerents on the Western Front. Despite this, the trench gun remained in U.S. service. The United States is virtually alone in making extensive use of shotguns in their armed services. At the end of the 20th century, the Mossberg M590 was in both U.S. Army and Marine Corps service and, like the M1897, has a ventilated barrel jacket and bayonet mount.

### BROWNING AUTO-5 SHOTGUN

The Auto-5 is a recoil-operated semiautomatic shotgun that is one of the most common weapons of its type. In addition to the Belgian-made version, it was also manufactured under license in Japan and the United States. The basic Auto-5 is a 12- or 16-gauge four-shot weapon. The Auto-5 Light shotgun, which first appeared in 1948, is available in 12-, 16-, and 20-gauge and has a five-round capacity. Though primarily a sporting weapon, the Auto-5 has seen some military use, most notably in British hands in Malaya against Communist guerrillas. Some of these were short-barrel versions modified (sawed-off) by their operators in the field. A 12-gauge Magnum version was introduced in 1958 for the sporting market.

The Remington version of the Auto-5 is the Model 11A. Manufactured from 1905 to 1949, it was like the Auto-5 Light in that it has a five-shot capacity and is available in 12-, 16-, and 20-gauge versions. The Model 11R is Remington's riot gun version. This version has a 20-inch barrel and is available in 12-gauge only. It was produced from 1921 to 1948.

The 1927 *Sears, Roebuck Catalogue* listed the Browning Auto-5 in 12-gauge at \$56.95 and the 16-gauge model at \$68.95. The same edition listed the 12-gauge Remington Model 11A as low as \$52.50. The Auto-5 Light shotgun is still being manufactured.

### WINCHESTER M1912 SHOTGUN

As popular as the Winchester M1897 was, the Model 1912 enjoyed far greater success. Between January of 1912 and 1980, over two million were manufactured. It is a pump-action, hammerless shotgun with a five-round tubular magazine and was manufactured in a host of variants. Bore sizes were 12-, 16-, 20-, and 28-gauge. Available barrel lengths were 26-, 28-, 30-, and 32-inch for 12-gauge, and a similar range in lengths was available for the other bore sizes. More specialized skeet guns, tournament guns, and the like were produced, but the most noteworthy from the game stand-

point are the riot and trench versions. Both of these were available in 12-gauge only and sported 20-inch-long barrels. The trench version also had a ventilated barrel jacket and bayonet mount for a standard Springfield M1903 rifle bayonet. The riot gun enjoyed a very long production run (1918–1963), but the trench version is comparatively rare. It was first manufactured in 1918 but was made on special order only after that (the successful Winchester M1897 trench gun received the bulk of military sales). The 1927 *Sears, Roebuck Catalogue* priced a standard M1912 in either 12- or 16-gauge at \$42.95.

Winchester has a long tradition of presenting weapons to important figures in history. The 1,000,000th M1912 was presented on August 30, 1943 to Lieutenant General Henry "Hap" Arnold, commander of the United States Army Air Force during World War II. In 1973, the 2,000,000th specimen was presented to former Texas governor and Treasury Secretary John B. Connally.

## SUBMACHINE GUNS

### THOMPSON SUBMACHINE GUN (TOMMY GUN)

Not the first submachine gun, but certainly the most famous, Col. Thompson's gun was conceived as a personal lightweight machine gun for use in World War I but went into production too late to see use in the conflict. Although preceded by earlier designs such as the Italian 9mm Villar-Persico (1915) and the German Bergmann MP18 (1918), the "tommy gun" was the first to see significant civilian use, beginning with public demonstration of a (1,500-rounds-per-minute) prototype before an amazed crowd in August 1920 at a match factory. With a 10-inch barrel and weighing under eleven pounds, it was easily portable, accepting both a twenty-round magazine and a fifty-round drum.

Initially sales were slow, with only a few police departments adopting the weapon; then the Coast Guard decided to use them on patrol boats in the fight against rum-runners. Marines assigned to "ride shotgun" to protect mail trucks were so impressed with the Thompson SMG that they took them along for the 1927 "police action" in Nicaragua. This in turn gave rise to a request by the U.S. Navy for the development of a sturdier, heavier unit with a slower rate of fire (about 600 rounds per minute), the M1928, for use on Navy gunboats.

The weapon's true claim to fame, or infamy, came with its adoption by gangsters and bank robbers throughout the Prohibition Era and Great Depression. Although prior to the National Firearms Act of 1934 tommy guns could be purchased via mail order or at hardware and sporting good stores for only \$225, on the black market they went for \$1,000 to \$2,000. With its ability to sweep a room, riddle a car with bullets, and generally release a hail of bullets at a target, the "chopper" or "Chicago typewriter" was ideal for any number of criminal activities. Obsolete by World War II, it nevertheless was mass-produced in a simplified variant known as the M1 and saw much use in the early part of the war before being replaced by the M3 "Grease Gun" in 1943–44. By the postwar era, the Thompson was relegated to collectors, a relic of bygone days compared with newer smaller, lighter submachine guns such as the Uzi.

**TABLE 6-9:**  
**Firearm Prices**

	1920s	2000s
Pistols		
Single-action .45 revolver	\$30.00	\$300.00
.45 ACP semiautomatic	\$40.00	\$575.00
9mm Parabellum semiauto	\$30.00	\$600.00
.32 ACP semiautomatic	\$15.00	\$240.00
.38 Special revolver	\$25.00	\$300.00
.357 Magnum revolver	—	\$425.00
.44 Magnum revolver	—	\$475.00
.44 Magnum semiautomatic	—	\$850.00
Rifles		
Bolt-action, military	\$50.00	\$200.00
Bolt-action, civilian	\$39.95	\$150.00
Lever-action, civilian	\$27.95	\$250.00
Semiauto, military	—	\$980.00
Semiauto, civilian	\$51.20	\$400.00
Shotguns		
Semiautomatic, civilian	\$55.00	\$300.00
Semiautomatic, paramilitary	—	\$895.00
Double-barrel, civilian	\$40.00	\$220.00
Pump-action, civilian	\$45.00	\$400.00
Pump-action, military	\$60.00	\$400.00
Lever-action, civilian	\$50.00	\$300.00
Submachine Guns		
Thompson M1921 .45 ACP	\$225.00	\$3,000.00+*
9mm Parabellum	—	\$2,500.00+*
Assault and Automatic Rifles		
Browning Automatic Rifle M1918	\$180.00	\$800.00+*
7.62×39mm Soviet (AK-47)	—	\$1,000.00+*
7.62×51mm NATO (FN FAL)	—	\$1,200.00+*
5.56×45mm NATO (M-16)	—	\$2,000.00

**TABLE 6-10:**  
**Ammunition Prices**

	1920s	2000s
12 gauge shells, 00 buckshot (25)	\$0.92	\$27.00
12 gauge shells, slug (25)	\$0.92	\$27.00
.22 long rifle (100)	\$0.48	\$3.70
.22 LR hollow point (100)	\$0.96	\$5.80
.30-06 gov't (100)	\$7.63	\$36.50
.32 ACP (100)	\$5.26	\$8.95
.357 Magnum (50)	—	\$18.25
.357 Magnum hollow point (50)	—	\$21.50
.38 Special (100)	\$5.95	\$48.95
.38 Special hollow point (100)	—	\$53.95
5.56mm (50)	—	\$23.90
7.62mm NATO (100)	—	\$78.80
9mm Parabellum (50)	\$6.95	\$11.95
9mm Parabellum hollow point (50)	—	\$13.95
.44 Magnum (100)	—	\$67.95
.45 ACP (100)	\$8.60	\$36.50
.45 ACP hollow point (100)	—	\$41.50
.30-30 (100)	\$9.00	\$54.50

## FIREARM AND AMMUNITION PRICES

These price lists cover broad types of weapons rather than specific examples, since many fall into similar price ranges. Some firearms are listed directly, usually because they are the only likely option for a given time period or because their pricing is unusual. In all cases, the GM determines the actual price of any weapon an investigator wishes to purchase. Weapons or accessories marked with an asterisk (\*) on the price lists are not legally available in that time period without a class III federal weapons collector license. Furthermore, limited numbers make them highly subject to availability.

## AMMUNITION OPTIONS

In addition to standard (solid slug) ammunition, a fairly wide variety of specialized ammunition types have been developed over the years. Two of the most common are hollow point and armor piercing.

### HOLLOW-POINT AMMUNITION

Also known as dum-dum rounds, hollow-point ammunition does more damage to unarmored targets, but has less penetration against armor. It is commonly available in .22 long rifle, .38 Special, and 9×19mm. Though it is widely employed by U.S. law enforcement, due to its increased stopping power, it has been banned by the Geneva Convention for military use. The .22 long rifle hollow-point round is popular for varmint hunting. Hollow points are more expensive than standard rounds (see Table 6-10), but still affordable.

Against unarmored targets (creatures whose Armor Class does not include an armor or natural armor bonus), hollow-point ammunition increases the critical by one step (for example, from ×3 to ×4). Against armored targets (such creatures whose Armor Class does include an armor or natural armor bonus), damage is halved and the critical is reduced by one step (for example, from ×3 to ×2).

### ARMOR-PIERCING AMMUNITION

Armor-piercing ammunition has a greater chance of penetrating armor and solid objects (vehicle doors, walls, body armor, and so on) but tends to do less damage to flesh. It often simply bores a neat hole completely through the body rather than tumbling around and breaking up. Armor-piercing ammunition is widely employed by military forces and is sometimes seen in law enforcement hands. It is now illegal in the United States for civilian use. Before it was made illegal in the 1990s, it was rather expensive compared to standard ammunition.

Against armored targets, an armor-piercing round reduces the armor bonus by three points (for example, from +4 to +1). However, damage is reduced whether or not the target is armored: apply a -2 penalty to the damage rolled and a one-step reduction in the critical multiplier (for example, from ×3 to ×2).

## FIREARM ACCESSORIES

A number of items of interest to firearms users exist.

### BAYONETS

Most military rifles and some carbines, shotguns, and even submachine guns have a bayonet mount that permits attachment of a bayonet. Though considered obsolete on the modern battle-

field, most major powers retain this feature in their rifles as it is of use in certain specific (and comparatively rare) tactical situations.

Bayonets are available in a wide range of types. In World War I, many bayonets were long and some of these were termed "sword bayonets." Though they were not really swords, their great length made them a distinctive feature on any soldier's rifle. More common are knife bayonets. They are about the size of a modern survival or hunting knife and are practical tools in addition to being weapons. The least practical bayonet is the so-called pike bayonet. It is a sharp metal rod (sometimes with flanges) that is intended to stab rather than slash a target. (See Table 6-1: Melee Weapons, page 94, for bayonet damage.)

### BIPODS

Bipods are hinged metal attachments for rifles and machine guns that are usually fixed to the barrel or forward part of the weapon. When deployed, they permit the weapon to be braced for steady, aimed fire. They can be folded and unfolded in a single round.

Weapons that lack bipods can benefit from clip-on bipods made of metal or sturdy plastic, widely available at affordable prices (\$15 to \$20). These are "universal," meaning they can be attached to most any rifle. The majority are designed to not cause wear and tear to the exterior of the weapon. Clip-on bipods cannot be folded beneath the weapon but are easily attached and detached (a full-round action).

Use of a bipod (or bracing a rifle or machine gun on a steady object such as a log) provides the shooter with a +2 circumstance bonus on the attack roll. Bracing requires the shooter to take 1 full round of preparation before gaining the circumstance bonus.

### FLASH SUPPRESSORS

Flash suppressors are standard attachments for most assault rifles. They're metal prongs or conelike attachments that reduce the muzzle flash of a weapon when it's fired. They are usually not permanently affixed and can be unscrewed from the barrel. Flash suppressors are legal in the United States. However, they are usually not found on handguns, sporting rifles, or shotguns. The normal Spot DC to see a muzzle flash is 10 (0 at night). The Spot DC to see a flash-suppressed weapon is 20 (10 at night).

### FOLDING AND TELESCOPING STOCKS

Folding stocks are hinged attachments to firearms that replace the customary solid wood, plastic, or metal stock. They are designed to enhance the

**TABLE 6-11:**  
**Weapon Accessory Prices**

	1920s	2000s
40 round cartridge bandoleer	\$1.79	\$19.95
40 round cartridge belt & holster	\$1.79	\$64.95
Magazine pouch	\$2.25	\$9.95
Handgun magazine, 8 round	\$.50	\$15.00
Handgun magazine, 15 round	—	\$50.00
Rifle stripper clip	\$0.20	\$1.00
Rifle magazine, 20 round	\$1.00	\$30.00
Rifle magazine, 30 round	—	\$60.00
Speed-loader (revolver)	—	\$9.95
Sound suppresser (pistol)	—	\$800.00*
Detachable bipod	—	\$11.95
Laser gunsight	—	\$124.95
x6 telescopic sight (optical)	\$8.50	\$69.88
x6 telescopic/night vision sight	—	\$3,229.95
Pistol holster w/flap	\$1.00	\$5.00
Shoulder holster	\$1.25	\$29.95
Rifle sling	\$1.50	\$6.95
Rifle case, hard	\$5.79	\$34.95
Rifle case, soft	\$1.48	\$14.95
Multigun cleaning kit, w/oil	\$5.34	\$49.88

portability of a rifle or shotgun. When extended, a folding stock permits the weapon to be fired as normal. When folded (usually either underneath or to the side of the weapon), shooting is usually less accurate: Apply a -2 circumstance penalty to the attack roll. Telescoping stocks are those that collapse like a telescope to reduce the overall length of the firearm. Such accoutrements are not illegal in the United States. They are, however, affected by the Violent Crime Control and Law Enforcement Act of 1994.

### LASER GUNSIGHT

Available after 1975, this attachment projects a thin beam that shows the shooter if the weapon is accurately pointed at the target. This device adds a +4 equipment bonus on the shot. A Spot check (DC 15) allows the target or someone near him to notice the red dot; if successful this negates the attack bonus and instead imposes a -2 circumstance penalty to the shot if the target is not flat-footed. These devices do not work in rain, fog, smoke, snow, or similar conditions.

### SILENCERS (SOUND SUPPRESSORS)

Currently illegal for civilian use in the United States, silencers are attachments for firearms that reduce the noise emitted when a weapon is fired. They are ineffective for revolvers due to the lack of a proper seal between the cylinder and the barrel. They work comparatively well with semiautomatic and bolt-action weapons but are not suitable for shotguns. If used with an automatic weapon, they are quickly worn out when fired on full auto. For a weapon to employ a silencer, a gunsmith must create threads in the muzzle of the barrel so the silencer can be screwed on. (This requires a Craft [gunsmith] check, DC 10.)

Silencers do not eliminate the sound of a shot, but they do suppress it fairly well. The sound of a "silenced" weapon fired in a room has been described by many as like dropping a hardbound book onto a wooden or concrete floor.

The normal Listen DC to hear gunfire is -10. In other words, the noise is so loud that anyone within range will hear it unless they suffer at least a -10 penalty to their Listen checks (for example, if it was behind a closed door in a room 50 feet away). By contrast, the Listen DC to hear a silenced weapon is 5. It makes a distinct thump, but may be masked by background noise or distance.

### TELESCOPIC SIGHTS

Commonly used by hunters, telescopic sights are available in a wide array of powers ranging from less than  $\times 2$  to greater than  $\times 9$ . A  $\times 9$  power scope will make a target that is 900 yards away appear as though it is only 100 yards away.

To work, a telescopic sight must be properly mounted and aligned. For most, this requires the assistance of a qualified professional (who makes a Craft [gunsmith] check against DC 10). Treating a scope-equipped rifle roughly could result in its

effect, automatic weapons were mostly restricted to government agencies, law enforcement, the military, some private security agencies and companies, a comparative handful of dedicated collectors and hobbyists, and, of course, the criminal element.

Another important element in this act made it illegal to remove or obliterate serial numbers and other identifying marks from firearms. Weapons so modified became illegal to possess and are considered contraband by law enforcement. Even if the owner is not prosecuted, the weapon is confiscated without any recompense.

A third element in this legislation made it illegal to possess a rifle or shotgun with a barrel length of less than 18 inches. Prior to 1934, there was a rather brisk business in such weapons, primarily for use as varmint guns and home and personal defense arms. They also became associated with the criminal element, which led to their inclusion in this legislation. It is not illegal to alter the barrel length of a weapon; it is simply illegal to reduce the barrel length to less than 18 inches.

Silencers were also covered by this act. They were made illegal though they can be employed by the clandestine services in the government in the performance of their duties. As with contraband weapons, law enforcement is obligated to confiscate silencers (a.k.a. sound suppressors) they learn of even if the owners are not prosecuted.

## SHOTGUN PLUGS

On August 3, 1937, a Presidential Proclamation was issued that set restrictions on the hunting of fowl. The fear was that modern repeating firearms in the hands of hunters would eventually result in the depletion of waterfowl and other birds commonly hunted in North America.

The Proclamation set a few specific restrictions. First, only shotguns were permitted for hunting, and these could not have a bore size greater than 10-gauge. Second, repeating shotguns (those that were pump-action, lever-action, bolt-action, or semiautomatic) could not have a magazine capacity exceeding three, including the round that is in the chamber. The use of metal or wood plugs was authorized. Such plugs could be inserted into the magazine of a repeating shotgun to limit its capacity to two shots. After 1937, plugs are commonly included with the purchase of a new repeating shotgun. They are easily installed and removed, requiring no specialized expertise for the task.

## GUN CONTROL ACT OF 1968

The purpose of this act, the first serious gun control legislation since before World War II, was to assist law enforcement in combating crime and violence while not placing undue restrictions on the rights of the law-abiding citizen to own or carry a firearm. The legislation was nevertheless very controversial at the time. The act had several elements that affected the average citizen either directly or indirectly.

The first is that it became illegal for licensed firearms dealers, manufacturers, importers, and collectors to sell or provide any rifle or shotgun to anyone less than eighteen years of age. It also became illegal to sell or provide handguns to anyone under the age of twenty-one (prior to World War II,

misalignment, negating any benefit it might provide. Telescopic sights are, in general, not robust and are susceptible to damage if mistreated.

A properly aligned telescopic sight reduces range penalties to -1 per range increment, rather than -2.

Military scopes often have other features. Some are night sights, intensifying ambient light and allowing the shooter to see targets otherwise shrouded in darkness. Infrared scopes work by detecting heat emitted by bodies, engines, and the like and are intended for use at night (although some Mythos beings, such as mi-go, may not emit such heat). Such specialized scopes are legal in the U.S. for civilian use but are very expensive. They allow for visual targeting in the dark almost as if it were day, suffering only a -2 circumstance penalty.

## FIREARMS AND THE LAW

Federal regulation of firearms manufacture, sale, and ownership has been slow in developing in the United States. The first significant nationwide legislation did not appear until after World War I. The reluctance of lawmakers to place limitations on ownership of arms has been affected by numerous elements, not the least of which is the Second Amendment to the U.S. Constitution, guaranteeing the citizens' rights "to keep and bear arms."

Opposed to this has been the desire to protect the public against ever-improving weapons in the hands of criminals, lunatics, and terrorists (or, in the 1890s and 1920s, "anarchists"). Within the game, these laws have the effect of making it harder for both the player characters and evil cultists to get their hands on guns at short notice (say, to replace ones lost in a precipitous flight from an encounter gone bad, or to prepare for a raid on the PCs' headquarters).

## MAILING FIREARMS

In May of 1927, federal legislation went into effect that made it illegal to mail handguns and other concealable firearms. Military officers (in connection with their duties), federal law enforcement agents, postal employees, personnel guarding federal property, and legitimate firearms manufacturers and dealers were exempted from this but still had to comply with regulations established by the Postmaster General. Violators were subject to a fine of up to one thousand dollars and/or up to two years imprisonment. Other types of firearms were not subject to this legislation.

## NATIONAL FIREARMS ACT OF 1934

This landmark piece of legislation went into effect in July of 1934 and was perhaps the first major federal law to significantly regulate access to firearms to the civilian population of the United States. The intent was to curb so-called "gangster" weapons that had become notorious at the time. The act effectively banned automatic weapons, although special licenses could (and still can) be acquired to own them. The controls over these licenses are so great that the effort is not worthwhile for the average citizen. After this legislation took

there was a thriving business in marketing small caliber rifles to teenage boys; such rifles were inexpensive and very common). The law specifically applied to licensed dealers and the like—it was not illegal under this act for a parent or friend to provide a firearm to a minor.

In addition to reaffirming the restrictions on ownership of short-barrel (less than 18 inches) rifles and shotguns, the act made it illegal to provide arms to several classes of people: fugitives from justice, those who are under indictment by a court, people who have received a prison sentence of one year or more, users of controlled substances, and anyone who has been adjudicated as being mentally defective. In short, anyone who is a felon or has been declared mentally incompetent cannot legally own or carry a firearm in the United States.

Finally, the act required licensed dealers to have buyers of firearms fill out a standard registration form when making the purchase. Private citizens who are selling personal weapons are not required to do this. On the surface, the registration form seemed to be a good idea, but in practice there were few checks on it. Its effectiveness was largely negated by the fact that it assumed that the buyer would not lie on the form. Since there was no background check or waiting period in conjunction with it, a criminal could simply lie about her background and still make the purchase.

## THE BRADY HANDGUN CONTROL ACT

Popularly known as “the Brady Bill,” this legislation was approved on November 30, 1993 and went into effect on February 28, 1994. Also known as the Brady Handgun Violence Protection Act, it was named for James Brady, who was shot in the head by John Hinckley during Hinckley’s attempted assassination of President Ronald Reagan in 1981. This controversial law established a federal five-day waiting period for the purchase of handguns. It did not override waiting periods already in place at the state or county level in many areas unless those waiting periods were less than five days (as of the date the act took effect, the majority of U.S. states had no waiting periods).

The act also provided for the establishment of a national instant background check system. This was to allow licensed dealers to telephone a hotline with the particulars of a buyer in order to determine whether she was legally allowed to make the purchase. If the sale is declined, the buyer is usually told why and can probably walk out without fear of arrest. The Brady Act was intended as a stopgap measure until the national instant criminal background check system could be put in place. It included measures to remedy erroneous denials of firearms purchases; such denials are uncommon, but can occur for any of several reasons. One example is if the system misidentifies the buyer as a felon or fugitive with a similar name, date of birth, and physical description.

Two main reasons why supporters argued in favor of a waiting period exist. First, it might discourage impulse purchases of firearms, allowing a “cooling-off period” for those who might otherwise buy a gun and commit a crime in a fit of anger. Second, and more important, it would prevent criminals and the mentally incompetent from acquiring firearms through legitimate dealers.

## VIOLENT CRIME CONTROL AND LAW ENFORCEMENT ACT OF 1994

Prior to its enactment, this very controversial law was commonly referred to as “the Crime Bill.” It is a lengthy piece of legislation covering numerous crime, public safety, and law enforcement issues. Most of the controversy was confined to Title XI—Firearms. Sections 110101 through 110103 covered “assault weapons” and large capacity ammunition feeding devices.

Section 110102 effectively banned “semiautomatic assault weapons.” These were defined as follows:

- Any version of the AK-47, AR-15 (M-16), UZI, Galil, Beretta AR-70, FN FAL, and Steyr AUG, as well as revolving shotguns such as the Striker 12 and Street Sweeper.
- Any semiautomatic rifle that accepts a detachable magazine and has any two or more of the following features: a folding or telescoping stock, a protruding pistol grip, a bayonet mount, a flash suppressor (or a barrel threaded to accept one), or a grenade launcher.
- Any semiautomatic pistol capable of accepting a detachable magazine and with two or more of the following features: a magazine that attaches to the exterior of the pistol grip; a threaded barrel allowing the attachment of a barrel extender, flash suppressor, forward hand grip, or silencer; a barrel shroud or jacket that permits the shooter to grip the barrel without being burned; an unloaded weight of fifty or more ounces; or a semiautomatic version of an automatic weapon.
- Any semiautomatic shotgun with two or more of the following features: a folding or telescoping stock, a protruding pistol grip, a fixed magazine capacity exceeding five, or the ability to accept a detachable magazine.

Weapons meeting the above definition that were manufactured before this legislation was enacted are not affected by it.

Section 110103 effectively banned large-capacity ammunition-feeding devices. These were defined as any magazine, belt, drum, feed strip (stripper clip), or similar device manufactured after the date of enactment that holds more than ten rounds of ammunition.

## EXPLOSIVES

When guns aren’t enough, explosives are the last resort of desperate investigators. Not surprisingly, most heroes fail to employ them correctly, sacrificing many of their comrades and associates as a result. See the Demolitions Skill (page 27) for information on using explosives.

## DYNAMITE

This is perhaps one of the most common and straightforward of explosives, invented by Alfred Nobel in 1867 by combining nitroglycerin with a stabilizer and a fuse or detonator. One stick does 4d6 points of damage. Extra sticks detonated together increase the damage by +1d6 and the radius by a foot. If thrown, dynamite has a range increment of 10 feet. If the ranged touch attack roll is not

Some suggested equipment packs follow. These are mostly general so as to apply to any time period or setting. Look them over and customize them as needed. The prices here are provided as guidelines; if the outcome of your campaign really depends on the price of a pair of sunglasses or cell phone, you'll need to do further research on your own.

successful, roll 1d20 to determine how many feet off the mark the stick lands in a random direction from the target.

## FRAGMENTATION GRENADES

The most common sort of military grenade, this is a small explosive meant to be thrown. It explodes, spraying metal shrapnel in all directions. When thrown, it has a range increment of 10 feet. If the ranged touch attack roll is not successful, roll 1d20 to determine how many feet off the mark the grenade lands in a random direction from the target. Throwing a grenade requires the Weapon Proficiency (thrown weapons) feat; otherwise, the character has a -4 penalty to the attack roll.

## C-4

Plastic explosive is not meant to be thrown or used in combat, but instead used to destroy stationary objects. It is detonated with a fused timer or something more complex.

## PIPE BOMBS

This homemade device is crude and counts as a scratch-built device for purposes of the Demolitions skill (see page 27). A Demolitions check (DC 25) is required to make one; if the roll is failed, the pipe bomb goes off. If thrown, a pipe bomb has a range increment of 10 feet. If the ranged touch attack roll is not successful, roll 1d20 to determine how many feet off the mark the bomb lands in a random direction from the target. Throwing a pipe bomb requires the Weapon Proficiency (thrown weapons) feat; otherwise, the character has a -4 penalty to the attack roll.

**TABLE 6-12:**  
Explosives

Explosives	Price 1920s	Price 2000s	Blast Radius	Damage
Dynamite (one stick)	\$1.00	\$5.00	10 ft.	4d6
Fragmentation grenade	\$8.00	\$75.00	20 ft.	3d6
C-4 (plastic explosive)	—	\$250.00	15 ft.	6d6
Pipe bomb	n/a	n/a	15 ft.	3d6

## INVESTIGATIVE GEAR

Some investigators travel light, with no more than a camera or notebook, while others fill the trunks of their cars with firearms (then flee the scene, thereby arming the cultists). A happy balance between preparation and moderation is essential.

Maintaining this balance isn't easy. The dedicated investigator might have to break into a dark warehouse one night and chase cultists through a swamp the next. One solution is to prepare a few bags or backpacks with gear, each sorted by use—even though this may mean redundant possessions. This runs the risk of overkill, but more than one investigator has lived to see the dawn because he had a lighter, a pair of binoculars, or a crowbar at just the right moment.

## BREAKING AND ENTERING GEAR

Sometimes you just have to go where you're not wanted. Whether it's to rescue a hostage, spy on a cult, or just see what's in the restricted room of the museum, you need a bag of gear that'll do the job. Investigators who want to do a little breaking and entering might need any of the following: dark clothing, gloves, watch, flashlight (doubles as a club), crowbar (ditto), lockpick set (if you know how to use it), tape (for keeping doors unlocked), bolt cutters, wire cutters, glass cutters, notepad and pen (for silent communication), multipurpose tool, folded duffel bag (for stuff you steal), camera, tape recorder, first-aid kit, splint kit (for those sprained ankles), cell phone (set to vibrate, not ring!), and business cards for a lawyer and a bail bondsman if the attempt fails.

## SHADOWING AND SURVEILLANCE GEAR

On a stakeout? Following somebody who's up to no good? A few items thrown in a casual backpack or satchel can help. An investigator's gear for this type of adventure might include small binoculars or opera glasses, extra shirts and hats (for a quick change of appearance), chalk (to mark a target for your allies), watch, book or newspaper (to look innocent), pocket flashlight and/or lighter, handcuffs, duct tape (to keep someone's mouth shut), camera (to record who the suspect meets), notepad and pen, and small change for bus/taxi.

## OUTDOORS GEAR

Cultists often prefer remote, outdoor locations for their foul ceremonies. If you're heading into the woods for a reasonably short trip, pack well and prepare for emergencies. You may need sturdy clothing, first-aid kit, splint kit, gloves, hat, boots, compass, map, watch, flashlight, extra batteries, canteen, whistle, folding camp shovel, lighter, matches, trail food, twine, sleeping bag, tent, notepad and pen, hatchet, and binoculars.

## DANGER PACK

There's no doubt, is there? Someone's going to hurt you, unless you hurt them first. Well, if you're not going to call the police like a normal human being then you might at least be ready for the pain. Consider this equipment: a fighting knife (hunting, commando, stiletto, preferably a couple stashed here and there), pocket knife (for when you get disarmed and tied up), brass knuckles, leather gloves (protect those hands!), flashlight, handgun and spare ammunition, handcuffs, handcuff key (several hidden all over your body), duct tape, and whistle.

# CLOTHING

Clothes make the investigator. When it comes to interacting with strangers, the clothes the investigators wear affect their interactions. It is slightly more difficult to gain access to the Miskatonic University restricted book collection if the investigators are wearing beer-stained sweats. Similarly, it isn't easy trying to get information from a bartender in a biker bar if you're wearing a suit and tie. Investigations sometimes require a quick change of clothes.

<b>Men's Clothing</b>	<b>1920's</b>	<b>2000's</b>
Man's topcoat	\$14.00	—
Union suit	\$1.50	—
Man's shirt	\$1.00	—
Tailored silk dress suit	\$75.00+	\$800.00+
Worsted wool dress suit	\$29.50	—
Cashmere dress suit	\$18.50	—
Corduroy Norfolk suit	\$9.95	—
Dog fur overcoat	\$37.50	—
Chesterfield overcoat	\$19.95	—
Leather work shoes	\$4.95	—
Lace bottom breeches	\$4.95	—
Broadcloth dress shirt	\$1.95	—
Shaker sweater	\$7.69	—
Felt fedora	\$8.95	—
Wool golf cap	\$1.95	—
Seal skin fur cap	\$16.95	—
Silk four-in-hand tie	\$3.69	—
Bat wing bow tie	\$0.55	—
Cuff links	\$0.40	—
Wool pinstripe suit	—	\$279.95+
Rayon blend 2-piece suit	—	\$149.95
Baggy jogging suit	—	\$59.95
Leather bomber jacket	—	\$249.95
Good trench coat	—	\$299.95
Oversized twill shirt	—	\$24.95
Souble pleated pants	—	\$39.95
Jeans	—	\$49.95
Leather docksider shoes	—	\$49.95
Cross-trainer shoes	—	\$109.95
Silk tie	—	\$33.95
Thermal underwear	—	\$12.95
Nylon swim trunks	—	\$14.95
<b>Women's Clothing</b>		
Quality women's dress	\$15.00	—
Woman's wool coat	\$14.00	—
Woman's frock	\$5.00	—
Chic designer dress	\$90.00	—
Silk crepe frock	\$16.50	—
Satin charmeuse	\$10.95	—
French Repp dress	\$10.95	—
Worsted wool sweater	\$9.48	—
Cotton crepe negligee	\$6.98	—
Spike heel Parisian shoes	\$4.45	—
Leather one-strap slippers	\$3.69	—
Snug velour hat	\$4.44	—
Satin turban-style hat	\$3.69	—
Rayon elastic corset	\$4.95	—
Embroidered costume slip	\$1.98	—
Silk hose (3 pair)	\$2.25	—
Velour coat w/ fur trim	\$39.75	—
Brown fox fur coat	\$198.00	—
Silk handbag	\$4.98	—
Dress hair comb	\$0.77	—
Designer's dress, worn once	—	\$399.00
Fine silk side-drape dress	—	\$389.95
Acrylic 2-piece dress	—	\$169.95
Woven rayon coat dress	—	\$89.95
Dacron pleat-front pants	—	\$39.95

Stone-washed jeans	—	\$49.95
Leather motorcycle jacket	—	\$289.95
Wool-blend swing coat	—	\$149.95
Button Polo sweater	—	\$39.95
Fashion print challis shirt	—	\$44.95
Fashion pumps	—	\$89.95
Fashion boots	—	\$159.95
Good hiking boots	—	\$249.95
Silk chemise nightgown	—	\$109.95
Matte black hoop earrings	—	\$15.95
Gucci shoulder bag	—	\$249.95
Spandex bicycle shorts	—	\$29.95

# COMMUNICATIONS

Need to call the cops? Need to have some documents shipped to you? Need to warn the target of an impending assassination? Well, that's what communications are all about. Communications technology has changed more dramatically than perhaps any other area of tech over the last century. With the advent of computers, not only can individuals communicate cheaply, quickly, and globally, they can also perform research, transfer money, and conduct daily business with people they'll never meet in person.

Dialing a phone or calling someone on a walkie-talkie is a move action. After that, it's a free action to talk.

<b>Telegraph</b>	<b>1920s</b>	<b>2000s</b>
12 words	\$0.25	\$34.90
Per additional word	\$0.02	\$0.89
International, per word	\$1.25	\$0.89
<b>Postage</b>		
To 1 ounce	\$0.03	\$0.34
To 2 ounces	\$0.05	\$0.55
Per additional ounce	\$0.01	\$0.22
International (1 oz.)	—	\$0.60–0.80
Per additional ounce	—	\$0.25
<b>Telephone</b>		
Desk phone (bridging style)	\$15.75	—
Telegraph outfit	\$4.25	—
Local telephone service (monthly)	—	\$18.00
Cordless phone	—	\$89.95
Car phone	—	\$299.95
Long-distance call	—	\$0.17
International call	—	\$0.40
Printer/photocopier/scanner	—	\$449.95
Digital answering machine	—	\$99.95
Caller ID system	—	\$59.95
Fax machine	—	\$199.95
Beeper/pager	—	\$89.95
Beeper pager service (monthly)	—	\$6.00
<b>Computers</b>		
Cray super computer	—	\$1,000,000.00+
Minicomputer	—	\$200,000.00
Server computer	—	\$5,000.00
Cheap PC system	—	\$999.95
Cheap laptop	—	\$1,199.95
Good PC system	—	\$2,499.95
Good laptop	—	\$2,399.95
Palmtop PC	—	\$499.95
Internet service (monthly)	—	\$20.00
T-1 line (monthly)	—	\$999.95
56K modem	—	\$139.95
8-inchx12-inch flat bed scanner	—	\$249.95
Portable storage disk drive	—	\$149.95
Portable storage disk (100M)	—	\$9.95
CD writer	—	\$599.95
Quick Cam (color)	—	\$219.95

Radio and Electronics		
Console radio receiver	\$49.95	—
CB radio w/ police scanner	—	\$299.95
Three-band walkie-talkie	—	\$139.95
Tactical radio headset	—	\$19.95
Multiband radio scanner	—	\$179.95
Radar scanner	—	\$169.95
Print Media		
Newspaper	\$0.05	\$0.50
News magazine	\$0.50	\$3.95
News clipping service	\$2.75/ month	\$175.00/ month
Writing		
Good fountain pen	\$3.00	\$29.95
Fine rolling ball-point pen	—	\$14.99
Self-filling fountain pen	—	\$1.25
Rolling ball-point pen	—	\$1.45
Manual typewriter	\$40.00	—
Electric typewriter	—	\$119.99
Pencil	\$0.01	\$0.06
Writing tablet	\$0.20	\$0.86
Mini satellite disk, 2 receivers	—	\$459.95
Monthly DB service	—	\$50.00
DVD playback	—	\$595.95
4-head VCR	—	\$139.95
Photography		
Box camera	\$2.29	—
Film, 24 exposures	\$0.38	—
Folding pocket camera	\$16.15	—
Film, 6 exposures	\$0.50	—
Developer kit	\$4.95	—
144 8×10 photo paper	\$5.00	—
Photo lab equipment	\$15.00	—
VHS-C stabilized camcorder	—	\$549.95
35mm SLR camera	—	\$499.95
Basic 35mm zoom lens	—	\$259.95
35mm film, 36 exposures	—	\$8.95
Digital camera w/ software	—	\$359.95
Basic Polaroid instamatic	—	\$49.95
Polaroid film, 12 exposures	—	\$12.95
Pocket one-use camera	—	\$14.95
Photo enlarger	—	\$399.95
90mm scope, 1 eyepiece, case	—	\$599.95
Tripod, 3 eyepieces, adapter	—	\$289.95

## ENTERTAINMENT

Entertainment does not merely encompass items that the investigators would want to have for an evening of off-duty relaxation. Various types of photographic, video, and audio recording equipment are also included, as is the ever-popular Ouija board.

Entertainment	1920s	2000s
Mah Jong board	\$1.80	\$12.99
Deck of playing cards	\$0.75	\$4.00
Ouija board	\$0.95	\$16.99
Baseball bat	\$1.50	\$14.95
Movie tickets	\$0.15	\$8.50
Nickelodeon	\$0.05	—
Video arcade game	—	\$0.50
Virtual reality arcade (5 min.)	—	\$5.00
Professional sports ticket	\$1.00	\$55.00
Popular novel (hardback)	\$1.50	\$20.00
Concert hall/ballet, Public seating	\$4.00	\$75.00
Popular novel (hardback)	\$1.50	\$20.00
Music		
5-string banjo, used	\$9.95	\$500.00
Violin	\$35.00	\$200.00
Ukulele, used	\$8.00	\$50.00
Brass saxophone, used	\$63.45	\$800.00
Plated cavalry trumpet	\$7.00	\$250.00
Electric guitar	—	\$699.95
Professional 5-piece drum kit	—	\$2,999.95
Cabinet phonograph	\$45.00	—
Phonograph records	\$0.39	—
200-watt music system	—	\$459.95
Stereo CD player	—	\$109.95
CD	—	\$11.95
Cassette/CD boom box	—	\$89.95
Aiwa personal CD	—	\$79.95
CD writer	—	\$169.99
Movies and Television		
Movie camera	\$89.00	—
Movie projector	\$54.00	—
Digital video camcorder	—	\$899.95
Digital video projector	—	\$3,599.95
35-inch stereo PiP television	—	\$1,299.95
27-inch stereo PiP television	—	\$499.95
20-inch color television	—	\$199.95

## LODGING AND DINING

Gamemasters are encouraged to ensure that investigators realize there are other costs to adventures besides that case of dynamite they need, or the ticket on the tramp steamer to Dar-es-Salaam. In civilized areas, they'll need to keep up with their expenses. Do they have enough money to buy some bathtub gin to lubricate a witness? Or enough money for a hotel to hide out in?

Lodging	1920's	2000's
Squalid flophouse per night	\$0.20	—
Fleabag hotel per night	\$0.75	—
Econo-motel per night	—	\$29.95
Comfortable hotel per night	\$4.50	\$89.95
Per week (w/room service)	\$24.00	\$400.00
Good hotel per night	\$7.00	\$159.00+
Deluxe hotel per night	\$9.00	\$490.00+
Rent		
House (per year)	\$1000.00	\$16,000.00
Flat (per week)	\$12.50	\$200.00
Apartment (per week)	\$10.00	\$240.00
Food		
Deluxe meal on train	\$1.50	\$18.00
Good meal in restaurant	—	—
Breakfast	\$0.45	\$8.95
Lunch	\$0.65	\$10.95
Dinner	\$1.00	\$24.95
Speakeasy Prices		
Rotgut gin (shot)	\$0.10	—
Cocktail (glass)	\$0.25	—
Wine (glass)	\$0.75	—
Beer (glass)	\$0.20	—
Whiskey (glass)	\$0.25	—
Excellent cigar	\$0.20	\$9.00
Cigarettes (per pack)	\$0.10	\$3.00
Soft drink (12 oz.)	\$0.05	\$0.55

## MEDICAL EQUIPMENT

No matter how careful investigators are, no matter how well they plan, or how accurately they can shoot, if they keep taking on the Cthulhu Mythos, they're going to get hurt. Mental and psychic injuries are dealt with by psy-

choanalysis and psychiatric medications, but most everything else is the province of the medical doctor. With the advent of sulfa drugs and penicillin, infections are more easily treatable, thus making traumatic injuries more survivable. Certainly, wounds and maladies considered fatal in 1920 are now easily treatable. While the recovery rate is a function of the Heal check, some attempts are impossible without proper tools. After all, surgery to remove a bullet is rather difficult without some kind of sharp instrument. In most cases, having the appropriate equipment grants a +2 circumstance bonus on Heal checks (see page 31).

<b>Medical Equipment</b>	<b>1920s</b>	<b>2000s</b>
Complete first-aid kit	\$2.57	\$24.95
Basic doctor's diagnostic kit	\$10.45	\$69.95
Surgical gloves (per 100)	\$0.75	\$13.99
Wheelchair	\$40.00	\$697.00
Metal crutches	\$1.69	\$44.95
Folding pole stretcher	\$3.25	\$149.95
Forceps	\$3.59	\$3.99
Scalpel set	\$1.39	—
Surgery kit	—	\$64.95
Alcohol (half gallon)	\$0.20	\$3.17
Hypodermic syringes	\$12.50	—
Disposable 3cc syringe	—	\$10.96
Atomizer	\$1.39	—
Gauze bandages (10 yards)	\$0.39	\$0.36
Adhesive badges (per 100)	—	\$4.95
Clinical thermometer	\$1.39	—
Digital thermometer	—	\$9.99
Electronic thermometer	—	\$34.95
Instant cold packs (per 12)	—	\$12.95
Disposable respirator	—	\$24.95
EMT kit	—	\$299.95
Foam pad splint	—	\$19.95
Stretch gauze bandage	—	\$3.95
Emergency burn kit	—	\$124.95
Aluminized blanket	—	\$8.95
Portable oxygen unit	—	\$289.95
Bandage kit w/tape and scissors	—	\$100.00
Spinal injury transport gear	—	\$300.00
Splint kit	—	\$300.00
Anti-shock trousers	—	\$300.00
Cardiac monitor/defibrillator	—	\$3,995.95
Rescue gear/vehicular	—	\$2,000.00
250x microscope	\$11.98	\$269.95
Centrifuge	—	\$429.95
Bunsen burner	—	\$15.95

## OUTDOOR AND TRAVEL GEAR

Whether they're mounting expeditions into uncharted territory or chasing down leads to a world-girding conspiracy, investigators are always traveling. Sometimes they're packing suitcases and passports; other times they're lugging eighty-pound backpacks. In either case, the last thing they want to do is go camping in their street clothes, or throw their gear in a plastic trash bag before hopping a flight to London.

<b>Clothing</b>	<b>1920s</b>	<b>2000s</b>
Rain slicker and hood	\$5.00	\$34.95
Hiking/riding suit	\$12.00	\$109.95
Hunter's coat	\$5.00	\$129.95
Pocket/safari vest	—	\$89.95
Poncho	\$2.89	40.95

<b>Parka</b>	<b>\$40.00</b>	<b>\$149.95</b>
Field jacket, outdoors	\$4.50	\$99.88
Good hiking boots	\$3.85	\$249.95
Combat boots	\$2.79	\$100.99
Jungle boots	—	\$119.99
Leather gloves	\$1.75	\$22.88
Windbreaker	—	\$29.95
<b>Equipment</b>		
2-quart canteen	\$1.69	\$14.95
Thermal canteen	—	\$10.95
Water bag (1 gallon)	\$0.89	\$24.95
Water bag (5 gallon)	\$2.00	\$10.95
Insulated tank (5 gallon)	\$3.98	\$11.95
1-quart vacuum thermos	\$5.00	\$24.00
Thermoelectric cooler	—	\$139.95
Portable chemical toilet	—	\$79.95
Folding bathtub	\$6.45	—
SPF-64 sunscreen	—	\$8.95
Insect repellent	—	\$10.95
Haversack	\$1.98	\$29.95
Rucksack/backpack	\$5.45	\$69.95
Camo makeup	—	\$4.95
Camouflage netting (10x10)	—	\$49.95
Folding camp shovel	\$1.09	\$14.95
Camp stove	\$5.85	\$69.95
Cooking kit	\$8.48	\$19.95
Mess kit	\$1.29	\$14.95
C-rations	\$0.55	—
Meal Ready to Eat (MRE)	—	\$5.00
<b>Shelter</b>		
2-person tent	\$11.25	\$249.95
4-person tent	\$24.85	\$379.95
8-person tent	\$55.45	\$500.00
25-person tent	\$95.00	\$1,450.00
16-ft.x20-ft. tarpaulin	\$15.00	\$20.00
24-ft.x36-ft. tarpaulin	\$39.95	\$69.95
Poly/cotton sleeping bag	—	\$39.95
Polar sleeping bag	—	\$749.95
Nylon air mattress	—	\$29.95
Folding camp cot	\$5.95	\$69.95
Thermal blanket	\$1.79	\$45.00
Ground cloth	\$1.79	\$5.95
Cotton blanket	\$0.89	\$7.95
Survival blanket	\$3.25	\$19.95
Bedroll	\$2.79	\$6.95
<b>Illumination</b>		
Kerosene lantern	\$2.00	\$45.95
Kerosene (1 gallon)	\$0.40	\$2.49
Gasoline table lamp (lasts 12–15 hours)	\$6.59	\$53.95
Flashlight battery	\$0.30	\$1.46
Flashlight, 3 cell	\$3.10	\$18.12
Mag light, 4 cell	—	\$18.60
Mag light, mini	—	\$10.38
Cap light w/battery	\$4.59	\$21.95
Hand-held emergency flare	\$0.27	\$2.00
Wax candles (per 12)	\$0.35	\$1.99
6-watt florescent lamp	—	\$34.95
Carbide spelunker lamp	\$2.59	—
Carbide battery (2 lb., 10 hours)	\$0.27	—
Search light	\$5.95	\$89.00
<b>Navigation</b>		
Jeweled compass	\$2.45	\$75.00
GPS receiver	—	\$395.95
Map (waterproof)	\$1.90	\$19.95
Map case	\$1.29	\$19.95
Atlas	\$1.55	\$24.95+
<b>Climbing</b>		
One-half-inch-thick hemp rope, per 50 ft.	\$1.80	\$8.60

10.5mm-thick dry rope (50 m)	—	\$128.95
Assisted-climbing gear	—	\$1,500.00
Crampons	—	\$127.50
Grappling hook	\$2.35	\$22.95
<b>Travel</b>		
Cheap trunk (40 lb.)	\$4.00	—
Expensive trunk (55 lb.)	\$13.95	—
Handle bag (8 lb.)	\$7.45	—
Suitcase (15 lb.)	\$9.95	—
Wardrobe (95 lb.)	\$41.95	—
Nylon book bag (15 oz.)	—	\$59.95
Carry-on upright (5 lb.)	—	\$74.95
Canvas duffel bag (5 lb.)	—	\$39.95
Attaché case (3 lb.)	—	\$149.95
Large EZ cart (6 lb.)	—	\$129.95
Hanging bag (6 lb.)	—	\$69.95
26-inch Samsonite hardside (7 lb.)	—	\$94.95
Men's toilet set (10 pieces)	\$9.98	\$25.00
Straight razor	\$0.35	\$8.95
Women's toilet set (15 pieces)	\$22.95	\$48.00
Dictionary English/Foreign	\$0.89	\$9.95
Phrasebook	\$0.89	\$9.95

## SPY TECH

Gathering information is the heart of any *Call of Cthulhu* adventure. One of the great advantages modern investigators have over their 1920s' counterparts is access to the fruits of the Cold War: half a century of technological advancement centered on eavesdropping on what the other guy is talking about and seeing what he's doing. These are invaluable tools for any investigator who wants to keep her surveillance of the target a secret.

Spy Tech	1920s	2000s
6x binoculars	\$28.00	\$89.00
Stabilizer 7x50 binoculars	—	\$269.95
Passive night vision scope	—	\$249.95+
Passive night vision goggles	—	\$799.95+
×100 telephoto lens	—	\$399.95
Minox miniature camera	—	\$149.95
50 exposure cassette	—	\$20.00
Parabolic microphone	—	\$159.95+
Laser microphone	—	\$25,000.00
Concealable microphone	—	\$90.00— \$1,000.00
Radio signal transmitter	—	\$100.00
IR signal transmitter	—	\$600.00
Camouflaged tape recorder	—	\$299.95
Telephone tap detector	—	\$299.95
Radio transmission detector	—	\$499.95
Lockpicking tools	\$30.00	\$79.95
Lockpick "gun"	—	\$129.00
Handheld metal scanner	—	\$249.95
Metal detector	—	\$229.95
Geiger counter	—	\$269.95
Motion detector for 1 room	—	\$39.95
Wireless perimeter alarm	—	\$229.95
Fireproof safe	—	\$389.95
Heavy-duty document shredder	—	\$199.95
Telephonic voice modulator	—	\$69.95
Disguise kit	\$4.98	\$59.95

## TOOLS

Car broken down? Boat need repairs? Radio kaput? Often, the requisite skills mean nothing without the proper tool for the job. Most of these tools add a +2 circumstance bonus on applicable skills.

Tool	1920s	2000s
48-piece watchmaker's kit	\$14.38	—
Mechanical tools (20 tools)	\$12.90	\$39.99
Mechanic's tool chest (812 pieces)	—	\$2,199.95
Folding multipurpose tool	—	\$69.95
25-ft. ladder	\$3.20	\$169.95
Shovel	\$1.00	\$17.99
Crowbar	\$2.25	\$16.88
Handaxe	\$1.59	\$27.99
Handsaw	\$2.80	\$11.99
Hacksaw	\$0.85	\$17.09
Glasscutter	\$0.80	\$7.95
Wire cutters, insulated	\$1.35	\$8.95
Bolt cutters, insulated	\$3.60	\$35.69
Hand drill (plus bits)	\$5.98	\$21.99
6-volt cordless drill	—	\$33.95
Dremel tool w/bits	—	\$29.95
Gasoline chainsaw	—	\$274.95
Electric chainsaw	—	\$169.95
2 1/2 HP circular saw	—	\$67.95
18v cordless reciprocating saw kit	—	\$296.95
7/8-inch rotary hammer	—	\$229.95
Digital AC/DC multimeter	—	\$19.95
Gasoline blowtorch	\$4.45	—
Oxy-acetylene blowtorch	—	\$149.78
Welder's goggles	\$2.00	\$16.57
Welder's kit	—	\$3,100.00
Carpenter tool set	\$50.00	—
Blacksmith tool set	\$80.00	—
Triple beam balance	—	\$99.95
12-speed drill press	—	\$279.95
1,500-watt electric generator	—	\$459.95
1/2-inch steel link chair per foot	\$0.65	\$1.99
Fire extinguisher	\$10.95	\$32.95
Scientific calculator	—	\$19.95

## MISCELLANEOUS GEAR

More than a few of the most useful items in the investigator's arsenal are not easily pigeonholed. Some, such as artificial light sources, are obvious in their utility. Others, such as chronometers or umbrellas, are the kinds of things you realize you need right about the time you realize you don't have them.

Miscellaneous Gear	1920s	2000s
Cheap wrist watch	\$5.95	\$29.95
Expensive wrist watch	\$25.00	\$199.95+
Pocket watch	\$15.00	\$39.00
Gold pocket watch	\$32.50	\$149.95+
Wind-up alarm clock	\$3.00	\$17.00
Battery alarm clock	—	\$16.99
Plated cross, 10 inches high	\$2.00	\$40.00
Holy bible	\$4.00	\$27.98
Unabridged dictionary	\$6.75	\$19.95
10-volume encyclopedia	\$49.00	\$380.00
Cheap signet ring	\$4.00	\$39.95
Straitjacket	\$9.50	\$350.00
Handcuffs	\$2.00	\$29.95
Padlock w/2 keys	\$0.95	\$7.49
College tuition (semester)	\$480.00+	\$6,000.00+
Cigarette lighter, non disposable	\$0.35	\$19.95
Umbrella	\$1.79	\$34.95
Gas mask w/case	\$13.00	\$109.95
Sunglasses w/case	\$1.25	\$39.95



## MAGIC

*They walk unseen and foul in lonely places where the Words have been spoken and the Rites howled through 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.*

*—from the Necronomicon in "The Dunwich Horror"*

Kristof finds an ancient tome called the *R'lyeh Text*. Unfortunately, it is written in Chinese, having been transcribed directly from ancient scrolls, and he cannot read it. It is important to him to know what it says, but he does not want to simply find a translator, as he feels the need to keep his possession of it a secret. The cult of Cthulhu seems to be watching his every move lately.

So instead, he finds some books and attempts to learn the language himself. This takes a fair amount of time (represented by Kristof going up a level and spending skill points toward the language), but finally, he can attempt to decipher the book. It's still tough going, however, for the dialect is old and the concepts are strange and extremely complex. He has some strange incidents as he attempts to pore through the text: horrific nightmares, strange voices, and even a time when the book itself goes missing. Kristof later finds it in a locked cabinet he is sure he had not opened since before the time he found the book.

Although his sanity has been shaken by these experiences and the occult knowledge gleaned from the text disturbs him, he sets upon his ultimate goal: learning the spells contained within its pages. This requires more research. Kristof's friends begin to worry about the amount of time he spends alone in his apartment. When he is finished, he knows the proper incantations, cryptic gestures, and mindset for his new rituals. He

it up doesn't count, but the GM can rule that for some artifacts, this is sufficient.) Initial Contact always results in potential Sanity loss. This could be from the horrible presence of the alien thing, or it could occur from flipping through the pages of the book and seeing ghastly illustrations or a few disturbing phrases.

can cast spells that can call forth and bind a winged supernatural creature he has never seen before, and he's learned an incantation that allows him to see into the future. He can now use these powers whenever he dares try, but the experience is certain to be dangerous to his psyche—if not his actual well-being.

## ARTIFACTS AND TOMES

Artifacts left over from the time of the Great Old Ones are still buried within the earth. Madmen have scribed ancient tomes filled with arcane lore and forbidden knowledge. Alien mi-go carry strange and uncanny devices as they explore our world. Characters can come across all sorts of artifacts in their investigations. An artifact is any physical object of power or importance relevant to the Cthulhu Mythos. Artifacts often present characters with potential power or knowledge, but always carry great risks to one's sanity.

The most frequently encountered artifacts are tomes, occult books that contain written secret knowledge, spells, and mind-shattering revelations. They often hold the only keys to staving off the horrors of the Cthulhu Mythos. However, they also have a reputation for being dangerous to read, and with good reason. Many characters have lost their grip on sanity by pouring through mysterious tomes to glean more information on the Mythos.

Artifacts include weapons usable against supernatural creatures and seemingly impossible devices that allow characters to accomplish strange and dangerous tasks—such as traveling through time, communicating with the dead, or viewing faraway places. Like tomes, artifacts carry risks to use, and it is invariably difficult to figure out how to make them function.

## HANDLING ARTIFACTS

Handling a character's encounter with an artifact requires several steps. The process includes an Initial Contact, a variable number of Examination Periods, and a variable number of Strange Events. The Initial Contact and Examination Periods are always initiated by a character. Strange Events are not.

### INITIAL CONTACT

The process begins with a moment of Initial Contact. This occurs when a character first examines an artifact in any amount of detail. (Usually just seeing it or picking

### EXAMINATION PERIOD

Make a study check. (This is  $1d20 +$  the character's level + Intelligence modifier + number of previous study checks made with item). For example, a 4th-level character has an Intelligence modifier of +1. On her first study check, she rolls 1d20 and adds +5. If she fails, she gets to make another check after the next Examination Period (and after a Strange Event occurs), adding +6.

The DC for the check is set by the artifact. Success means that the character finishes studying after that Examination Period, and has successfully figured out the artifact or read the tome in question. Failure means that a Strange Event happens and another Examination Period is required.

If more than a week passes in the course of this Examination Period, and the character makes no progress during that time (because she's doing things other than studying or examining), she must make a DC 15 Intelligence check to continue where she left off. Failure means the Examination Period must start all over again.

### STRANGE EVENTS

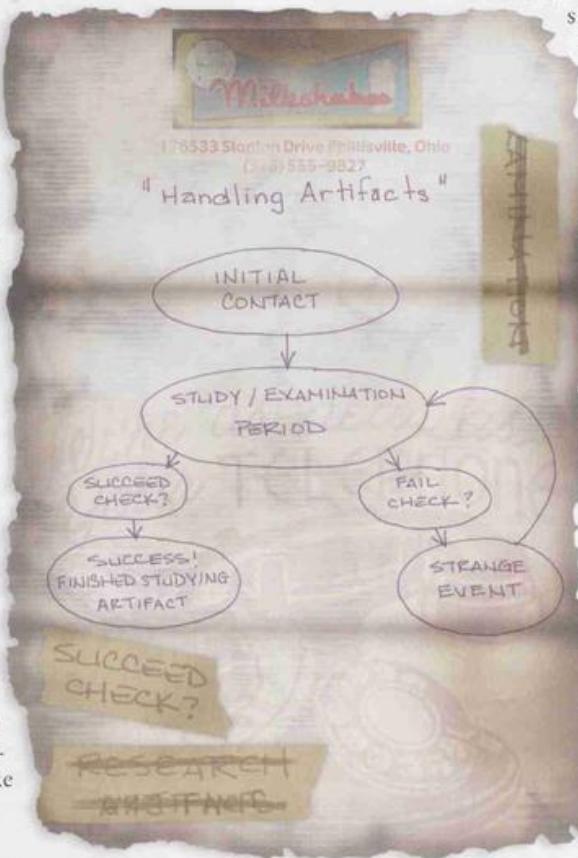
When a Strange Event is called for, use Table 7-1 to determine the details. Strange Events occur at dramatic moments during the Examination Period. The character

should never know when they're going to happen.

These events may be real, or they may be the result of the artifact's disturbing nature affecting the user's sanity. Of course, the effects don't have to be completely random. The GM may wish to choose or adapt a particular Strange Event when introducing a chosen artifact into her campaign.

## BOOKS OF THE CTHULHU MYTHOS

As stated above, tomes are the most common artifacts. Mythos tomes might look like old leather-bound volumes, typeset books with metal clasps, handwritten notebooks with loose scrap paper inserted, ancient stone tablets carved with runes, or anything in between. Each one contains a wealth of Mythos knowledge and secrets of magic, but also a fair bit of nonsensical ravings and seemingly meaningless sketches, diagrams, and equations. They are filled with marginalia, censored sections blacked out by out-



## TABLE 7-1: Strange Events

01–10	You realize that the artifact includes some gruesome materials (skin, bones, and so on). Sanity loss 0/1.
11–15	You begin to notice suspicious strangers that lurk around you or where the artifact is kept. They disappear mysteriously before you can confront or follow them. Sanity loss 0/1.
16–22	You black out for 1d6 hours, and cannot be revived by any means during that time.
23–28	A dream provides the clue you need to continue using the artifact. Sanity loss 0/1.
29–34	The artifact is found somewhere you did not leave it. Sanity loss 0/1d4.
35–40	Exposure to the artifact makes you ill for 24 hours (–2 to all attack rolls, checks, and saves).
41–43	You hear strange, unnerving sounds around the artifact. Sanity loss 0/1d4.
44–50	You have disturbing dreams about the artifact. Sanity loss 0/1d4.
51–54	Images in or on the artifact begin to resemble you (or your name) in some way. Sanity loss 0/1d4.
55–58	You are compelled to treat the artifact as a living thing (Will save, DC 15, to resist) by speaking to it, caring for it, and so forth.
59–65	Henceforth, you are compelled to become angry if anyone other than you touches the artifact (Will save, DC 15, to resist).
66–70	The artifact makes you feel weak while you handle it. (Each day, make a Fort save against DC 15 to resist, or take 2 points of temporary Strength damage.)
71–73	You see ghastly visions when touching the artifact. Sanity loss 1/1d6.
74–77	The artifact visibly responds to your touch by becoming warm, firm, or otherwise “pleased.” Sanity loss 1/1d6.
78–80	The artifact visibly responds to your touch by becoming cold or otherwise “displeased.” Sanity loss 1/1d6.
81–83	You catch a glimpse of the artifact moving under its own power and volition. Sanity loss 1/1d6.
84–90	You see words on a page, tiny cracks in the surface, or some other portion of the artifact writhe or move. Sanity loss 1/1d6.
91–94	You are compelled to drip your own blood onto the artifact (Will save, DC 15, to resist); take 1d4+1 points of temporary Con damage. Sanity loss 1/1d6.
95–00	You realize the contents or parts of the artifact conceal something entirely new (a second artifact, a palimpsest, and so on).

raged scholars, and cryptic cyphers and codes. The authors were almost assuredly mad. Reading what they have written offers a glimpse into their fevered brains and may detail the same knowledge that drove them insane in the first place.

Each copy of each book is unique, filled with notes written by previous owners, extra or missing sections, or altered text. Thus, each copy of each book might have different spells and slightly different information—this is up to the GM to decide.

The Examination Period for a book involves, not surprisingly, reading it. Reading a Mythos tome isn't like picking up a novel, or even a complicated textbook. Tomes aren't organized, they're rarely straightforward, and they're often filled with ideas and concepts quite alien to most readers. The authors were not necessarily skilled communicators; if they were, truths may be hidden behind allegories and allusions. The

who has finished the Examination Period for a tome may be able to cast one of the spells in it once, but without knowing precisely what it does—or the sacrifice the spell exacts.

### USING BOOKS AS REFERENCE

Once a character has read one of these eldritch tomes, it is still useful to keep around. If a character spends at least 1d4 hours poring over a book she has already read, she may make a single Cthulhu Mythos check to learn a specific bit of information relating to the book's subject matter. Add a bonus on this roll equal to the number of ranks the book originally added to the reader's Cthulhu Mythos skill. No Sanity loss is incurred for this referencing.

The GM has final say in which spells and what information can be found in a tome. Even an infinite amount of research cannot find information that's not there.

### BOOK LISTING

Much of this information is commonly known among bibliophiles, historians, and the book trade. Although other versions and translations of these writings almost certainly exist, these lists only include those that have been substantially documented. Many other lesser volumes are certainly still unknown, as are incidental notebooks, diaries, and letters, all of which could be presented in a similar fashion (containing spells, adding Cthulhu Mythos ranks, and so on). The number of copies listed reflects only those specimens known to be held in public or private collections. Additional copies certainly may be discovered.

writing is often disjointed, frenetic, redundant, and at times, nonsensical. Books may have errors, omissions, and strange editorial changes introduced by translators or transcribers.

If a tome is not written in a character's native language, the investigator must make Speak Other Language checks for the language the tome has been written in. The investigator makes a skill check at the end of each week of the Examination Period. For each failed check, the investigator must spend an additional week translating before retrying the skill.

Unless otherwise noted, the Speak Other Language check to study a tome is DC 15.

### USING BOOKS TO LEARN SPELLS

Once you have read a book, learning to cast a spell within it requires an additional 1d3 weeks of study. Once this time is spent, you know the spell and can cast it whenever you wish, suffering whatever harmful effects it may have on you each time. The GM assigns spells to each tome to suit her particular campaign.

As a variant rule, a character

**Necronomicon.** In English, trans. by Dr. John Dee, 1586. An accurate but expurgated version of the Greek translation. Never printed, this version appears in bound manuscript form only. Three nearly complete copies are known to exist. *Examination Period:* 1d12+1 weeks (DC 22). Contains 2d6 spells. *Sanity Loss:* 1d10 initial and 2d10 upon completion. *Cthulhu Mythos:* +2 ranks.

**The Sussex Manuscript.** In English, trans. by Baron Frederic, 1597. A muddled, incomplete translation of the Latin Necronomicon, printed in Sussex, England, in an octavo edition. Properly known as the *Cultus Maleficarum*. *Examination Period:* 1d8 weeks (DC 20). Contains 1d6 spells. *Sanity Loss:* 1d3 initial and 1d6 upon completion. *Cthulhu Mythos:* +1 rank.

#### NAMELESS CULTS (Three Versions)

**Unaussprechlichen Kulten.** In German, by Friedrich Wilhelm von Junzt, 1839. A German-printed quarto, this volume has long been referred to as "the Black Book." Six copies are held by major libraries in Europe and America. *Examination Period:* 2d10 weeks (DC 24). Contains 4d6 spells. *Sanity Loss:* 1d8 initial and 2d8 upon completion. *Cthulhu Mythos:* +3 ranks.

**Nameless Cults.** In English, trans. unknown, published 1845. An unauthorized translation published by Bridewell of England in a fine octavo edition. Complete but flawed. At least twenty copies are known to be in public and private collections. *Examination Period:* 1d12+1 weeks (DC 22). Contains 3d6

spells, but 75% do not work. *Sanity Loss:* 1d8 initial and 2d8 upon completion. *Cthulhu Mythos:* +2 ranks.

**Nameless Cults.** In English, trans. unknown, published 1909. A heavily expurgated and error-laden edition published by Golden Goblin Press of New York. Numerous copies of this cheap octavo are believed extant. *Examination Period:* 1d10 weeks

(DC 20). Contains no spells. *Sanity Loss:* 1d8 initial and 2d8 upon completion. *Cthulhu Mythos:* +1 rank.



#### THE BOOK OF EIBON (Three Versions)

**Liber Ivonis.** In Latin, trans. Caius Phillipus Faber, 9th century AD. Although the original is said to have been written by Eibon, wizard of Hyperborea, no earlier versions than the Latin have been verified. Never printed, six bound manuscript versions are presently held in library collections. *Examination Period:* 1d12+1 weeks (DC 22). Contains 3d6 spells. *Sanity Loss:* 1d4 initial and 2d4 upon completion. *Cthulhu Mythos:* +2 ranks.

**Livre D'Ivon.** In French, trans. Gaspard du Nord, c. 13th century. Bound, handwritten manuscript of which thirteen specimens, both partial and

Dimensions given are traditional, since exact sizes often vary from copy to copy. Folios vary between 12.5x20 inches and 10x15 inches; quartos range between 10x12.5 inches and 7.5x10 inches; octavos vary between 6.25x10 inches and 5x7.5 inches.

Three books (the *Necronomicon*, *Nameless Cults*, and the *Book of Eibon*) are shown in multiple versions. These three sets come first, followed by the rest of the Mythos books alphabetized in single-entry form.

Each entry consists of the title, followed by the actual language of the edition, author or translator, and date of completion or publication. Many of these dates are conjectural. Descriptive notes then follow, ending with game information. Each book is listed with the time and language required to read it (during the Examination Period), the number of spells found within it, the amount of Sanity lost upon initial contact, the amount of Sanity lost upon reading it, and the number of Cthulhu Mythos ranks gained by reading it. Sanity losses cannot be avoided. They are mandatory.

Spells should be chosen based on appropriateness, with occasional, seemingly random inclusion as well. Again, the exact spells in each tome are the purview of the GM.

#### THE NECRONOMICON (Five Versions)

**Al Azif.** In Arabic, by Abd al-Azrad, c. A.D. 730. Original form is unknown, but numerous manuscript versions were long circulated among medieval scholars. As early as the 12th century, this version was referred to as lost. *Examination Period:* 2d10 weeks (DC 25). Contains 4d6 spells. *Sanity Loss:* 1d10 initial and 2d10 upon completion. *Cthulhu Mythos:* +3 ranks.

**Necronomicon.** In Greek, trans. by Theodoras Philetas, A.D. 950. Early handwritten copies are unknown. In 1501, mass printing in Italy in a folio-size edition led to religious suppression. Last known copy was burned in Salem, 1692. *Examination Period:* 2d10 weeks (DC 25). Contains 3d6 spells. *Sanity Loss:* 1d10 initial and 2d10 upon completion. *Cthulhu Mythos:* +2 ranks.

**Necronomicon.** In Latin, trans. by Olaus Wormius, A.D. 1228. First circulated in manuscript form, then printed in Germany (late 15th century) as a black-letter folio. A second, nearly identical edition was published in Spain in the early 17th century. One copy of the former edition and four copies of the latter are known to exist. *Examination Period:* 2d10 weeks (DC 24). Contains 3d6 spells. *Sanity Loss:* 1d10 initial and 2d10 upon completion. *Cthulhu Mythos:* +2 ranks.

complete, are known to exist. *Examination Period:* 2d10 weeks (DC 24). Contains 3d6 spells. *Sanity Loss:* 1d4 initial and 2d4 upon completion. *Cthulhu Mythos:* +2 ranks.

*Book of Eibon.* In English, trans. unknown, c. 15th century. A flawed translation. Eighteen copies, all handwritten, are known to exist. *Examination Period:* 1d12 weeks (DC 22). Contains 2d6 spells. *Sanity Loss:* 1d4 initial and 2d4 upon completion. *Cthulhu Mythos:* +2 ranks.

*Azathoth and Others.* In English, written by Edward Derby, 1919. A collection of the Arkham-born poet's early works. Published in Boston in a slim volume, 3.5×5.5 inches, bound in black. Some 1,400 copies were printed and sold. *Examination Period:* 1 day (DC 20). Contains no spells. *Sanity Loss:* 1 initial and 1d4 upon completion. *Cthulhu Mythos:* +1 rank.

*Celaeno Fragments.* In English, by Dr. Laban Shrewsbury, 1915. A handwritten manuscript of which only a single copy is known to exist, deposited at Miskatonic Library shortly before the author's mysterious disappearance. *Examination Period:* 1 week (DC 23). Contains 2d6 spells. *Sanity Loss:* 1d4 initial and 1d8 upon completion. *Cthulhu Mythos:* +2 ranks.

*Cthaat Aquadingen.* In English, author and translator unknown, c. 14th century. First versions were in early Latin, but have been lost. The single bound manuscript is held by the British Museum, although other copies, some bound in human skin, are rumored to exist. *Examination Period:* 1d10+1 weeks (DC 23). Contains 3d6 spells. *Sanity Loss:* 1d8 initial and 2d8 upon completion. *Cthulhu Mythos:* +2 ranks.

*Cthulhu in the Necronomicon.* In English, written by Dr. Laban Shrewsbury, 1915. Handwritten notes apparently toward an intended book. Deposited at the Miskatonic University Library in 1915 shortly before the doctor's disappearance. *Examination Period:* 1d8 weeks (DC 22). Contains 1d6 spells. *Sanity Loss:* 1d3 initial and 1d6 upon completion. *Cthulhu Mythos:* +1 rank.

*Cultes des Ghoules.* In French, by Francois-Honore Balfour, Comte d'Erlette, c. 1702. Published in France in early 1703 in a quarto edition, it was immediately denounced by the Church. At least fourteen copies are known to exist, the last surfacing in 1906. *Examination Period:* 1d8+1 weeks (DC 22). Contains 1d8 spells. *Sanity Loss:* 1d4 initial and 1d10 upon completion. *Cthulhu Mythos:* +2 ranks.

*De Vermis Mysteriis.* In Latin, by Ludwig Prinn, 1542. Published in folio size in Cologne, Germany, the same year it was written. Suppressed by the Church, only fifteen copies are known to have survived until today. *Examination Period:* 1d10+1 weeks (DC 24). Contains 2d6 spells. *Sanity Loss:* 1d6 initial and 2d6 upon completion. *Cthulhu Mythos:* +2 ranks.

*Eltdown Shards.* In English, by Rev. Arthur Brooke Winters-Hall, 1912. Questionable translation of mysterious hieroglyphs found on clay fragments discovered in England. Approximately 350 copies of this thick brochure were printed at the author's expense. *Examination Period:* 1d8 weeks (DC 22). Contains 1d4 spells. *Sanity Loss:* 1d4 initial and 1d8 upon completion. *Cthulhu Mythos:* +1 rank.

*G'horne Fragments.* In English, by Sir Amery Wendy-Smith, 1919 (1931). A scholarly study and translation of carvings found on shards

carried out of North Africa by the explorer Windrop. The original printing consisted of slightly less than 1,000 copies privately financed and distributed as a humble sixteenmo (4.5×5.75 inches). *Examination Period:* 1d6 weeks (DC 23). Contains 1d6 spells. *Sanity Loss:* 1d6 initial and 1d10 upon completion. *Cthulhu Mythos:* +2 ranks.

*The King in Yellow.* In English, trans. unknown, c. 1895. The original is in French, but that edition was seized and destroyed by the French government just after publication. The edition in English is a thin black octavo volume with a large Yellow Sign embossed on the front cover. The Sign costs an investigator 0/1d6 Sanity points to see the first time. (This does not count as Initial Contact.) Within is an ambiguous, dreamlike play that opens readers to madness. *Examination Period:* 1 week (DC 22). Contains no spells. *Sanity Loss:* 1d3 initial and 1d6+1 upon completion. *Cthulhu Mythos:* +1 rank.

*Massa Di Requiem Per Shuggay.* In Italian, by Benvento Chieti Bordighera, 1768. An opera score and libretto never published and believed to have been performed only once. Knowledgeable musicians have pronounced portions of it to be unplayable. Copies are held by the British Museum, the Bibliothèque Nationale in France, and presumably the Vatican's Z-collection. *Examination Period:* 1 week (DC 23). Contains one spell (*call Azathoth*). *Sanity Loss:* 1d3 initial and 1d6 upon completion. *Cthulhu Mythos:* +1 rank.

*Monsters and their Kynde.* In English, author unknown, c. 16th century. Only a single copy of this handwritten book is believed to exist. Bound in leather, it was stolen from the British Museum in 1898. Other copies have long been rumored to be in private hands. *Examination Period:* 1d10+1 weeks (DC 22). Contains 1d10 spells. *Sanity Loss:* 1d4 initial and 1d8 upon completion. *Cthulhu Mythos:* +1 rank.

*People of the Monolith.* In English, written by Justin Geoffrey, 1926. A volume of poetry, 4×6.75 inches, bound in dark red. An edition of 1,200 copies was printed shortly before the author was confined to a madhouse. *Examination Period:* 1 week (DC 20). Contains no spells. *Sanity Loss:* 1 initial and 1d3 upon completion. *Cthulhu Mythos:* +1 rank.

*Ponape Scripture.* In English, by Captain Abner Ezekiel Hoag, 1734. Published posthumously in the late 18th century as a primitive American sexto-decimo, 4×6.75 inches. The printed version is believed inferior to the original manuscript, copies of which purportedly still exist. *Examination Period:* 1d6 weeks (DC 21). Contains 1d6 spells. *Sanity Loss:* 1d3 initial and 1d6 upon completion. *Cthulhu Mythos:* +1 rank.

*Pnakotic Manuscripts.* In English, author and trans. unknown, c. 15th century. Known only in five bound manuscripts held by major libraries in Europe and America. The author claims the writings to be of prehistoric or possibly prehuman origin. *Examination Period:* 2d8 weeks (DC 23). Contains 1d4 spells. *Sanity Loss:* 1d4 initial and 1d8 upon completion. *Cthulhu Mythos:* +2 ranks.

*Revelations of Glaaki.* In English, by various authors, early 19th century. Although handwritten versions of eleven and twelve volumes are rumored to exist, the only verified edition is the nine-volume edition published in England in 1865 as a folio. Copies of this edition are held by many major libraries,

and more are believed to exist in private collections. *Examination Period:* 3d6 weeks (DC 24). Contains 2d6 spells. *Sanity Loss:* 1d6 initial and 2d6 upon completion. *Cthulhu Mythos:* +3 ranks.

*R'lyeh Text.* In Chinese, author unknown, c. 300 BC. Existence of original clay tablets is disputed, though accurate copies are rumored to be found on ancient scrolls. Known by reputation only. English and German translations are rumored to have been smuggled out of Asia. *Examination Period:* 3d8 weeks (DC 23). Contains 2d6 spells. *Sanity Loss:* 1d8 initial and 2d8 upon completion. *Cthulhu Mythos:* +3 ranks.

*Seven Cryptical Books of Hsan.* In Chinese, written by Hsan the Greater, c. 2nd century AD. Long a rumor in the Occidental world, this tome is said to be contained on seven separate scrolls, each covering a different topic. A translation titled *Seven Cryptical Books of Earth* is said to have been smuggled out of the country, but never verified. *Examination Period:* 2d10+1 weeks (DC 22). Contains 2d6 spells. *Sanity Loss:* 1d4 initial and 1d8 upon completion. *Cthulhu Mythos:* +1 rank.

*True Magick.* In English, written by Theophilus Wenn, c. 17th century. Long known only by rumor, the book is said to be a bound manuscript. *Examination Period:* 2d6 weeks (DC 22). Contains 1d8+1 spells. *Sanity Loss:* 1d4 initial and 1d8 upon completion. *Cthulhu Mythos:* +1 rank.

*Thaumaturgical Prodigies in the New-England Canaan.* In English, by Rev. Ward Phillips, c. 1788. Published in two editions, the second in Boston in 1801. Both editions identical, although the latter is far more common. Primitive American octavo in imitation black letter. Commonly found in major libraries and historical societies throughout New England. Typically used for occult reference. *Examination Period:* 1d4 weeks (DC 21). Contains no spells. *Sanity Loss:* 1d3 initial and 1d6 upon completion. *Cthulhu Mythos:* +2 ranks.

*Zanbu Tablets.* In English, by Prof. Harold Hadley Copeland, 1916. A brochure subtitled "A Conjectural Translation," of which 400 copies were printed. Translates carvings found on stone tablets drawn up from the Pacific Ocean in a fishermen's net. The author imputes the carvings to trace to the lost continent of Mu. *Examination Period:* 1d4 weeks (DC 22). Contains 1d6 spells. *Sanity Loss:* 1d3 initial and 1d6 upon completion. *Cthulhu Mythos:* +1 rank.

## ARTIFACTS

Characters may encounter all sorts of strange devices during their investigations. Once an artifact's function has been determined, it can be used as described, although many carry great dangers. A time interval is provided at the end of each description, indicating how long an item must be studied and experimented with before its powers are known to the user, although its effects may be inadvertently felt or triggered before that time.

*Carafe of Space Mead.* Even a tiny draught of this fine, golden liquid allows the drinker to survive in the vacuum of space in a physical and mental stupor. (The stupor does not take effect until you are actually in space.) Those hoping to ride byakhee to other planets, for example, will want a heady dose of space mead.

*Weight:* 1 lb.; *Study Time:* 1d4 days.

**Deep One Breather.** Organic in nature, this device is really a set of actual gills that grafts on to a human or other air-breather, allowing the subject to breathe underwater for up to 24 hours (at which time the artifact is exhausted, and will not function again for 48 hours). Because it insinuates itself into the actual lungs of the possessor, it deals 1d4 points of damage when it is removed. The study time reflects the lengthy process of grafting it to human flesh.

*Weight:* 3 lb.; *Study Time:* 1d6 days.

**Elder Thing Crystal.** These shining white crystals contain power. The crystal's energy can be drawn upon to power spells, so that the caster does not suffer any ability score damage from the spell (Sanity loss still occurs). Each crystal can account for up to 5d10 points of ability score damage before its power is exhausted (keep a running total).

*Weight:* Negligible; *Study Time:* 3d8 days.

**Glass from Leng.** This magical round lens allows the possessor to see in it random visions of other places. Focused concentration is all that is required, although no mortal can ever control the exact location viewed. Creatures viewed can also see the viewer through the windowlike glass. Smart owners learn to inscribe a pentagram around themselves to keep creatures that are looking back through the glass from acting against them.

Sanity loss for looking through the glass depends on the scene viewed. Sorcerers who have used this artifact gaze through it for as long as they dare, hoping to learn some (random) secret or truth.

*Weight:* 10 lb.; *Study Time:* 1d8 days.

**Jar of Powder of Ibn-Gazi.** This fine white powder renders invisible things visible. It is used by blowing it through a pipe or throwing a handful of it at a target. The invisible objects, creatures, or magical energies remain visible for 2 rounds.

*Weight:* 2 lb.; *Study Time:* 1d4 days.

**Jar of the Baneful Dust of Hermes Trismegistus.** A handful (one application) of this gold-colored dust, thrown at a creature of nonterrestrial origin, deals 2d6 points of damage. Using the powder requires a ranged touch attack, with a range of no more than 15 feet. The term "nonterrestrial origin" excludes humans, deep ones, ghouls, servants of Glaaki, sand dwellers, serpent people, and chthonians, but not flying polyps, elder things, mi-go, star-spawn of Cthulhu, or shoggoths. The damage ignores damage reduction.

The pain dealt to the creature is horrible and hideous. Those viewing the victim must risk 0/1d3 Sanity loss. A spell exists to create more of the dust (listed under *enchant item*); it costs 5 points of temporary Constitution damage to cast.

*Weight:* 2 lb.; *Study Time:* 1d4 days.

**Lamp of Al-Hazred.** A curiously engraved oil lamp made of gold, this artifact is said to have been used by al-Hazred himself. When burned, it gives off fumes so that those who inhale them gain strange visions of creatures or locations important to the Outer Gods or the Great Old Ones. Anyone within 30 feet of the burning lamp must make a Fortitude saving throw (DC 16) or fall into a vision-filled stupor for 3d10 minutes. Sanity loss from these visions is at least 1d4, although far greater losses are incurred depending on what was seen in the vision. (Seeing Great Cthulhu himself, for example, costs much more than 1d4 Sanity.)

*Weight:* 3 lb.; *Study Time:* 1d4 days.

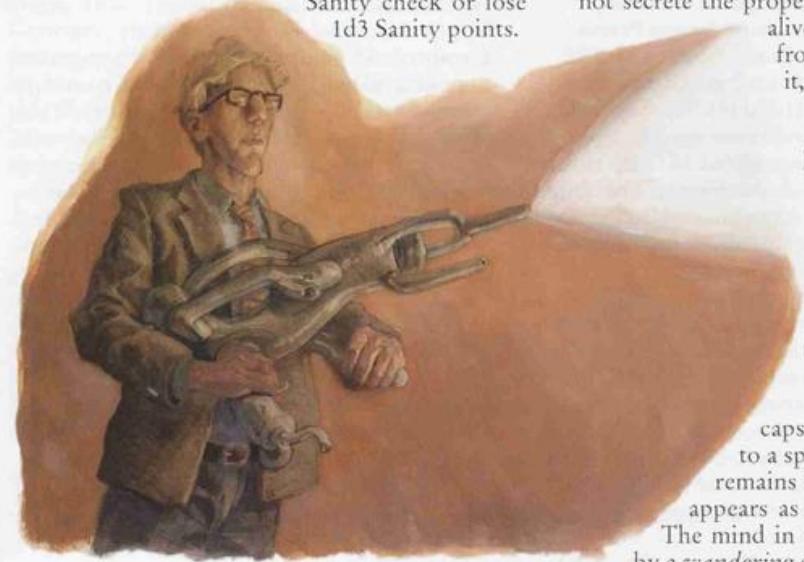
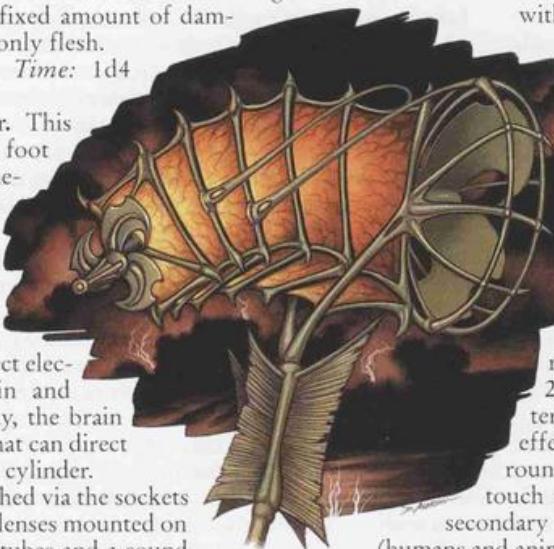
**Lightning Gun.** To a human, this device looks a little something like a 30s-era camera with a great number of protrusions, buttons, and knobs. It fires great bolts of lightning, dealing 1d6 points of electricity damage per charge expended. The weapon fires this electricity in a line 5 feet wide and 300 feet long. Any targets along this line can attempt a Reflex saving throw (DC 20) for half damage. The gun has a pack of 32 charges. (A Yithian or mi-go using this weapon may carry additional packs.) A skilled user can choose to use one charge, multiple charges, or all remaining charges at once. It is a full-round action to load a new charge pack, if one is available. A 5% chance per charge above four used at once exists that the weapon burns out and will not function. It is rumored that there are also lightning weapons that deal a fixed amount of damage, and others that harm only flesh.

*Weight: 10 lb.; Study Time: 1d4 weeks.*

**Mi-Go Brain Cylinder.** This shiny cylinder is about 1 foot high and 8 inches in diameter. It has three sockets set in a triangle on its curved surface. The cylinder contains fluids that can sustain a brain placed within it, as well as complicated alien circuitry that can detect electrical pulses in the brain and interpret them. In this way, the brain can send neural impulses that can direct machines connected to the cylinder.

Devices that can be attached via the sockets include a tall rig with twin lenses mounted on front, a box with vacuum tubes and a sounding board, and a small box with a metal disc on top. These allow the brain within to see, hear, and speak. The mi-go have done their best to approximate human senses, but in fact, the visual images are grainy and low resolution, the sound flat, and the speech utterly monotone.

Mi-go have the ability and know-how to remove a brain from a human in such a way that it continues to live on within a cylinder. Humans do not. Even after a proper procedure, bodies without a brain die in 1d10 rounds. Each week a brain spends within the cylinder, the subject must make a Sanity check or lose 1d3 Sanity points.



*Weight: 10 lb., 50 lb. with sensory apparatus; Study Time: 1d4 weeks.*

**Mi-Go Electric Weapon.** This warty ovoid device is made of some unidentifiable black metal covered with bizarre circuitry that almost appears to be laid out in an arcane pattern. When clutched in just the right way, the electrical resistance of the weapon changes. The device then emits a bluish bolt of sparks up to 20 feet long that deals 1d10 points of damage. The target must also make two Fortitude saving throws. The first (DC 12) determines whether the character's nervous system is overloaded, resulting in death. The second (DC 20) determines whether the character's muscles are thrown into spasm, effectively paralyzing him for 1d4 rounds. The user must make a ranged touch attack in order to hit a target. The secondary effects only affect natural creatures (humans and animals).

In order to make this weapon usable by humans, the circuitry must be jury-rigged into a new pattern. This requires a Repair check (DC 25). Even then, the device has a 40% chance of failure (so that nothing happens that round) when used by a human.

*Weight: 1 lb.; Study Time: 3d8 days.*

**Mi-Go Living Armor.** Constructed by alien biotechnology, this slimy green web of chitinous, fungal segments fits on a host and confers a +6 natural armor bonus to Armor Class. Each week it is worn by a human, the amount of protection it provides degrades by 1 point. (Humans do not secrete the proper nutrient solutions to keep the armor alive.) Furthermore, each time it is removed from a human, it tears hair and skin with it, dealing 1 point of damage.

*Weight: 8 lb.; Study Time: 3d8 days.*

**Mi-Go Mist Projector.** This device looks like a cluster of twisted metal tubes. When used correctly, it projects a cone of icy mist in a thick, white cloud 10 feet long and 10 feet wide at the end. The mist is so cold that anyone within it takes 2d6 points of cold damage (Reflex save, DC 19, for half damage). The mist dissipates immediately.

*Weight: 6 lb.; Study Time: 1d8 days.*

**Plutonian Drug Pellets.** These small capsules send the user's mind back in time to a spot designated by the creator. The mind remains in the past for 1d20 hours, although it appears as if only moments pass in the present.

The mind in the past can move about as if affected by a *wandering soul* spell. Once the mind returns to the present, the user must sleep for a period equal to the amount of time spent in the past (a rather inconvenient restriction if the Hounds of Tindalos are after you).

*Weight: Negligible; Study Time: 1d4 days.*

**Shaggai Nerve Whip.** This alien device taps into the mental power of the user. It projects a chattering line of pallid light up to 20 feet long, striking foes as a ranged touch attack. Those struck must make a Fortitude save (DC 10 + user's Charisma bonus) or collapse in agony, unable to take any actions and considered helpless for 1d6 rounds. A single use of this device deals 1 point of temporary Charisma damage to the user.

*Weight: 1 lb.; Study Time: 2d8 days.*

**Shining Trapezohedron.** A nearly black, red-striated polyhedron with many irregular flat surfaces, this artifact is found within a metal box. Looking within the crystalline form grants one visions of other worlds or times (purely at the GM's discretion). If the box is closed at night, a hideous avatar of Nyarlathotep appears in 2d6 rounds and consumes those around it, then leaves within 1d10 days. The avatar can only exist in complete darkness.

*Weight: 1 lb. (including box); Examination Period: 1d2 days.*

**Ultraviolet Projector.** This device reveals the presence of coexistent creatures, such as the Terrors from Beyond (see page 187). Activating the device requires a Craft (electronics) or Knowledge (electronics) check against DC 25.

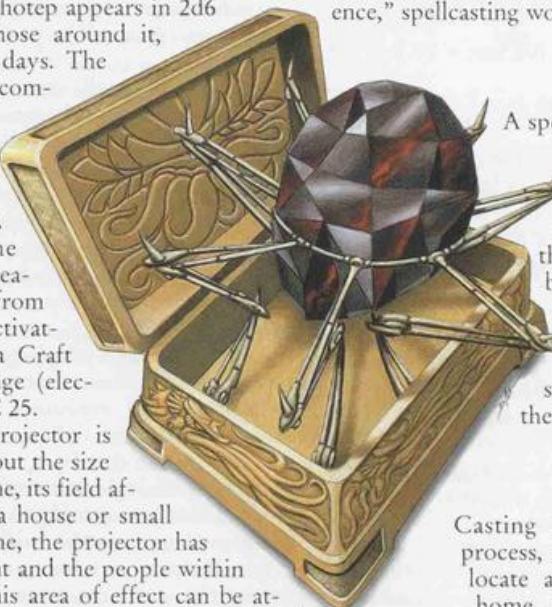
The first time the projector is used, it affects an area about the size of a room. The second time, its field affects an area the size of a house or small building. By the third time, the projector has attuned to its environment and the people within it. Anyone who leaves this area of effect can be attacked by Terrors from Beyond as long as the machine is operational. Once attuned, the ultraviolet projector cannot be shut off—only destroyed. It has a hardness of 5 and 5 hit points, although theoretically, it could be encased in something larger and more defensible.

*Weight: 6 lb.; Study Time: 1d3 days.*

**Yithian Stasis Cube.** This cube-shaped device can come in many sizes, even in other shapes. Once it is activated, time within the cube slows to a crawl (a ratio of about 1 second for every thousand years outside). Stasis cubes are usually used to store valuable objects, but can also be used as a sort of one-way time travel trip. The Yithians in the far future have improved their technology to the point where their cubes slow time down to 1 second per million years.

*Weight: Varies (often around 30 lb.); Study Time: 1d4 days.*

**Yithian Tabula Rasa Device.** This small, slim, rectangular copper box is covered with tiny indentations. From one side of the box, five flexible metal tubes extend, ending in inch-long metal needles. These needles are made to be inserted into the head of a living creature; this process takes 5 rounds. The



needles paralyze the creature (Fortitude save, DC 20). Each round thereafter, the machine erases up to a year's worth of memories or permanently drains one point of Intelligence at the user's option. These memories and thoughts are stored within the machine. This process can also be reversed, feeding the stored memories into the original creature or into another creature entirely. The device does not transfer skill ranks or the ability to cast spells.

*Weight: 1 lb.; Study Time: 10d10 weeks.*

**Yithian Temporal Communicator.** This bizarre-looking, intricately etched brass device is topped with a red jewel. The jewel is attuned to a particular Yithian. When the 1-foot-high device is activated, the gem glows, and after 1d4 minutes, contact is established. A hologram is projected, so it seems as if the Yithian appears next to the device. The Yithian can see into the time and space occupied by the machine and can communicate with anyone nearby. This device has no maximum range, in terms of either space or time. It is fairly simple to use, as it was designed to be given to non-Yithians.

*Weight: 10 lb.; Study Time: 1d4 days.*

## CASTING SPELLS

Although magic is a dangerous pursuit to attempt, characters can learn to tap into the powers of the Cthulhu Mythos by casting spells. Whether you look at it as the scholarly application of ancient lore or deciphering and harnessing "true science," spelcasting works the same way.

### WHAT IS A SPELL?

A spell is a one-time magical effect. Spell-casting characters learn to cast spells by reading special books. No special preparation is needed once a spell is known, but harnessing the energies required usually costs both Sanity and damage to one or more ability scores. To use a spell, the character casts it using a few special words, specific gestures, a specific item, or any combination of the three.

### CASTING A SPELL

Casting a spell can be a straightforward process, as when Kristof casts *find gate* to locate an invisible portal that leads back home, or it can be complicated, as when Claire is attempting to aim an *insect plague* by ear at a group of mi-go who have hidden themselves in a *darkness* spell, all while avoiding the attacks of the mi-go's dominated human servants.

### CHOOSING A SPELL

First choose which spell to cast, assuming your character knows more than one.

To cast a spell, you must be able to speak (if the spell has a verbal component), gesture (if it has a somatic component), and manipulate the material components or focus (if any). Additionally, you must concentrate to cast a spell—and it's hard to concentrate in the heat of battle. (See below for details.) No limit exists on how many times you can cast a spell you know, except for its cost in Sanity and ability score damage.

## CASTING TIME

You can cast a spell with a casting time of 1 action as an attack action.

A spell that takes 1 full round to cast requires a full-round action. It comes into effect at the beginning of your initiative count 1 round after you started casting the spell. You then act normally after the spell is complete. A spell that takes 1 minute to cast comes into effect on your initiative count 1 minute later (and for each of those 10 rounds, you are casting the spell as a full-round action).

## RANGE

A spell's range indicates how far from you it can reach, as defined on the Range line of the spell description. A spell's range is the maximum distance from you that the spell's effect can occur, as well as the maximum distance at which you can designate the spell's point of origin. If any portion of the spell's area would extend beyond the range, that area is wasted. Standard ranges include:

**Personal:** The spell affects only you.

**Touch:** You must touch a creature or object to affect it.

**Close:** The spell reaches up to 25 feet away from you. The maximum range increases by 5 feet for every two full caster levels.

**Medium:** The spell reaches up to 100 feet + 10 feet per caster level.

**Long:** The spell reaches up to 400 feet + 40 feet per caster level.

**Unlimited:** The spell reaches anywhere on the same plane of existence. (Outsider creatures come from other planes of existence, and can usually return to them.)

**Range Expressed in a Distance:** Some spells have no standard range category, just a range expressed in feet, miles, and so on.

## AIMING A SPELL

You must make some choice about who the spell affects or where the effect originates, depending on the type of spell.

**Target:** Some spells, such as *wither limb*, have a target or targets. You cast these spells directly on creatures or objects, as defined by the spell itself. Unless otherwise stated in the spell description, you must be able to see or touch the target, and you must specifically choose that target. However, you do not have to select your target until you finish casting the spell.

If you cast a targeted spell on the wrong sort of target, such as casting *cast out shan* when there is no shan present, the spell has no effect.

If the target of a spell is yourself ("Target: You"), you do not receive a saving throw.

Some spells require a willing target. A subject compelled by a mind-affecting spell such as *dominate person* is not considered willing.

**Effect:** Some spells, such as summoning spells, create or summon things rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it (such as "The *insect plague* will appear 20 feet into the area of darkness that the mi-go are hiding in."). Range determines how far away an effect can appear, but if the effect is mobile (a summoned entity, for instance), it can move regardless of the spell's range.

**Spread:** Some effects, notably clouds and fogs, spread out from a point of origin to a distance described in the spell. The effect can extend around corners and into areas you can't see. Figure distance by actual distance traveled, taking into account the number of turns the spell effect takes. You must designate the point of origin for such an effect, but need not have line of effect to all portions of the effect (see below). Example: *obscuring mist*.

**Area:** Some spells affect an area. You select where the spell starts, but otherwise you don't control which creatures or objects the spell affects. Sometimes a spell describes a specially defined area, but usually an area falls into one of the categories below.

**Burst:** As with an effect, you select the spell's point of origin. The spell bursts out from this point, affecting whatever it catches in its area. A burst spell has a radius that indicates how far from the point of origin the spell's effect extends.

**Creatures:** Some spells affect creatures directly (like a targeted spell), but they affect creatures in an area of some kind rather than individual creatures you select. Some spells summon creatures. You can only summon a nonflying creature on a level surface (not in the air).

Many spells affect "living creatures," which means all creatures other than undead. For instance, if you cast *pipes of madness* in the midst of people and zombies, the spell ignores the zombies and affects the people. If there is a maximum number of creatures that can be affected by the spell, creatures that can never be affected (such as undead in the case of a spell that affects living creatures) do not count toward the maximum.

**Objects:** Some spells affect objects within an area you select (as above, but affecting objects instead of creatures).

**Other:** A spell can have a unique area, as defined in its description.

**Line of Effect:** A line of effect is a straight, unblocked path that indicates what a spell can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except it's not blocked by fog, darkness, and other factors that limit normal sight.

Unless otherwise noted, you must have a clear line of effect to any target on which you cast a spell or any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any spell you cast, unless the range states that no line of sight is needed.

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell's line of effect. For purposes of line of effect, a 5-foot length of wall with an opening this size is no longer considered a barrier (though the rest of the wall farther from the hole can still block the spell).

## SAVING THROW

Most harmful spells allow an affected creature to make a saving throw to avoid some or all of the effect. The Saving Throw line in a spell description defines which type of saving throw the spell allows (Fort for Fortitude, Ref for Reflex, and Will) and describes how saving throws against the spell work.

**Negates:** This term means that the spell has no effect on a creature that makes a successful saving throw.

**Half:** The spell deals damage, and a successful saving throw halves the damage taken (round down).

**None:** No saving throw is allowed.

**(Harmless):** The spell is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it wishes.

**Saving Throw Difficulty Class:** A saving throw against your spell has a DC of 15 + your Intelligence bonus.

**Succeeding at a Saving Throw:** A creature that successfully saves against a spell without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. For example, if you secretly cast *dominate person* on a character and his saving throw succeeds, he knows that someone used magic against him, but he can't tell what the caster was trying to do. Likewise, if a creature's saving throw succeeds against a targeted spell, such as *dominate person*, you sense that the spell has failed. You do not sense when creatures succeed at saving throws against effect and area spells.

**Voluntarily Giving Up a Saving Throw:** A creature can voluntarily forego a saving throw and willingly accept a spell's result.

## THE SPELL'S RESULT

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any), you can apply whatever results a spell entails.

## DURATION

Once you have determined who's affected and how, you need to know for how long. A spell's Duration line tells you how long the magical energy of the spell lasts.

**Timed Durations:** Most spell durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the magic goes away and the spell ends. If a spell's duration is variable, such as for *control weather*, the GM rolls it secretly.

**Instantaneous:** The spell energy comes and goes the instant the spell is cast, though the consequences of the spell might be long-lasting. For example, a *mindblast* spell lasts only an instant, but the Sanity points it destroys are gone for good.

**Permanent:** The energy remains as long as the effect does. Theoretically, the spell can be dispelled (for example, with *dispel magic* in D&D). The spell lasts forever if left alone.

**Concentration:** The spell lasts as long as you concentrate on it. Concentrating to maintain a spell is an attack action. Anything that could break your concentration when casting a spell can also break your concentration while

you're maintaining one, causing the spell to end (see Concentration, below). You can't cast a spell while concentrating on another one.

**Subjects, Effects, and Areas:** If the spell affects creatures directly (for example, *blind*, *deafen*, or *evil eye*), the result travels with the subjects for the spell's duration. If the spell creates an effect, the effect lasts for the duration. The effect might move or remain still. Such effects can be destroyed prior to when the spell's duration ends (such as *raise night fog* being dispersed by wind). If the spell affects an area, then the spell stays with that area for the spell's duration. Creatures are subjected to the spell when they enter the area and are no longer subject to it when they leave.

**Touch Spells and Holding the Charge:** If you don't discharge a touch spell on the round you cast the spell, you can hold the discharge of the spell (or "hold the charge") indefinitely. This doesn't require concentration to maintain. You can make touch attacks round after round. You can touch one friend (or yourself) as an attack action or up to six friends as a full-round action. If you touch anything with your hand while holding a charge, the spell discharges. If you cast another spell, the touch spell dissipates.

**Discharge:** A few spells last for a set duration or until triggered or discharged. For instance, *flesh ward* waits until triggered; the spell ends once damage has been prevented.

**(D):** If the Duration line ends with "(D)," you can dismiss the spell at will. You must be within range of the spell's effect and must speak words of dismissal, which are usually a modified form of the spell's verbal component. If the spell has no verbal component, you dismiss the spell with a gesture. Dismissing a spell is an attack action. By its very nature, a spell that depends on concentration can be dismissed, and dismissing it does not require an action (since all you have to do to end the spell is stop concentrating).

## COMPONENTS

As mentioned above, a spell's components include what you must do or possess to cast it. A spell's Components line includes abbreviations that tell you what type of components it has. Specifics for material and focus components are given at the end of the descriptive text if not mentioned earlier in the description.

Usually you don't worry about components, but when you can't use a component for some reason, or when a material or focus component is expensive, then they're critical.

**V (Verbal):** A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice. Preventing the caster from speaking spoils the incantation (and thus the spell). A spellcaster who has been *deafened* has a 20% chance to spoil any spell he tries to cast if that spell has a verbal component.

**S (Somatic):** A somatic component is a measured and precise movement of the hand or some other part of the body. You must have at least one hand free to provide a somatic component.

**M (Material):** A material component is a physical substance or object that is annihilated by the spell energies in the casting process.

**F (Focus):** A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused.

## COST

The rigors of spellcasting do not come naturally to humans; thus, the physical body and the mind are usually harmed when a spell is cast. Furthermore, bringing such impossible (and often horrific) effects into existence exacts a toll on the caster's psyche. Most spells deal ability score and Sanity damage, although a few just do one or the other. This damage takes place upon the completion of the spell's casting. Like other types of temporary ability score damage, lost points come back over time.

Occasionally, rather than damaging ability scores, spellcasting demands a permanent investment of power. This comes in the form of a permanent ability score "drain." (By definition, ability damage is temporary; an ability drain is permanent.) Such points do not return after time. Costs are temporary unless they include the "permanent" descriptor.

## CONCENTRATION

To cast a spell, you must concentrate. If something interrupts your concentration while you're casting, you must make a Concentration check or lose the spell. The more distracting the interruption, the higher the DC is. If you fail the check, you lose the spell just as if you had cast it to no effect.

**Injury:** Getting hurt or being affected by hostile magic while trying to cast a spell can break your concentration and ruin a spell. While trying to cast a spell, if you take damage, fail a saving throw, or are otherwise successfully assaulted, you must make a Concentration check. The DC is 15 + damage taken. If you fail the check, you lose the spell without effect. The interrupting event strikes during spellcasting if it comes between when you start and complete a spell (for a spell with a casting time of 1 full round or more) or if it comes in response to your casting the spell (such as a readied action).

If you are taking continuous damage, such as from being on fire, half the damage is considered to take place while you are casting a spell. You must make a Concentration check (DC 15 + one-half the damage that the continuous source last dealt). If the last damage dealt was the last damage that the effect could deal (such as the last round of the fire), then the damage is over, and it does not distract you.

**Grappling or Pinned:** The only spells you can cast while grappling or pinned are those without somatic components and whose material components (if any) you have in hand. Even so, you must make a Concentration check (DC 25) or lose the spell.

**Vigorous Motion:** If you are riding on a moving mount, enduring a rough ride in a vehicle, on a small boat in rough water, below decks in a storm-tossed ship, or simply being jostled in a similar fashion, you must make a Concentration check (DC 15) or lose the spell.

**Violent Motion:** If you are on a galloping horse, enduring a very rough ride in a vehicle, on a small boat in rapids or in a storm, on deck in a storm-tossed ship, or being tossed roughly about in a similar fashion, you must make a Concentration check (DC 20) or lose the spell.

**Violent Weather:** If you are in a high wind carrying blinding rain or sleet, the DC is 10. If you are in wind-driven hail, dust, or debris, the DC is 15. You lose the spell if you fail the Concentration check.

**Casting on the Defensive:** If you want to cast a spell within an area a foe threatens (that is, if he's not flat-footed and you're within 5 feet of him), you need to dodge and weave. You must make a Concentration check (DC 20) to succeed. You lose the spell if you fail.

## CASTER LEVEL

A spell's power often depends on its "caster level," which is typically equal to your investigator's level. For example, a *fist of Yog-Sothoth* deals 1d6 points of damage per caster level (to a maximum of 10d6), so a 10th-level caster can cast a more powerful version of that spell than a 5th-level character can.

You can cast a spell at a lower caster level than normal, but all level-dependent features must be based on the same caster level. For example, at 10th level, Kristof can cast a *fist of Yog-Sothoth* spell to a range of 200 feet for 10d6 points of damage. If he wishes, he can cast the spell so that it deals less damage by casting the spell at a lower caster level, but he must reduce the range according to the selected caster level. Sanity loss and ability score cost remain the same.

## MULTIPLE CASTERS

Other people who know the spell can help an investigator cast a spell that requires more than one action to cast. If multiple casters cast a spell, they divide the ability score damage among themselves (round fractions up), but each caster suffers the full Sanity cost.

If multiple casters are casting a spell, disrupting one caster does not disrupt the entire spell, but it does mean the ability score damage for the remaining casters increases. (The damage is divided among the remaining casters.)

In cases where a caster level is needed, use the highest level of all the casters, then add one-fifth of the total levels of all the other casters involved. Ultimately, additional casters cannot increase the overall caster level by more than twice the level of the highest-level caster.

One caster must be chosen to be the leader; ranges and other necessary data are measured from her.

## SPELL FAILURE

If you ever try to cast a spell in conditions where the characteristics of the spell (range, area, and so on) cannot be made to conform, the casting fails and the spell is wasted. For example, if you cast *dominate person* on a dog (even a dog that has been magically changed into a human), the spell fails because a dog is the wrong sort of target for the spell. Spells also fail if your concentration is broken (see Concentration, above).

## COMBINING MAGICAL EFFECTS

Spells or magical effects usually work as described, no matter how many other spells or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a spell does not affect the way another spell operates. Whenever a spell has a specific effect on other spells, the spell descrip-

## LEARNING SPELLS

By far the most common means of learning a spell is from a book, but simply reading the instructions for the spell is not enough. Once you have read a book completely, you must spend 1d3 weeks to learn to cast one spell within the tome; each additional spell requires an additional 1d3 weeks. After this time is spent, you know the spell and can cast it whenever you wish, suffering whatever harmful effects it may have on you each time.

Spells can also be taught by gods, learned creatures, or other characters who know the spell. While a god can simply impart the knowledge on you, infusing your brain with information, other creatures must teach it to you as best they can (using words, drawn diagrams, and by example). Teaching a spell takes 1d6 weeks and involves at least one casting of the spell by the teacher, which deals ability score damage as normal and Sanity damage on both teacher and student.

## SPECIAL ABILITIES

Some monsters, such as ghosts or nightgaunts, can create magical effects without being spellcasters. Characters using artifacts and other enchanted items can also create magical effects. These effects come in two types: spell-like and supernatural. Additionally, certain creatures can use special abilities that aren't magical. These abilities are called extraordinary or natural.

**Spell-Like Abilities:** Usually, a spell-like ability works just like the spell of that name. A few spell-like abilities are unique; these are explained in the text where they are described.

Spell-like abilities have no verbal, somatic, or material components. The user activates them mentally. A spell-like ability has a casting time of 1 action unless noted otherwise in the ability or spell description. In all other ways, a spell-like ability functions just like a spell. As part of this, a spell-like ability can't be used in a threatened area without a Concentration check (DC 20).

Spell-like abilities do not function in areas where magic has been suppressed or negated (such as an *antimagic field* in D&D; no equivalent spell exists in CoC).

**Supernatural Abilities:** These abilities cannot be disrupted in combat, as spells and spell-like abilities can (except as noted in their descriptions). For instance, a creature can use its supernatural abilities in a threatened area without a Concentration check. However, supernatural abilities do not function in areas where magic is suppressed or negated.

**Extraordinary Abilities:** These abilities cannot be disrupted in combat as spells can. Indeed, they do not qualify as magical, though they may break the laws of physics. Extraordinary abilities are usually reactions, and supernatural abilities are usually attack actions, except where otherwise noted. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities.

**Natural Abilities:** Things a creature can do that aren't extraordinary, supernatural, or spell-like are natural abilities, such as a bird's ability to fly.

tion explains the effect. Several other general rules apply when spells or magical effects operate in the same place:

**Stacking Effects:** Spells that give bonuses or penalties to attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. For example, if one *flesh ward* spell gives a subject damage resistance of 10/+1, two *flesh ward* spells won't give the subject a damage resistance of 20/+2. Both spells, however, continue to act simultaneously, and if one ends first, the other one continues to operate for the remainder of its duration.

Two bonuses of the same type don't stack even if they come from different spells (or from effects other than spells). You use whichever bonus is more beneficial. For instance, if one spell gives a +1 resistance bonus, and another spell cast at the same time gives a +2 resistance bonus, the end result is a +2 resistance bonus. (As an exception, dodge bonuses stack with each other, and circumstance bonuses stack with each other.)

**Different Bonus Names:** The bonuses or penalties from two different spells do stack, however, if the effects are of different types. A bonus that isn't named (just a "+2 bonus" rather than a "+2 resistance bonus") stacks with any named bonus or any other unnamed one.

**Same Effect with Differing Results:** The same spell can sometimes produce varying effects if applied to the same recipient more than once. For example, a series of *animal form* spells might turn a creature into a mouse, a lion, and then a snail. In this case, the last spell in the series trumps the others. None of the previous spells are actually removed or dispelled, but their effects become irrelevant while the final spell in the series lasts.

**Multiple Mental Control Effects:** Sometimes magical effects that establish mental control render each other irrelevant. For example, a *grasp of Cthulhu* effect renders any other form of mental control irrelevant because it robs the held character of the ability to move. Mental controls that don't remove the recipient's ability to act usually do not interfere with each other. For example, consider a creature forced back by *Eibon's wheel of mist* and then subjected to a *cause fear* spell. The creature remains afraid, but it won't run into the *Eibon's wheel of mist* under any circumstances. In this case, the *Eibon's wheel of mist* spell does not negate the *cause fear*, but limits the options of the subject.

If a creature is under the mental control of two or more creatures, it tends to obey each to the best of its ability (to the extent of the control each effect allows). If the controlled creature receives conflicting orders simultaneously, the competing controllers must make opposed Charisma checks to determine which one the creature obeys.

**Spells with Opposite Effects:** Spells that have opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. A creature with magically improved ability scores suffering ability score damage (such as from a *dread curse of Azathoth*) applies the bonus and then the damage, deriving a total when all the math is done.

**Instantaneous Effects:** Two or more magical effects with instantaneous durations work cumulatively when they affect the same object, place, or creature. For example, when two *fists of Yog-Sothoth* strike the same creature, the creature must attempt a saving throw against each spell and takes damage from each according to the saving throws' results.

# SPILLS

Never use the same name for a spell twice. If a spell is called *find gate* in one book, it should be referred to as *seeking the door* in another. In fact, some GMs will want to discard the less flavorful (but easy to remember and reference in this book) names given in this chapter. They may prefer to use names such as *the drawing of the square* for *flesh ward* and *puppet on a string* for *dominate person*. Additionally, if a book is written in Latin, the GM may wish to find a Latin dictionary and translate the names found in that book into that language.

It is common for spells to be found with slightly different parameters than those mentioned below. GMs can modify these spells slightly (or dramatically) for effect. For example, perhaps a particularly vile form of *divination* found in a specific tome requires the use of human entrails, or a version of *mindblast* is developed that deals physical damage as well as Sanity-point loss. Some dramatic elements, such as material components, may also vary from tome to tome to reflect different themes.

Spells should always have an aura of mystery and strangeness over them. Unlike in a high fantasy role-playing game, spells should never seem easy, mechanical, mundane—or safe.

## ANIMAL FORM

Components: V

Cost: 4 Int damage and 1d8 Sanity points

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

This spell changes you into a natural animal (that is, a creature with the “animal” subtype). This spell is usually found in tomes with a specific creature in mind (*bat form* or *wolf form*, for example). The new form can range in size from Diminutive to one size larger than your normal form and cannot have more HD than you have levels. Upon changing, you regain lost hit points as if having rest-

ed for a day (though this healing does not restore temporary ability damage or provide the other benefits of resting for a day; changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You acquire the physical and natural abilities of the animal while retaining your own mind. Physical abilities include Strength, Dexterity, and Constitution scores and natural size. Natural abilities include armor, natural weapons (such as claws, bite attacks, swoop and rake attacks, and constriction), and similar gross physical qualities (presence or absence of wings, number of extremities, and so on). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. Natural abilities also include mundane movement capabilities, such as walking, swimming, and flying with wings. Other nonmagical abilities (such as an owl’s low-light vision) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

Your new scores and faculties are average ones for the species into which you have been transformed.

You retain your Intelligence, Wisdom, and Charisma scores, level, hit points (despite any change in Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) You can cast spells for which you have components. You need a humanlike voice for verbal components and humanlike hands for somatic components.

Your new form may be disorienting. Any time you are in a stressful or demanding situation (such as combat), you must succeed at a Will save (DC 19) or suffer a -2 penalty on all attack rolls, saves, skill checks, and ability checks until the situation passes. Creatures who are changed for a long time (years and years) grow accustomed to their new form and can overcome some of these drawbacks (at the GM’s discretion).

When the change occurs, your equipment and clothing, if any, trans-

forms to match the new form. If the new form is a creature that does not use equipment, the equipment melds into the new form and becomes non-functional. Material components and foci melded in this way cannot be used to cast spells. If the new form uses equipment (an albino ape, for instance), the subject’s essential equipment changes to match the new form and retains its properties.

You can freely designate the new form’s minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form’s significant physical qualities (such as height, weight, and gender) are also under your control, but must fall within the norms for the new form’s species.

## AUGURY

Components: V, S, F or M

Cost: 2 Wis damage and 1d2 Sanity points

Casting Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

An *augury* can tell you whether a particular action will bring good or bad results for you in the immediate future. For example, if a party is considering destroying a weird seal that closes a portal, this spell might determine whether it’s a good idea.

The base chance for receiving a meaningful reply is  $70\% + 1\%$  per caster level; the GM makes the roll secretly. The GM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the *augury* succeeds, you get one of four results:

- “Weal” (if the action will probably bring good results).
- “Woe” (for bad results).
- “Weal and woe” (for both).
- “Nothing” (for actions that don’t have especially good or bad results).

If the spell fails, you get the “nothing” result. A caster who gets the “nothing” result has no way to tell whether it was the consequence of a failed *augury*.

## SPELLCASTING AND ABILITY LOSS

- If a character takes temporary Intelligence damage, he does not lose skill points. However, if the ability score drops enough to lower his ability modifier, the loss affects Intelligence-based skills.
- If a character takes temporary Wisdom damage, it does not decrease his current Sanity. However, if this ability

score drops enough to lower his Wisdom modifier, the loss affects Will saves and Wisdom-based skills.

- If a character takes enough temporary Strength damage to lower his Strength modifier, the loss affects melee attacks and Strength-based skills.
- If a character takes permanent Constitution drain, the loss affects Fortitude saves and hit points permanently.

An *augury* can see into the future only about half an hour, so anything that might happen after that time does not affect it. Thus, it might miss the long-term consequences of the contemplated action. All auguries cast by the same person about the same topic use the same dice result as the first one.

*Focus or Material Components:* Divination tools, such as a set of marked sticks, bones, or similar tokens, or expendable material components, such as animal entrails or tea leaves.

### BANISHMENT OF YDE ETAD

**Components:** V, S, M  
**Cost:** 8 Int damage and 1d4 Sanity points  
**Casting Time:** 1 hour  
**Range:** 1 mile (no line of sight needed)  
**Targets:** One outsider humanoid, or an outsider entity possessing a humanoid  
**Duration:** Instantaneous  
**Saving Throw:** Will negates

This spell enables you to force a humanoid with the outsider subtype away from Earth. To target a creature, you must burn a sigil representing the target. The spell must be performed in the open air in the middle of the night within range of the target (the target must have spent time in the exact area at some point).

*Material Components:* A burnable sigil and a circle drawn around all casters involved. The most common substances for this circle are silicon dioxide, lime, or magnesium silicate, combined with dried and ground henbane or garlic.

### BECOME SPECTRAL HUNTER

**Components:** V, S, M  
**Cost:** 2 Con drain (permanent) and 3d6 Sanity points (see text)  
**Casting Time:** 1 minute  
**Range:** Touch  
**Targets:** You or one willing creature  
**Duration:** Instantaneous  
**Saving Throw:** None

You transform one willing subject (which might be you) into a horrible, invisible monster. The subject loses all remaining Sanity points. (Thus, if the subject is you, the 3d6 Sanity loss for the spell is meaningless.) Ignore all the subject's old statistics, and use only the statistics of the spectral hunter (see Spectral Hunter, page 183).

Before casting the spell, you must have a small figurine that represents the subject. It must be bathed in the blood of at least three Small (or bigger) animals. Someone holding the

figurine can attempt to mentally communicate with and control the hunter, but the hunter can make a Will saving throw to resist (DC 10 + the level of the figurine's possessor). If the spectral hunter fails, it must obey, but gains a new saving throw every day to break the control. If the figurine is destroyed, the spectral hunter is killed.

### BIND ENEMY

**Components:** V, S, M  
**Cost:** 2 Int damage  
**Casting Time:** 1 full round  
**Range:** Medium (100 ft. + 10 ft. level)  
**Targets:** One human  
**Duration:** 7 days  
**Saving Throw:** Will negates

This spell makes it impossible for a specific human target to deal harm upon the caster, either by physical or magical attacks. If the caster attacks the target, the spell ends.

*Material Components:* An effigy containing materials of a personal nature belonging to the target, such as a few hairs or nail clippings. If this effigy is destroyed, the spell ends.

### BIND LOUP-GAROU (CAGE OF KIND)

**Components:** V, S, M  
**Cost:** 4 Int damage/target and 2d4 Sanity points  
**Casting Time:** 1 full round  
**Range:** Medium (100 ft. + 10 ft. level)  
**Targets:** One or more lycanthropes, all of which must be within 25 feet of each other  
**Duration:** Permanent  
**Saving Throw:** Will negates

You force a lycanthrope (or lycanthropes) to remain in his animal form. After the spell is cast, all targets spend at least half of the next 1d4 days in their animal forms, whether they want to or not. Even while in their normal form, the lycanthropes take on the traits of their animal form (secretive, violent, and so on). After that, they spend all the time in their animal forms, attempting to live in the wild forever, if possible.

*Material Components:* A bowl of solid silver inscribed with incantations, six drops of human blood, and six candles.

### BIND SOUL

**Components:** V, S, F  
**Cost:** 6 Int damage and 1d6 Sanity points  
**Casting Time:** 1 action (and see text)

**Range:** Medium (100 ft. + 10 ft. level)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will negates (see text)

By casting *bind soul*, you place a target's soul in a receptacle, leaving his body lifeless. The most common focus for this spell is a bottle or jar, but any intact inanimate object that closes will do. While trapped, the victim takes 1d4 points of Con damage per day until dead (or freed). The rituals to prepare the vessel require three days. Destroying or opening the receptacle ends the spell, releasing the soul.

To cast the spell, the receptacle must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it.

### BLACK BINDING

**Components:** V, S, M  
**Cost:** 3 Int damage and 1d6 Sanity points  
**Casting Time:** 1 action  
**Range:** Touch  
**Targets:** One corpse touched  
**Duration:** Instantaneous  
**Saving Throw:** None

This spell turns the body of a dead animal or humanoid into an undead animated corpse that follows your spoken commands. The zombie must be created from a mostly intact corpse. The zombie can follow you, or can remain in an area and attack any creature (or just a specific type of creature) entering the place. The undead remains animated until it is destroyed.

The undead creatures you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 2 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.)

For more details on animated corpses and their abilities, see page 158.

*Material Components:* You must place a black gem into the corpse's mouth or eye socket. The magic of the spell turns this gem into a worthless, burned-out shell.

### BLIND/DEAFEN

**Components:** V  
**Cost:** 3 Int damage and 2d6 Sanity points

**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** One living creature  
**Duration:** Permanent (D)  
**Saving Throw:** Fort negates

The subject becomes blinded or deafened, as you choose. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to Armor Class, grants a +2 bonus on attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on Search checks and most Strength- and Dexterity-based skill checks. A deafened character, in addition to the obvious effects, automatically fails Listen checks, suffers a -4 penalty on initiative, and has a 20% chance to miscast and lose any spell with a verbal (V) component he tries to cast.

### BODY WARPING OF GORGOROTH

**Components:** V  
**Cost:** 6 Int damage and 2d6 Sanity points  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** Permanent (see text)

By invoking Nyarlathotep, you change your physical form into any one creature or object you wish. The new form can range in size from Diminutive to one size category larger than your normal form. You remain in the new form until you cast this spell again, or until a preexisting condition is met (a certain date, an action performed, and so on). If slain, you revert to your original form, though you remain dead.

You acquire the physical and natural abilities of the animal while retaining your own mind. Physical abilities include Strength, Dexterity, and Constitution scores and natural size. Natural abilities include mundane movement capabilities (such as walking, swimming, and flight with wings), but not magical flight and other magical forms of travel. Extremely high speeds for certain creatures are the result of magical ability, so they are not granted by this spell. Other nonmagical abilities (such as an owl's low-light vision) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

Your new scores and faculties are average ones for the species into which you have been transformed,

although you can take the specific appearance of an individual known to you if you wish.

You retain your Intelligence, Wisdom, and Charisma scores, level, hit points (despite any change in Constitution score), base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) You can cast spells for which you have components. You need a humanlike voice for verbal components and humanlike hands for somatic components.

If you turn into an inanimate object, it will have a fleshy consistency (no hardness), but it can appear to be anything (such as stone, plastic, or wood). Objects cannot take actions. As an object, you age as that object (very slowly). If the object is destroyed, however, you are slain.

When the change occurs, your equipment and clothing, if any, does not transform to match the new form.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but must fall within the norms for the new form's species.

### BREATH OF THE DEEP

**Components:** V  
**Cost:** 4 Str damage and 1d6 Sanity points  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** One living creature  
**Duration:** Instantaneous  
**Saving Throw:** Fort negates

The subject's lungs fill with water. If the subject fails his saving throw to negate the spell, refer to the rules for drowning (see The Drowning Rule sidebar, page 85). If the saving throw is successful, the subject still takes 2d6 points of damage.

### BRING PESTILENCE

**Components:** V, S  
**Cost:** 2 Int damage and 1d6 Sanity points  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Fort negates

The subject contracts a particularly terrible disease, which strikes im-

mediately (no incubation period). You infect the subject with a sickness that permanently drains 1d4 Con, 1d4 Str, or 1d4 Dex each day (your choice) until the subject is dead. The subject can attempt a new saving throw each day, but must succeed at two saves in a row to rid himself of the disease (as with any disease; see Disease, page 82).

### CALL DEITY

**Components:** V, S, F  
**Cost:** 20 Wis damage and 1d10 Sanity points  
**Casting Time:** 1d% minutes  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** One summoned deity  
**Duration:** Instantaneous  
**Saving Throw:** None

This spell summons an avatar, Outer God, or Great Old One. A 50% chance, +1% per level of the caster(s), exists that the deity will heed the call (if more than one caster is involved, caster level is the total of all casters). The deity appears where you designate and acts on your initiative count. A called deity is free to act as it wishes, remain for as long as it wants, or leave immediately, if it chooses. Those foolish or desperate enough to cast such a spell often have some sort of offering to appease the deity, perhaps in hopes that it will do something in return.

Each deity requires the use of a specific *call deity* spell. (For example, *call Ithaqua* and *call Hastur* are two different spells). The specifics for each spell vary. Some are listed below.

**Azathoth:** This spell can only be cast outdoors at night.

**Cthugha:** The caster must be holding some sort of flame on a clear night outside, when Fomalhaut clears the horizon. (September to November are the best nights for Fomalhaut in North America.) Cthugha sometimes grants spells or temporary ability score points with which to cast spells.

**Hastur:** The caster(s) must arrange nine large blocks of stone in a V-pattern, each with a volume of at least 9 cubic yards. The spell can be cast only on clear nights when Aldebaran is above the horizon. (In North America, that's roughly between October and March.) Each byakhee present adds 10% to the chance that Hastur appears. Hastur sometimes grants spells or temporary ability score points with which to cast spells.

**Ithaqua:** The spell must be cast on an enormous mound of snow in the northern hemisphere, where the temperature is below freezing (or potentially on a snowy mountaintop



anywhere). If appeased by the summoner, Ithaqua sometimes offers to destroy enemies, grants spells, or grants temporary ability score points with which to cast spells.

**Nyogtha:** The spell must be cast at the entrance to a cave that eventually connects to the cavern wherein Nyogtha dwells.

**Nyarlathotep:** Each of this deity's avatars has its own spell and conditions for summoning.

**Shub-Niggurath:** This spell must be cast before a consecrated stone altar in the dank wilderness during the dark of the moon. The altar is consecrated by bathing it in blood (20 HD of creatures worth). Each Dark Young of Shub-Niggurath present adds 10% to the chance that it will appear.

**Yog-Sothoth:** This spell must be cast in a stone tower at least 30 feet high in an open area under a cloudless sky. Yog-Sothoth always takes a human victim when it appears. It will take a specific victim if presented with one.

#### CANDLE COMMUNICATION

Components: V, M  
Cost: 1 Sanity point  
Casting Time: 1 action  
Range: Personal

**Target:** You  
**Duration:** 1 round/level  
**Saving Throw:** None

Two casters who know this spell must use it at the same time. The time is usually agreed upon long before the casting (such as every night at midnight). Once each casts the spell separately, they can both communicate verbally through a burning candle each has. If either candle flame is extinguished, the spell ends. The candles can be up to five miles per level of the casters apart (so two 5th-level casters can be fifty miles apart). This spell does not use the rules for multiple casters.

**Material Components:** A candle for each caster.

#### CAST OUT DEVIL

Components: V, S, F  
Cost: 10 Int damage  
Casting Time: 1 day  
Range: Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature possessing another creature  
**Duration:** Instantaneous  
**Saving Throw:** Will negates

This spell forces a possessing creature, such as Y'golonac or a Yithian, out of its host. Add the creature's

HD to its saving throw and subtract your level. If the spell is successful, the creature is instantly whisked away. Lesser versions of this spell only affect one specific supernatural creature (thus, *cast out devil*, *cast out Yithian*, and *cast out Y'golonac* may be written as three different spells.) This spell counters *imprison mind*.

**Focus:** Any item that is distasteful to the subject.

#### CAST OUT SHAN

Components: V, S, M  
Cost: 2 Int damage and 1d3 Sanity points  
Casting Time: 1 hour  
Range: Medium (100 ft. + 10 ft./level)  
**Target:** One shan  
**Duration:** Instantaneous  
**Saving Throw:** Will negates

This spell forces a shan (an insect from Shaggai) to leave any victim or victims standing within a 5-foot-wide pentagram (usually drawn with the herb amica). The victim(s) and the caster have one Con point drained permanently. After the ceremony, the pentagram is proof against a new shan intrusion for 12 hours. If performed in direct sunlight, any shan expelled are instantly slain.

**CAUSE FEAR**

[Mind-Affecting]

Components: V, S

Cost: 2 Wis damage and 1d4 Sanity points

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1d4 rounds

Saving Throw: Will negates

The affected creature becomes frightened. It suffers a -2 morale penalty on attack rolls, damage rolls, and saving throws. It flees from you as well as it can. If unable to flee, the creature may fight. Creatures with 6 or more Hit Dice are immune.

Mind-affecting spells do not affect nonintelligent or undead creatures.

**CHANT OF THOTH**

Components: V

Cost: 1d4 Sanity points

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You gain a +1/level enhancement bonus on any one Int-based check made during the duration of this spell. The spell must be cast before its bonus can be applied to Int-based skill checks.

**CIRCLE OF NAUSEA**

Components: V, S, M

Cost: 2 Int damage and 1d6 Sanity points

Casting Time: 1 action

Range: 0

Area: An emanation extending in a 20-ft.-radius around a 4-foot circle on the ground, with you in the center

Duration: 1 minute/level.

Saving Throw: Fort negates

Magical energy bursts in all directions from the point of origin, subjecting everyone within the radius to excruciating pain (-2 on all attack rolls, saving throws, and skill checks). Those successful in their saving throw must make a new saving throw each round in the area. The circle must be prepared ahead of time with an inscribed circle on the ground and four stones, one set at each cardinal direction. Creating this circle takes 1 hour. Anyone actually attempting to cross the circle must make a second saving throw; failure indicates the subject cannot take actions other than a single move action each round. Entering the 4-foot circle around the caster and succeeding at the saving throw to do so ends the spell.

**CLOAK OF FIRE**

[Fire]

Components: V, S

Cost: 3 Str damage and 1d10 Sanity points

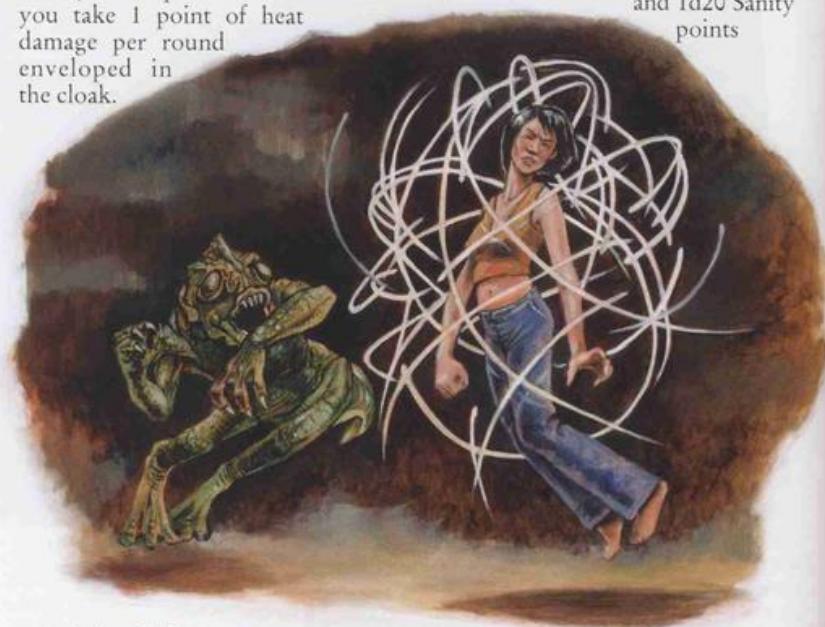
Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level (D)

You are surrounded by weaving, glittering points of light. Each point leaves a luminous trail and flickers white hot. (Sanity cost to view this is 1/1d3). The sparks are so hot that you take 1 point of heat damage per round enveloped in the cloak.



Sealed within the cloak, you rise a foot off the floor. You gain 1d4+1 points of Dexterity while in the cloak and +10 feet to your speed each round. Anyone touching you (such as while making an unarmed or natural attack against you) takes 1d8 points of heat damage. If you touch a creature, you deal 1d8 points of heat damage, but take half that damage yourself as well (round down).

**CLOUD MEMORY**

[Mind-Affecting]

Components: V, S

Cost: 2 Wis damage and 1d2 Sanity points

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One intelligent creature

Duration: Instantaneous

Saving Throw: Will negates

By command, you block a specific memory from the mind of a thinking creature. The memory must be known to you and specific. For instance, you cannot say, "Forget what you did yesterday." You must be

specific: "Forget that you were assaulted by a monster yesterday."

This spell cannot be used to make a subject forget a spell, a skill, or Cthulhu Mythos ranks, and it cannot be used to regain Sanity points. Subjects forced to forget potent memories may still have recurring dreams about them.

**CLUTCH OF NYOGTHA**

[Force]

Components: V, S

Cost: 2 Str (+1 Str/round) damage and 1d20 Sanity points

Casting Time:

1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Concentration (see text)

Saving Throw: Will negates (see text)

You create a magic force that grips the subject's heart (or similar vital internal organ) and begins crushing it. The victim appears to be having a heart attack; he is paralyzed (see the Character Condition Summary sidebar, page 91) and takes 1d3 points of damage per round. Each round, you must concentrate and take another point of Strength damage to maintain the spell. In addition, a conscious victim gains a new saving throw each round to stop the spell. If the victim dies as a result of this spell, his chest ruptures and bursts, and his smoking heart appears in your hand.

**CONSUME LIKENESS**

Components: V, S

Cost: 10 Int damage and 1d20 Sanity points

Casting Time: 1 action

**Range:** Personal  
**Target:** You  
**Duration:** Permanent

You can take on the appearance and form—including clothing and equipment—of another creature that is freshly dead. You must see the corpse (in the flesh, in a photo, and so on) to appear taller or shorter, thinner, fatter, or in between. The assumed form must be corporeal. Some Mythos creatures cast this spell while actually consuming their victims, but this is not necessary.

After the likeness has been assumed (which takes 1d3 days), you can assume the new likeness at will. By changing to this new form, your body can undergo a limited physical transmutation, including adding or subtracting one or two limbs, and your weight can be changed up to one-half. If the form selected has wings, you can fly at a speed of 30 feet with poor maneuverability. If the form has gills, you can breathe underwater. You cannot assume the likeness of something that is of a different size category than you.

Your attack rolls, natural armor bonus, and saves do not change. The spell does not confer special abilities, attack forms, defenses, ability scores, or mannerisms of the chosen form. If you take damage or are slain, you automatically return to your normal form, which is a move action.

If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

This spell cannot be cast by multiple casters.

### CONTACT CREATURE

**Components:** V, S  
**Cost:** 2 Wis damage and 1d3 Sanity points  
**Casting Time:** 1d4+5 full rounds  
**Range:** 50 miles/level (no line of sight needed)  
**Target:** 1 Hit Die worth of creatures/level  
**Duration:** Instantaneous  
**Saving Throw:** None

Many tomes have various *contact creature* spells. Each of these spells contacts a specific type of creature within range (if any) and entices it to come to the caster. (Thus, *contact deep one* and *contact Formless Spawn* are two different spells.) Multiple creatures are called if the caster's level is high enough to accommodate the creatures' Hit Dice. For example, a 6th-level caster using *contact deep one* can contact up to six deep ones. The creatures come under their own power, so ghouls have to walk, while

flying polyps fly. The caster then never knows exactly when the creature will arrive. Outsider creatures appear magically 1d4 rounds after they are contacted.

No sort of control of the creature, nor any guarantee it will not just leave once it arrives, is implied. Many creatures arrive angry, annoyed at the disturbance. You should have some means to appease the creature and some way to bargain with it to get it to do what you want.

The specifics of these spells depend on the creature involved (more such spells are sure to exist for other creatures).

**Chthonian:** This spell must be cast in an area frequented by earthquakes.

**Deep One:** Contacting a deep one involves throwing specially inscribed tablets into the sea.

**Elder Thing:** This spell should be cast in the southern part of the Mid-Atlantic Ridge or near the geological trenches in Antarctica for any chance of success.

**Flying Polyp:** Since these creatures live in underground cities, the caster should ensure there is a means (such as a shaft or tunnel) for these creatures to reach the surface.

**Formless Spawn:** This spell should be cast either in a temple to Tsathoggua or near a cave connecting to the black abyss of N'Kai.

**Ghoul:** This spell must be cast on a moonlit night near a graveyard or crypt.

**Gnoph-Keh:** This spell must be cast in Greenland or near the North Pole to succeed. It also must be accompanied by a Performance (singing) check against DC 15 and an effigy made of ice and snow.

**Hound of Tindalos:** This spell always succeeds, but there is no known way to bargain with these creatures.

**Mi-Go:** This spell must be cast at the top of a high mountain in an area known to be frequented by the creatures (or, at least in theory, on Yuggoth itself).

**Rat-Thing:** If a caster hopes to succeed, he should discover where these things exist, such as specific estates in Yorkshire, England or Arkham, Massachusetts.

**Sand-Dweller:** This spell must be cast in a desert.

**Star-Spawn of Cthulhu:** This spell must be cast along a coastline or under the water for it to succeed.

### CONTACT DEITY

**Components:** V, S  
**Cost:** 1 Wis drain (permanent) and 1d10 Sanity points  
**Casting Time:** 1d4+5 full rounds

**Range:** Unlimited  
**Target:** One deity  
**Duration:** Instantaneous  
**Saving Throw:** None

These spells are primarily cast by the truly mad, although attempting a *contact deity* spell is generally safer than actually calling the deity to come forth. A spell of this sort can be used to get the deity to do something for the caster or find out what the deity wishes of the caster. Each of these spells contacts a specific Elder God, Great Old One, or Outer God and entices it to come to the caster (in some form other than its physical form, if any). A 50% chance, +1% per level of the caster(s), exists that the deity will heed the call. (If more than one caster is involved, add up the total levels of all casters and add it to 50%.) The manifestation of the deity appears magically 1d4 hours after it is contacted.

The deity is never actually controlled by the caster, but initially, the deity is at least neutral to the caster. The deity is unlikely to give nonworshippers anything of value. If the caster bores the deity—perhaps simply by doing or offering nothing the deity can notice—the deity kills the caster or drives him insane. If you choose to cast this spell, you should have some means to appease the deity and some way to bargain with it to get it to do what you want. The specifics of these spells depend on the creature involved (more such spells are sure to exist for other deities).

**Chaugnar Faugh:** If the spell is successful, the deity sends dreams and nightmares to communicate with the caster.

**Cthulhu:** If the spell is successful, the deity sends dreams and nightmares to communicate with the caster.

**Eihort:** If the spell is successful, the deity sends dreams and nightmares to communicate with the caster. It is willing to impart spells directly into the caster at the cost of an additional Wisdom point (permanently drained).

**Nyarlathotep:** Although the spell can be cast anywhere, Nyarlathotep only communicates with those in a temple that has been properly dedicated to one of his forms. He appears as one of his many avatars (or "masks") according to his whim.

**Tsathoggua:** If the spell is successful, this deity appears in a translucent version of its physical form (Sanity costs apply) and speaks verbally, but only when the caster is alone.

**Y'golona:** If the spell is successful, this deity possesses a friend or acquaintance of the caster and com-

municates through him. Y'golonac only speaks with worshipers. If the caster refuses to become the deity's priest, he is destroyed.

### CONTACT HUMAN

**Components:** V, S  
**Cost:** 2 Wis damage  
**Casting Time:** 1 action  
**Range:** 10 miles/level (no line of sight needed)  
**Target:** One human  
**Duration:** 1 round/level  
**Saving Throw:** Will negates

Only nonhuman creatures cast this spell (mi-go employ it, for example). Unlike other *contact* spells, this spell does not summon anything, but it does establish a telepathic link. The caster, or another caster well known to him, must have used a *hypnotism* spell on the subject previously for it to work. The human must make a Will saving throw each round or mentally answer the caster's questions. One question can be asked each round. The human loses 1 Sanity point each round the contact lasts.

### CONTROL WEATHER

**Components:** V, S  
**Cost:** 3 Str damage  
**Casting Time:** 10 minutes (see text)  
**Range:** 2 miles  
**Area:** 2-mile-radius circle, centered on you (see text)  
**Duration:** 4d12 hours (see text)  
**Saving Throw:** None

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. The current, natural weather conditions are determined by the Gamemaster (see Weather, page 90). You can call forth weather appropriate to the climate and season of the area you are in.

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use an attack action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously—fog and strong wind, for example.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

*Control weather* can do away with atmospheric phenomena (naturally occurring or otherwise) as well as it creates them.

### CREATE BAD-CORPSE DUST

**Components:** V, S, M  
**Cost:** 3 Int damage  
**Casting Time:** 3 hours  
**Range:** 0 ft.  
**Area:** A flat plane up to 100 ft. long.  
**Duration:** Permanent  
**Saving Throw:** None

This spell creates a barrier across which corporeal undead cannot cross. The barrier is created from the intestines of an animated corpse, an ounce of flesh from the caster (biten off himself, dealing at least one-tenth of his hit points in damage), and rare dried flowers, all mashed into a powder. Most tomes specify a jungle liana as the rare flower required, but other variants exist in various books.

### CREATE BARRIER OF NAACH-TITH

[Force]  
**Components:** V, S  
**Cost:** 6 Int damage and 1d10 Sanity points  
**Casting Time:** 10 minutes (see text)  
**Range:** Medium (100 ft. + 10 ft./level)  
**Area:** Sphere 10 ft. in diameter/level  
**Duration:** 1d4+4 hours  
**Saving Throw:** None

This spell creates a powerful barrier that provides physical and magical defense. Spells cannot be cast through the barrier (either in or out). A creature attempting to move through it must make a Strength check (DC 40) or must deal a total of 200 points of damage upon it (the barrier has a hardness of 10). If successful, the barrier is destroyed. Creatures bisected by the barrier when it is cast are pushed outside the sphere.

A written copy of this spell is known to be in a great haunted library on a planet orbiting the star Celaeno in the Pleiades.

### CREATE GATE

**Components:** V, M  
**Cost:** See text; Str drain (permanent)  
**Casting Time:** 10 minutes  
**Range:** 0 ft.  
**Effect:** Circle up to 5 ft. in radius that transports those who activate it  
**Duration:** Permanent  
**Saving Throw:** None

You create a doorway that transports anyone activating it to another place. Most commonly, this takes the form of a circle or pattern on a floor or another horizontal surface. The gate teleports any willing creature who stands on it to a designated spot. Once you designate the destination for the gate, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, or if you choose a place you are not familiar with or have no clear description of.

Some tomes may include a specific version of this spell keyed to one particular place, such as a *create gate to Celaeno*; each one of these is a separate spell. This type of *create gate* spell can be cast if you have read a detailed description of the destination in the tome that includes it.

Str Drain or Damage	Distance
1	100 miles
2	1,000 miles
3	10,000 miles
4	100,000 miles
5	1,000,000 miles
6	10,000,000 miles
7	100,000,000 miles
8	1,000,000,000 miles
9	10,000,000,000 miles
10	100,000,000,000 miles
11	1,000,000,000,000 miles
12	0.5 light-years
13	5 light-years
14	50 light-years
15	500 light-years
16	5,000 light-years
17	50,000 light-years
18	500,000 light-years
19	5,000,000 light-years
20	50,000,000 light-years

Creating a gate requires permanent Strength point drain based on the distance it crosses (see table). Activating the gate costs 1 point of Sanity and temporary Strength damage in the amount equal to half (round up) of the permanent Strength drain it cost to create the gate. The gate alters those passing through it physically so that they might survive in whatever environment they encounter on the other side.

**Material Components:** Different versions of this spell specify different material components for the circle or diagram. One book might mention a simple chalk sketch; another may require a diagram painted in the blood of a particular animal. A gate to a particular place may require expensive materials or even a Craft check to create.

### CREATE SCRYING WINDOW

**Components:** V, S, M  
**Cost:** 6 Wis damage and 1d3 Sanity points  
**Casting Time:** 1 day  
**Range:** 0 ft.  
**Effect:** Piece of glass  
**Duration:** Permanent  
**Saving Throw:** None

You can see into the past by enchanting a piece of glass. You must specify the exact time to be viewed when creating the glass, relative to the present ("800 years ago," not "1125 B.C."). You must then affix 98 more pieces of colored glass around that piece in a mosaic. Creating the window requires a day of work, and completing this process requires an Intelligence check against DC 15. If you fail the check, the spell fails and you lose 1 Sanity point instead of the listed cost.

Once finished, the glass shows the past date, although it continues to move forward in time. (For instance, if a *scrying window* made in March of 1925 shows 50 years previous, it shows March of 1875 when created, but April of 1875 a month later, and so on). The caster can, at any time, take 6 more points of temporary Wis damage to move the viewed site by up to 100 miles/level. This requires 5 minutes per 100 miles. Looking through the glass costs the viewer 1d3 Sanity points for each session of viewing.

Any creature with Intelligence 12 or higher can notice that it is being watched though the *scrying window* by making an Intelligence check against DC 20.

You may cast the following spells through a *scrying window* (either way), although they have only a 5% chance per caster level of operating correctly: *detect magic* and *message*.

### CREATE SELF-WARD

**Components:** V, S, M  
**Cost:** 4 Con drain (permanent) and 3d6 Sanity points  
**Casting Time:** 3 days  
**Range:** Personal  
**Target:** You  
**Duration:** Permanent  
**Saving Throw:** None

After gathering a few of your personal effects in a bag and casting this ritual over them for three days, you gain resistance to blows, cuts, stabs, and slashes. You gain damage reduction 10/+1. (The spell ignores the first 10 points of damage each time it takes damage, although a weapon with a +1 enhancement bonus, or any magical attack, bypasses the reduction.)

While protected by this spell, you age much more slowly—at a rate of 1 year for every 3 years that pass. The spell ends if the bag is ever destroyed, and you instantly revert to your proper age (which might result in death if it is past your normal life span).

### CREATE TIME GATE

**Components:** V, M  
**Cost:** See text; Str drain (permanent)  
**Casting Time:** 10 minutes  
**Range:** 0 ft.  
**Effect:** Circle up to 5 ft. in radius that transports those who activate it  
**Duration:** Permanent  
**Saving Throw:** None

You create a doorway that transports anyone activating it to another time, past or future. Most commonly this time gate takes the form of a circle or pattern on a floor (or other horizontal surface) that teleports any willing creature standing on it to a designated time. You must specify the exact time to be connected when creating the gate, relative to the present ("800 years from now," not "A.D. 2802"). Designations can be no more precise than a year (so the gate cannot travel back or forward in time less than one year). Once you designate the destination date for the gate, you can't change it, and it continues to move forward in time normally. (If a gate made in March of 1925 is connected to a time 100 years previous, it transports characters to March of 1825 when created, but a month later, it will transport them to April of 1825.) The spell fails if you attempt to set the circle to teleport creatures into a solid object, or if you designate a place you are not familiar with or have no clear description of.

The gate requires permanent Strength drain based on the period of time it circumvents (see table). Activating the gate costs 1 Sanity point and temporary Strength damage equal to half (round up) of the permanent Strength drain it cost to create the gate. The gate alters those passing through it physically so that they can survive in whatever envi-

ronment they encounter on the other side.

Str Drain	Distance
1	100 years
2	1,000 years
3	10,000 years
4	100,000 years
5	1,000,000 years
6	10,000,000 years
7	100,000,000 years
8	1,000,000,000 years
9	10,000,000,000 years
10	100,000,000,000 years
11	1,000,000,000,000 years
12	10,000,000,000,000 years
13	100,000,000,000,000 years
14	1,000,000,000,000,000 years
15	10,000,000,000,000,000 years

Certain Mythos creatures may notice investigators traveling in time, and respond accordingly. Dimensional shamblers and the Hounds of Tindalos are two notable examples.

### CURSE OF CHAUGNAR FAUGN

**Components:** V, S, M  
**Cost:** See text  
**Casting Time:** See text  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Fort negates

You must have a portion of flesh from the subject and touch the subject upon initial casting. From that point on, you must then chant for 12 hours each week to maintain the spell. Each week, the caster takes 3 temporary Int damage and loses 1d3 Sanity points. The subject begins to feel the effects of this spell the next time he sleeps, as he is plagued with nightmares from Chaugnar Faugn. These nightmares continue each night. Each night the subject takes 1d4 temporary Charisma damage and gains no natural healing for that day. When the subject reaches 0 Charisma, she enters a trance in which she offers herself to the deity to be devoured. The subject gets a new saving throw each day to resist the spell. If successful, the spell consumes the bit of flesh, alerting the caster that the victim is dead.

### CURSE OF THE PUTRID HUSK

[Mind-Affecting]  
**Components:** V, S, M  
**Cost:** 3 Wis damage and 1d10 Sanity points  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One intelligent creature  
**Duration:** 1 round  
**Saving Throw:** Will negates

This illusion forces the subject to believe that his own flesh is rotting and falling off his body, and that his internal organs are spilling out. The subject loses 1d10 Sanity points for the experience. Those failing the Will saving throw faint after 1 round and remain unconscious for 1d10 minutes.

### CURSE OF THE RAT-THING

**Components:** V, S, M  
**Cost:** 3 Int damage and 1d10 Sanity points  
**Casting Time:** 1 minute  
**Range:** Touch  
**Target:** Corpse touched  
**Duration:** Instantaneous  
**Saving Throw:** Fort negates

This horrible spell transforms a corpse dead no longer than 24 hours, and the soul that once inhabited it, into a rat-thing. The rat-thing has the facial features of the subject. Being reborn as a rat-thing costs all remaining Sanity points. This is not a kind thing to do to a fallen friend.

### CURSE OF THE STONE

[Mind-Affecting]  
**Components:** V, S, M  
**Cost:** 2 Wis damage and 1d10 Sanity points  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One intelligent creature  
**Duration:** Concentration  
**Saving Throw:** Will negates

This spell causes the subject to be overwhelmed with hallucinations that blind him to reality. He can take no actions. The subject loses 1d4 Sanity points for the experience. A new saving throw is allowed each round to end the spell. Even afterward, when the spell's duration is over, the subject is plagued with nightmares that force the loss of 1 Sanity point each night. Furthermore, he is not allowed the benefit of natural healing during this time. These nightmares continue until the caster is dead or yet another saving throw is successful. The subject may attempt one Will saving throw to negate the spell each night.

**Material Components:** A specially inscribed stone that either the caster or the subject must be touching when the spell is cast.

### DARK RESURRECTION

**Components:** V, S, M  
**Cost:** 3 Int damage and 1d10 Sanity points  
**Casting Time:** 10 minutes  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One dead creature

**Duration:** Instantaneous  
**Saving Throw:** Will negates

Performing an unholy rite, you call back a spirit of a dead creature, uniting it with the essential salts of the corpse and reforming the body as it appeared before death. Resurrection costs the subject 1d20 Sanity points. Resurrected characters are never quite what they were in life. Subtract one level (including all benefits gained from that level) from the subject, and decrease each ability score by a 1d4 permanent drain. In most tomes, this spell is found with *return to rest*.

**Material Components:** The entire corpse is needed to perform the ritual, reduced to its essential salts (a bluish-gray powder). At the end of this process, the caster must make a Knowledge (chemistry) check against DC 20. If this check is failed, the process is ruined and the spell cannot be cast; you still take 3 Int damage and lose 1d10 Sanity points.

### DARKNESS

**Components:** V, M  
**Cost:** 2 Int damage and 1d4 Sanity points  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Object touched  
**Duration:** 10 minutes/level (D)  
**Saving Throw:** None

This spell causes an object to radiate darkness out to a 20-foot radius. Not even creatures that can normally see in the dark (such as creatures with darkvision) can see in an area shrouded by magical *darkness*. Normal lights (candles, lanterns, and so forth) do not work. If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

**Material Components:** A bit of bat fur, a drop of pitch, or a piece of coal.

### DEATH BY FLAMES

[Fire]  
**Components:** V, S, M  
**Cost:** 4 Str damage and 3d10 Sanity points  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** Concentration  
**Saving Throw:** Fort negates

This spell causes the subject to explode into flames. After the caster concentrates for 1d3 rounds, the subject's skin begins to blister, and she takes 1d3 points of damage. The next round, she takes 1d6 points of

damage. On the third and subsequent rounds, she bursts into flames and takes 1d10 points of damage per round. The stench of burning hair and flesh is overwhelming. No conventional means of extinguishing the flames is helpful, since she is burning from the inside out. The only way to stop the spell is to ruin the concentration of the caster (say, with a physical attack) before the subject dies.

### DEFLECT HARM

[Force]  
**Components:** V, S  
**Cost:** 1d6 Sanity points  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** Concentration  
**Saving Throw:** None

By calling on the names of the Outer Gods and holding forth your hand, you deflect a number of successful incoming physical attacks equal to your level, although each attack you deflect causes you to take 2 points of temporary Intelligence damage. You can choose to take normal damage from an attack rather than the Int damage (thus, it doesn't count toward your maximum number of one attack per level), but you must make this decision before the damage is rolled. All attacks deflected must occur before your next action.

### DETECT LIFE

**Components:** V, S  
**Cost:** 1 Sanity point  
**Casting Time:** 1 action  
**Range:** 60 ft.  
**Area:** Quarter circle emanating from you to the extreme of the range  
**Duration:** Concentration, up to 1 minute/level (D)  
**Saving Throw:** None

You detect living creatures. The amount of information revealed depends on how long you study a particular area or subject:

**1st Round:** Presence or absence of living creatures.

**2nd Round:** Number of living creatures.

**3rd Round:** Description of one living creature in the area.

At the GM's discretion, understanding what a creature is and what it can do may require a Cthulhu Mythos, Knowledge (occult), or Knowledge (biology) check.

Each round, you can turn to detect life in a new area. The spell can penetrate barriers, but 3 feet of wood

or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it.

### Detect Magic

Components: V, S

Cost: 2 Wis damage

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject:

**1st Round:** Presence or absence of magical auras.

**2nd Round:** Number of different magical auras and the strength of the strongest aura.

**3rd Round:** The strength and location of each aura.

Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker auras. Each round, you can turn to detect things in a new area. The spell can penetrate barriers, but 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead blocks it. *Detect magic* does not detect the use or effects of psychic powers.

Caster Level	Aura Strength	Duration
1st-5th	Faint	1d6 minutes
6th-11th	Moderate	1d6x10 minutes
12th-20th	Strong	1d6 hours
21+ (Deity)	Overwhelming	1d6 days

**Aura Strength and Duration:** An aura's magical power, strength, and duration depend on the caster level of the character or creature that originally cast the spell. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

### Dismiss Deity

Components: V, S, F

Cost: 20 Int damage and 1d10

Sanity points

Casting Time: 1d% minutes

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned deity

Duration: Instantaneous

Saving Throw: None

This spell banishes an avatar, Outer God, or Great Old One. A

50% chance, +1% per level of the caster(s), exists that the deity will heed the banishment. (If more than one caster is involved, add the total of all caster levels to 50%).

Each deity requires the use of a specific *dismiss deity* spell. (For example, *dismiss Ithaqua* and *dismiss Hastur* are two different spells.) The specifics for each spell vary. Some are listed below.

**Azathoth:** This spell can only be cast outdoors at night.

**Cthugha:** The caster must be holding some sort of flame on a clear night outside, when Fomalhaut clears the horizon. (September to November are the best nights for Fomalhaut in North America.)

**Hastur:** The caster(s) must arrange nine large blocks of stone in a V-pattern, each with a volume of at least 9 cubic yards. The spell can be cast only on clear nights when Aldebaran is above the horizon (in North America, that is roughly October to March).

**Ithaqua:** The spell must be cast on an enormous mound of snow in the northern hemisphere (or on a snowy mountaintop anywhere) where the temperature is below freezing.

**Nyogtha:** The spell must be cast at the entrance to a cave that eventually connects to the cavern wherein Nyogtha actually dwells.

**Nyarlathotep:** Each of this deity's avatars has its own spell and conditions for dismissal.

**Shug-Niggurath:** The spell must be cast before a consecrated stone altar in the wilderness during the dark of the moon. The altar is consecrated by bathing it in blood (20 HD of creatures worth).

**Yog-Sothoth:** The spell must be cast in a stone tower at least 30 feet high in an open area under a cloudless sky.

### DISMISSAL

Components: V, S, F

Cost: 2 Int damage and 1d6 Sanity points

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One outsider creature

Duration: Instantaneous

Saving Throw: Will negates

This spell forces an outsider creature back to its plane of origin. Add the creature's HD to its saving throw and subtract your level as well. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

**Focus:** Any item that is distasteful to the subject. One of the most com-

mon foci for this spell is a crux ansata (an type of ankh) made of an unalloyed metal.

### DIVINATION

Components: V, S, M

Cost: 3 Wis damage and 1d8 Sanity points

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

Similar to *augury*, but more powerful, a *divination* spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen.

For example, suppose the question is "Will we do well if we enter the ancient Mayan temple?" The GM knows that in the temple, a terrible magical spell guards some fabulous treasures and a map to a deep one city. Therefore the divination response might be: "An ancient curse guards golden wealth and briny knowledge." In all cases, the GM controls what information you receive. If you don't act on the information, the conditions may change so that the information is no longer useful.

The base chance for a correct divination is 70% + 1% per caster level. The GM adjusts the chance if unusual circumstances require it (if, for example, unusual precautions against divination spells have been taken). If the dice roll fails, you know the spell failed, unless specific magic yielding false information is at work.

As with *augury*, multiple *divinations* about the same topic by the same caster use the same dice result as the first *divination*, yielding the same answer each time.

**Material Components:** Incense and a sacrificial offering appropriate to the question offered (usually a blood sacrifice).

### DOMINATE ANIMAL

Components: V, S

Cost: 2 Wis damage and 1 Sanity point

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One animal

Duration: 1 round/level

Saving Throw: Will negates

You can enchant an animal and direct it with simple commands, such

as "attack," "run," and "fetch." Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored.

*Dominate animal* establishes a mental link between you and the subject animal. The animal can be directed by silent mental command as long as it remains in range. You need not see the animal to control it. You do not receive direct sensory input from the animal, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension, such as manipulating objects with its paws and mouth. You do not need to concentrate exclusively on controlling the animal unless you are trying to direct it to do something it normally couldn't do.

### DOMINATE PERSON

**Components:** V, S

**Cost:** 2 Wis damage and 1d6 Sanity points

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One humanoid of Medium-size or smaller

**Duration:** 1 day/level

**Saving Throw:** Will negates

You can control the actions of any humanoid that is Medium-size or smaller. You establish a telepathic link with the subject's mind. If a common language is shared, you can generally force the subject to perform as you desire, within the limits of his abilities. If no common language is shared, you can communicate only basic commands, such as "come here," "go there," "fight," and "stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it.

Subjects resist this control. A subject forced to take additional actions against his nature receives an additional Will save for each one. Each of these Will saves has a bonus of +1 to +4, depending on the type of action required. Obviously, self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. (Outsider creatures come from other planes of existence, and are usually capable of returning to them.) You do not need to see the subject to control it.

### DREAD CURSE OF AZATHOTH

**Components:** V

**Cost:** 2 Int damage and 1d6 Sanity points

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Fort negates

Uttering the secret name of Azathoth, including the dreaded Last Syllable, can gain the respect (and fear) of anyone conversant in the Mythos. Directed against a target, the utterance of the Last Syllable permanently drains 1d3 points of Charisma from the subject.

### EIBON'S WHEEL OF MIST

**Components:** V, S, F

**Cost:** 2 Int damage and 1 Sanity point

**Casting Time:** 1 action

**Range:** Personal

**Area:** 10-foot-high, 5-foot-diameter cylinder centered around you

**Duration:** 10 minutes/level

**Saving Throw:** None

By laying down a specially inscribed, small bronze disk at your feet, you create a cylinder of swirling mist around you. Everyone and everything within the mist is completely invisible and undetectable (by any means) to creatures summoned by or in the name of Nyarlathotep (but not the deity himself). Such creatures are unaware of the mist. If it is directly in their path, they will move around it or turn back without knowing why.

Other creatures cannot see through the mist, but they can see it and move through it normally. Creatures within the area of effect at the time of the casting can see through the mist. If someone leaves the mist or attacks out of the mist, or if any portion of a character or creature sticks out of the mist in the presence of a creature that the spell works against, the spell ends.

### ELDER SIGN

**Components:** V, S, F

**Cost:** 1 Con drain (permanent)

**Casting Time:** 1 full round

**Range:** Touch

**Area:** Any opening, doorway, or magical gate

**Duration:** Permanent

**Saving Throw:** None

You create a special drawn symbol that forbids any Great Old One or Outer God, or their servants, to pass through a specific opening or

use a magical gate. The symbol can be drawn as a part of the spell—using chalk, scratches on wood or metal, or lines in dust—but since such attempts are very easy to destroy (even accidentally), the sign is usually made ahead of time as a leaden seal, etched in rock or forged in steel, and then affixed to some permanent edifice. This spell can activate any *elder sign* whether it was created by the caster or not. An *elder sign*, while a potent symbol, cannot be used for personal protection or as a means to ward off a creature when carried around, such as a cross in a vampire movie.

### ENCHANT ITEM

**Components:** V, S, M

**Cost:** See text

**Casting Time:** See text

**Range:** Touch

**Effect:** Any single item

**Duration:** Permanent

You invest magical power into an inanimate object and create a magic item that performs some special function or becomes a critical part of some other spell. Different types of enchanted items require different spells; for example, *enchant sacrificial knife* and *brew space mead* are two different spells. A few enchant item spells are listed below.

**Bless Blade.** This spell enchants a knife so that it has a +1 enhancement bonus on attack and damage rolls. It takes an hour to intone the chants this spell requires. At the end of this process, the caster loses 1d4 Sanity points and loses 3 temporary Strength. The effects of *bless blade* last for one day.

**Enchant Pipes.** An hour-long ritual of incantation must be performed over a musical instrument. This costs 1d6 Sanity points and a permanent drain of 1 Charisma point. Some deities and creatures can only be summoned with an item enchanted by with this spell, and some require a particular musical instrument. For instance, one of the most dangerous uses for this spell is as a prelude to casting *call Azathoth*, a deity who can only be summoned with pipes or flutes.

**Dedicate Sacrificial Knife.** If a flame-shaped dagger has this hour-long ritual cast over it, and then is used to kill a living being of at least 8th level, the knife becomes an enchanted artifact. When the caster then uses the knife to sacrifice a creature in the name of Nyarlathotep, 1/4 of the victim's ability score points, as a total, are stored within the knife, usable by the caster (and only the caster) to draw upon when casting

spells; he uses the ability score points in the knife rather than his own. The spell requires 1d6 Sanity points and a permanent drain of 6 Wisdom.

*Create Powder of Ibn-Gazi.* This spell requires one day's work with various chemical compounds and makes one dose of this magical dust. The completion of the process requires a Knowledge (chemistry) check against DC 15; if the check fails, the spell fails. Casting the spell successfully costs 2 temporary Constitution.

*Create Glass From Leng.* Assuming that the caster can obtain the materials (a piece of glass from time-lost Leng), over the course of a month, she can create a viewing glass while sacrificing 4 points of Strength (permanently drained) and losing 2d8 Sanity points. The completion of the process requires an Intelligence check against DC 15; if the check fails, the spell fails.

*Create Baneful Dust of Hermes Trismegistus.* One day's work with various chemical compounds allows the caster to make 16 doses of this magical dust. The spell deals 5 points of temporary damage to the creator's Constitution. The completion of the process requires a Knowledge (chemistry) check against DC 15; if the check fails, the spell fails.

*Enchant Bullet.* This spell enchantments ammunition so that it has a +1 enhancement bonus on attack and damage rolls. It takes one day to intone the chants this spell requires. Casting the spell deals 3 points of temporary damage to the creator's Strength. The caster can enchant a number of bullets each day equal to his level. This spell can be used on other projectiles, although it does not work on buckshot or birdshot. When an enchanted projectile is used, its enhancement is lost.

*Brew Space Mead.* Brewing this liquid requires mixing many secret ingredients over the course of a week. During that week, the creator takes 20 points of temporary damage to Constitution, but can choose when the damage takes place during that week (and can spread it out over that time). This spell makes one dose. Multiple doses can be brewed at once, but the Con damage must be paid for each dose.

*Create Plutonian Drug Pellets.* These pellets are made over the course of one week. During that week, the creator takes 14 points of temporary damage to Constitution, but can choose when the damage takes place during that week (and can spread it out over that time). This makes one pellet. Multiple pel-

lets can be made at once, but the Con damage must be paid for each pellet.

*Enchant Fetch Stick.* The fetch stick is a bamboo staff with a sharpened iron point on one end (1d6 bludgeoning damage,  $\times 2$  on a crit, 4 lb.). Over the course of a year, the owner devotes 2 Constitution (permanent drain) and two human sacrifices to enchant it as a magic weapon. The skull of the second sacrifice is attached to the stick, and the creator loses 1d20 Sanity points. The resulting weapon has a +3 enhancement bonus on attack and damage rolls; only the caster who enchanted it receives this bonus. Animated corpses struck by the weapon are instantly destroyed (no save).

### EVIL EYE

Components: S

Cost: 2 Int damage and 1d4 Sanity points

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent (D)

Saving Throw: Will negates

You focus magical energy through your gaze and curse someone with bad luck. You must have line of sight to your target when casting this spell. The subject suffers a -4 luck penalty to all attack rolls, checks, and saves. The spell ends at the next sunrise, until dismissed, or until the caster takes at least 1 point of damage from the subject.

### EYE OF LIGHT AND DARKNESS

Components: V, S, M, F

Cost: 20 Con drain (permanent)

Casting Time: 4 hours

Range: Touch

Area: 1-mile radius per level (see below)

Duration: Permanent

Saving Throw: None

You create a powerful symbol that weakens many Mythos creatures. A great sigil in the shape of an eye must be worked into a very hard substance, such as granite or iron, and then placed at least 10 feet off the ground. The spell itself must be cast in the afternoon, 4 hours before moonrise. The blood of an innocent (someone with no ranks of Cthulhu Mythos) is then used to fill the pupil of the eye. During the casting, the caster(s) chant until the moon rises, when the symbol begins to glow. Assuming there are multiple casters, start with the leader and roll 1d4 to

determine the amount of Con drained for each participant (in random order) until 20 points have been drained or all the casters are dead. At moonrise, the symbol disappears. It cannot be physically or magically harmed or dispelled except by the action of a deity. It is always dimly visible to the caster(s).

The agents, monsters, and minions of the Outer Gods or Great Old Ones within the area are permanently drained 1 point of Wisdom per hour. Those drained to 0 Wisdom by this spell are dismissed. Contact, call, and summon/bind spells cannot be cast in the area.

The energy of this spell fills the area, but does not penetrate more than 20 feet of rock or other dense material as spread from the engraved eye itself. Thus, deep underground caverns are not subject to its power if it is placed on the surface.

### EYES OF THE ZOMBIE

Components: V, S, M

Cost: 2 Int damage and 3d6 Sanity points

Casting Time: 30 minutes

Range: Personal

Effect: You and one animated corpse

Duration: 1 day/level (D)

Saving Throw: None

You replace your eyes with the eyes of an animated corpse, allowing you to see through that zombie's eye sockets and control its actions. You must either create the zombie yourself (such as with *black binding*) or put it under your control by some other means. You then brew a special chemical bath as part of the spell; the process takes 30 minutes and requires a Knowledge (chemistry) check against DC 15. If you fail the check, the spell fails and you lose 1 Sanity point instead of the listed cost. If you succeed, the spell enables you to harmlessly remove your eyes and switch them with a zombie's eyes you have removed and soaked in the chemical bath. Your eyes are preserved by the spell while you control and perceive the world through the zombie. Your own body remains motionless.

### FIND GATE

Components: V, S

Cost: 2 Wis damage and 1d3 Sanity points

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

You gain the ability to find magical gates (as with the *create gate* spell) by sight, no matter how magically obscured. However, normal obscurement works fine; for example, this spell does not allow you to see a gate on the other side of a wall.

### FIST OF YOG-SOTHOTH

[Force]  
Components: S  
Cost: 2 Str damage and 1d6 Sanity points  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Target: One creature  
Duration: Instantaneous  
Saving Throw: Ref half

You can pummel a foe with a magical blow. The force strikes like a big fist, dealing 1d6 points of damage per caster level or 1d8 points of subdual damage per caster level. (Your choice upon casting the spell, maximum 10d6 or 10d8 points of damage.) The target is also subjected to a bum's rush attack as if the fist had a Strength equal to the Intelligence of the caster and was Large.

### FLESH WARD

Components: V, S, M  
Cost: 2 Int damage and 1d4 Sanity points  
Casting Time: 1 action  
Range: Personal  
Target: You  
Duration: 10 minutes/level or until discharged (whichever comes first)  
Saving Throw: None

Your flesh gains resistance to blows, cuts, stabs, and slashes. You gain the equivalent of damage reduction 10/+1; that is, the spell prevents the first 10 points of damage each time it takes damage, though a weapon with a +1 enhancement bonus or any magical attack bypasses the reduction. Once the spell has prevented a total of 5 points of damage per caster level (minimum 10 points; maximum 50 points), it is discharged.

*Material Components:* A bit of flesh torn from your body during the casting (dealing 1 point of damage).

### FROZEN TRACKS

Components: V, S  
Cost: 2 Int damage and 1d3 Sanity points  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Target: One Medium-size or smaller humanoid

Duration: 1 round/level (D)  
Saving Throw: Will negates

The subject freezes in place, standing still as if his feet are rooted to the ground. He is able to otherwise move his arms and upper body normally, crouch, and so on, but he cannot go prone. The victim cannot move from his spot, and he can't be moved by others (thus, a bum's rush won't work against him). Activities such as casting a spell or firing a gun are not hindered in any way.

A flying creature in the air or a swimming creature in water can't be affected by this spell—only those currently touching the ground.

### GRASP OF CTHULHU

[Force]  
Components: V, S  
Cost: 2 Str damage and 1d6 Sanity points  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Target: One Small, Medium-size or Large creature  
Duration: 1 round/level  
Saving Throw: Ref negates

Calling upon the name of Great Cthulhu, you summon forth magical energies that wrap around a subject, holding him motionless. Each round that the subject is grasped, he takes 2d6 points of subdual damage. The *grasp of Cthulhu* can do no more than render targets unconscious. It cannot kill.

### HANDS OF COUBRA

Components: V, S  
Cost: 4 Int damage and 1d10 Sanity points  
Casting Time: 1 action  
Range: Personal  
Target: You  
Duration: 1 round/level  
Saving Throw: None (see text)

Your arms turn into poisonous snakes with 10 feet of reach. They each bite using your attack bonus and deal 1d6 points of damage. Each victim bitten must make a Fort save (DC 15 + your Intelligence modifier) or take 1d6 points of temporary Strength damage; each one must make another save 1 minute later or take 1d6 more points of Strength damage. Sanity loss for viewing someone using this spell is 0/1d6.

### HEALING TOUCH

Components: V, S  
Cost: 2 Wis damage and 1 Sanity point

Casting Time: 1 full round

Range: Touch  
Target: One creature  
Duration: Instantaneous  
Saving Throw: Fortitude negates (harmless)

The target of this touch spell regains 1d8 hit points +1 point for every level you have. This spell also heals 1 point of ability score damage. However, you cannot use this effect to regain 1 of the 2 points of Wisdom you expended casting the spell. Corporeal undead, such as animated corpses, take 1d8 points of damage +1 point for every level you have if you use this spell against them.

### HIDE FROM THE EYE

Components: V, S  
Cost: 2 Int damage and 1d6 Sanity points  
Casting Time: 1 action  
Range: Personal  
Target: You  
Duration: 1 minute/level (D)  
Saving Throw: None

You and whatever you are wearing or carrying vanishes from sight. You become invisible.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light never becomes invisible, although a source of light can disappear (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries that extends more than 10 feet from it becomes visible, such as a trailing rope.

You are not automatically silent while invisible. In some cases, an investigator using *hide from the eye* may need to make a Move Silently check to remain undetected. Certain other conditions can render the recipient detectable, such as stepping in a puddle. The spell ends if the subject speaks, causes a loud sound (such as firing a gun or knocking over a garbage can), directly touches another living creature, or is touched by a living creature. Throwing a small rock at a creature does not end the spell, but touching a creature with a baseball bat would.

See Table 5-4: Attack Roll Modifiers (page 72) for the effects of invisibility on combat.

### HYPNOTISM

[Mind-Affecting]  
Components: V, S  
Cost: 2 Wis damage and 1d4 Sanity points

**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** Several living creatures, no two of which may be more than 30 ft. apart  
**Duration:** 2d4 rounds (D)  
**Saving Throw:** Will negates

Your gestures and droning incantation cause creatures nearby to stop and stare blankly at you, as though hypnotized. You can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total HD you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be hypnotized.

If you use this spell in combat, your targets gain a +2 bonus on their Will saving throws to negate it. If the spell affects only a single creature not in combat at the time, the saving throw has a -2 penalty. While hypnotized, a creature's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an armed person moving behind the hypnotized creature) allows the creature a second saving throw. Any obvious threat, such as casting a spell, readying a knife, or aiming a gun, automatically breaks the *hypnotism*, as does shaking or slapping the creature. A hypnotized creature's ally may shake it free of the spell as an attack action.

While the subject is hypnotized, you can make a suggestion or request (provided you can communicate with the subject). The suggestion must be brief and reasonable. The creature reacts as though it were "less hostile" by two categories on the Attitude Adjustment table (see page 226). Even once the spell ends, it retains this new attitude toward you, but only with respect to that particular suggestion.

A creature that fails its saving throw does not remember that you hypnotized it.

### IDENTIFY SPIRIT

**Components:** V, S, M  
**Cost:** 2 Wis damage and 1d3 Sanity points  
**Casting Time:** 1 day  
**Range:** Touch  
**Effect:** One handful of dust  
**Duration:** 10 minutes/level  
**Saving Throw:** None

During one full day spent meditating in a dark cave, you can attempt to enchant a handful of dust made from ground glass. At the end of this time, you must attempt an In-

telligence check against DC 15; if you fail the check, the spell fails. When the glass is sprinkled over a living being (requiring a ranged touch attack if the being is mobile and unwilling), any possessing spirit or entity is made visible as a translucent figure superimposed over the being it possesses.

### IMPRISON MIND

**Components:** V, S  
**Cost:** 3 Int damage and 1d6 Sanity points  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** One possessing creature (and one possessed creature)  
**Duration:** Permanent or 1 minute/level (D)  
**Saving Throw:** Will negates

You trap one creature that can possess or inhabit other creatures, or one that can move its mind out of its body, within the subject it currently inhabits. It cannot leave the body it is currently in by any means other than another spell (such as *cast out devil* or *cast out shan*).

If you use this spell against a creature such as a ghost or a shan, the possessing creature is trapped permanently. If successfully used against a divine creature, such as a Great Old One, an Outer God, or similar divine being, the duration is 1 minute/level.

### INSECT PLAGUE

**Components:** V, S  
**Cost:** 2 Str damage and 1d6 Sanity points  
**Casting Time:** 1 full round  
**Range:** Long (400 ft. + 40 ft./level)  
**Effect:** Cloud of insects 180 ft. in diameter  
**Duration:** 1 minute/level  
**Saving Throw:** See text

A horde of creeping, hopping, flying insects swarm in a thick cloud when you cast this spell. The insects limit vision to 10 feet, and casting spells within the cloud becomes impossible. Creatures inside the plague's area of effect, regardless of Armor Class, take 1 point of damage at the end of each round they remain within the area of effect, due to the bites and stings of the insects. Invisibility (such as from *bide from the eye*) offers no protection. All creatures with 2 or fewer HD are driven from the cloud at their fastest possible speed in a random direction and flee until they are at least 100 feet away from the insects. Creatures with 3 to 5 HD flee as well, though a

Will save negates this effect. (When a character attempts this Will save, the urge to flee is considered an extraordinary fear effect.)

Heavy smoke drives off insects within its bounds. A large fire also drives insects away, although a single torch is ineffective against this vast horde of insects. A strong wind (21+ mph) that covers the entire plague area disperses the insects and ends the spell.

### INVISIBILITY PURGE

**Components:** V, S  
**Cost:** 2 Wis damage  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level (D)  
**Saving Throw:** None

You surround yourself with a sphere of power that has a radius of 5 feet per caster level. The spell negates all forms of invisibility within the sphere. Anything invisible becomes visible while in the area.

### LEVITATE

**Components:** V, S, F  
**Cost:** 2 Int damage and 1d3 Sanity points  
**Casting Time:** 1 action  
**Range:** Personal or close (25 ft. + 5 ft./2 levels)  
**Target:** You or one willing creature or one object (total weight up to 100 lb./level)  
**Duration:** 10 minutes/level (D)  
**Saving Throw:** None

*Levitate* allows you to move yourself, another creature, or an object up and down as you wish. A levitated creature must be willing to be levitated. A levitated object must either be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its speed).

A levitating creature who attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a penalty of -1, the second -2, and so on, up to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

**Focus:** Either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

**LOCATE CREATURE**

**Components:** V, S, M  
**Cost:** 2 Wis damage and 2d6 Sanity points  
**Casting Time:** 1 action  
**Range:** Long (400 ft. + 40 ft./level)  
**Area:** Circle, centered on you, with a radius of 400 ft. + 40 ft./level  
**Duration:** 10 minutes/level  
**Saving Throw:** None

As *locate object*, except this spell locates a known or familiar creature.

You slowly turn and sense when you are facing in the direction of the creature to be located, provided the creature is within range. If the creature is moving, you know which direction it is moving.

The spell can locate a creature of a specific type (such as a human or migo) or a specific creature known to you. It cannot find a creature of a general type (such as humanoid or animal). You must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. *Locate creature* cannot detect objects.

**LOCATE OBJECT**

**Components:** V, S, F  
**Cost:** 2 Wis damage and 1d6 Sanity points  
**Casting Time:** 1 action  
**Range:** Long (400 ft. + 40 ft./level)  
**Area:** Circle, centered on you, with a radius of 400 ft. + 40 ft./level  
**Duration:** 1 minute/level  
**Saving Throw:** None

You sense the direction of a well-known or clearly visualized object. The spell locates such objects as apparel, jewelry, furniture, tools, or weapons. You can search for general items, such as a stairway, a pistol, or a jewel, in which case you locate the nearest one of its type if more than one is within range. Attempting to find a specific item, such as a particular piece of jewelry, requires a specific and accurate mental image. If the image is not close enough to the actual object, the spell fails. You cannot specify a unique object (such as the Xenig of Aphorat) unless you have observed that particular item firsthand (not through magic).

The spell is blocked by lead. *Locate object* cannot detect creatures.

*Focus:* A forked twig.

**LOOK TO THE FUTURE**

**Components:** V, S, F  
**Cost:** 1 Str drain/year traveled (permanent) and 2d6 Sanity points  
**Casting Time:** 1 hour

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One willing creature

**Duration:** Instantaneous

**Saving Throw:** None

After an hour of chanting, you hurl one willing participant into the future. The destination is determined by the caster, but the margin of error is +/- 1d10 years. If this results in a trip to the past, the subject winks out of existence until he catches up with the present (but appears to have gone nowhere to non-time-traveling viewers and is not aware of what happened). The trip is a one-way affair.

If this spell results in a time paradox, the subject must make a Will saving throw (DC 25—higher if the paradox is great, up to the discretion of the GM) or be driven completely mad (Sanity down to -10) or utterly destroyed (GM's discretion).

Nyarlathotep has been known to occasionally impart this spell to his worshipers.

**MAGIC JAR**

**Components:** V, S, F  
**Cost:** 4 Int damage and 2d6 Sanity points  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** One creature  
**Duration:** 1 hour/level or until you return to your body  
**Saving Throw:** Will negates (see text)

By casting *magic jar*, you place your own soul in a gem or large crystal (also known as a *magic jar*), leaving your body lifeless. You can then attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body (leaving the receptacle empty).

To cast the spell, the *magic jar* must be within spell range, and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body, as near as anyone can tell, is dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level. You do not need line of effect from the jar to the creatures. However, you cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more HD and can determine whether a life force is positive

or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have souls.)

For example, if two 10th-level characters are fighting a dog (2 HD) and four 1st-level guards, you could determine that there are two stronger and five weaker life forces within range, all with positive life energy. You could choose to take over either a stronger or a weaker creature, but which stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds at a Will save. Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds at any further saving throws to negate the spell if you attempt to possess its body again.

If successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. You keep your Intelligence, Wisdom, Charisma, level, base attack bonus, base save bonuses, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, automatic abilities, and natural abilities (for instance, a fish's body breathes water). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As an attack action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (that is, it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or the host.

Incorporeal creatures with the *magic jar* ability can use a handy, nearby object (not just a gem or crystal) as the magic jar.

**Focus:** A gem or crystal.

### MAGIC WEAPON

**Components:** V, S

**Cost:** 2 Str damage and 1d4 Sanity points

**Casting Time:** 1 action

**Range:** Touch

**Target:** Weapon touched

**Duration:** 1 minute/level

**Saving Throw:** Will negates (harmless, object)

*Magic weapon* gives a weapon a +1 enhancement bonus on attack and damage rolls. You can't cast this spell on a natural weapon (such as a dog's teeth) or an unarmed strike. If *magic weapon* is cast on a gun (or other ranged weapon), the +1 enhancement bonus applies to all attacks made with it for the duration of the spell.

Unlike most enhancement bonuses, the enhancement bonuses of ranged weapons and ammunition stack for attack and damage purposes. For instance, a gun with *magic weapon* (+1 enhancement bonus) firing an *enchanted bullet* (+1 enhancement bonus) contributes a +2 attack bonus on the ranged attack roll and a +2 bonus on damage dealt by the attack.

### MESSAGE

**Components:** V, S, F

**Cost:** 1 Sanity point

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One creature/level

**Duration:** 10 minutes/level

**Saving Throw:** None

You can whisper messages and receive whispered replies without being overheard. You point your finger at each creature to be included in the spell effect. The *message* becomes audible to all the targeted beings that are within range, but creatures that are not targeted cannot hear it. One foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message, however, does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that only you hear. The spell transmits sound, not

meaning. It doesn't transcend language barriers.

**Focus:** A short length of copper wire.

### MINDBLAST

[Mind-Affecting]

**Components:** S

**Cost:** 4 Str damage and 1d3 Sanity points

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** One living creature

**Duration:** 1 hour

**Saving Throw:** Will negates

You focus your own mental energies to overwhelm the mind of someone else. The subject loses 1d10 Sanity points and automatically becomes temporarily insane (see page 48) for 1 hour.

### MIND TRANSFER

[Mind-Affecting]

**Components:** V, S

**Cost:** 4 Str damage and 1d10 Sanity points

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

You switch your mind with someone else's, inhabiting the target's body and forcing its mind into yours. Each mind keeps its Intelligence, Wisdom, Charisma, level, base attack bonus, base save bonuses, and mental abilities. Each body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and extraordinary abilities.

If the exchange fails (because the subject makes a successful save), you immediately take 4 points of temporary Strength damage and lose 1d10 Sanity points again.

### MIRROR OF TARKHUN ATEP

**Components:** V, S

**Cost:** 2 Wis damage and 1 Sanity point

**Casting Time:** See text

**Range:** Unlimited (no line of sight needed)

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** None

You can send your image into the next mirror or mirrored surface your chosen target will see. After casting the spell, you must then stare into a mirror until the target sees his own reflection (or until you tire and give up). You can see the subject and his surroundings in your mirror when he

looks at his reflection. You then either appear to be staring out at the target, replacing his own reflection, or you appear to be standing right behind him in the image (your choice). You can have your image say up to one word per caster level before it disappears, if you choose. Otherwise, the contact remains for only 1 round. The subject loses 1d3 Sanity points.

### NIGHTMARE

**Components:** V, S

**Cost:** 2 Wis damage and 1 Sanity point

**Casting Time:** 10 minutes

**Range:** Unlimited (no line of sight needed)

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

You send a hideous and unsettling phantasmal vision to a specific creature you name or otherwise designate. The nightmare prevents restful sleep, leaving the subject tired and unable to regain hit points or lost ability score points. The subject also loses 1d3 Sanity points for experiencing the vision.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally. (For example, you always fail any saving throw.)

Creatures that don't sleep or dream are immune to this spell.

### OBSCURING MIST

**Components:** V, S

**Cost:** 2 Int damage and 1d4 Sanity points

**Casting Time:** 1 action

**Range:** 30 ft.

**Effect:** Cloud centered on you spreads 30 ft. and is 20 ft. high

**Duration:** 1 minute/level

**Saving Throw:** None

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including a creature's darkvision, beyond 5 feet. A creature 5 feet away has one-half concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round.

This spell does not function underwater.

### PIPES OF MADNESS

[Mind-Affecting]

**Components:** V, S, F

**Cost:** 4 Wis damage and 1d6 Sanity points

**Casting Time:** 1 action

**Range:** Personal

**Area:** 100-ft. radius centered on you

**Duration:** 1 round (see text)

**Saving Throw:** Will negates

Using *enchanted pipes* (created with a version of *enchant item*), you create a weird melody that forces all living creatures that can hear within the area to make Sanity checks. Failure means that the subject loses 5 Sanity points and immediately goes temporarily insane. A successful check means that the subject loses 1d3 Sanity points and does not go insane.

Once you begin playing, you can continue to play on subsequent rounds at a cost of 1 point of temporary Strength damage per round. Each new round, all listeners must make saving throws again. If you stop playing, even for 1 round, the spell ends and a full recasting of the spell is needed to start again.

### POSE MUNDANE

[Mind-Affecting]

**Components:** V, S

**Cost:** 2 Wis damage and 1 Sanity point

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** One creature or object

**Duration:** 1 hour/level

**Saving Throw:** Will negates (see text)

You create an illusion over the subject, rendering it completely ordinary and mundane in the eyes of all viewers. A deep one could appear to be a nondescript-looking human, or a mi-go mist projector could be made to look like a vacuum cleaner. (The caster does not choose the disguise; each viewer sees the subject as whatever they would regard as normal.) Only those people who actually interact with the subject, pass by it frequently, or make a Search check in the area near the subject are allowed a saving throw. Those who make the saving throw see the true subject.

### POWER DRAIN

**Components:** V, S

**Cost:** 4 Str damage and 2d8 Sanity points

**Casting Time:** 1 action

**Range:** Touch

**Area:** 1 living creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

Your touch permanently drains 1d6 ability score points from the subject's ability score of your choosing. These points are added to your ability score and last for 1 hour/level. These points can be expended in spellcasting, if desired.

### POWER OF NYAMBE

**Components:** V, S, M

**Cost:** 1 Con drain (permanent)

**Casting Time:** 1 hour

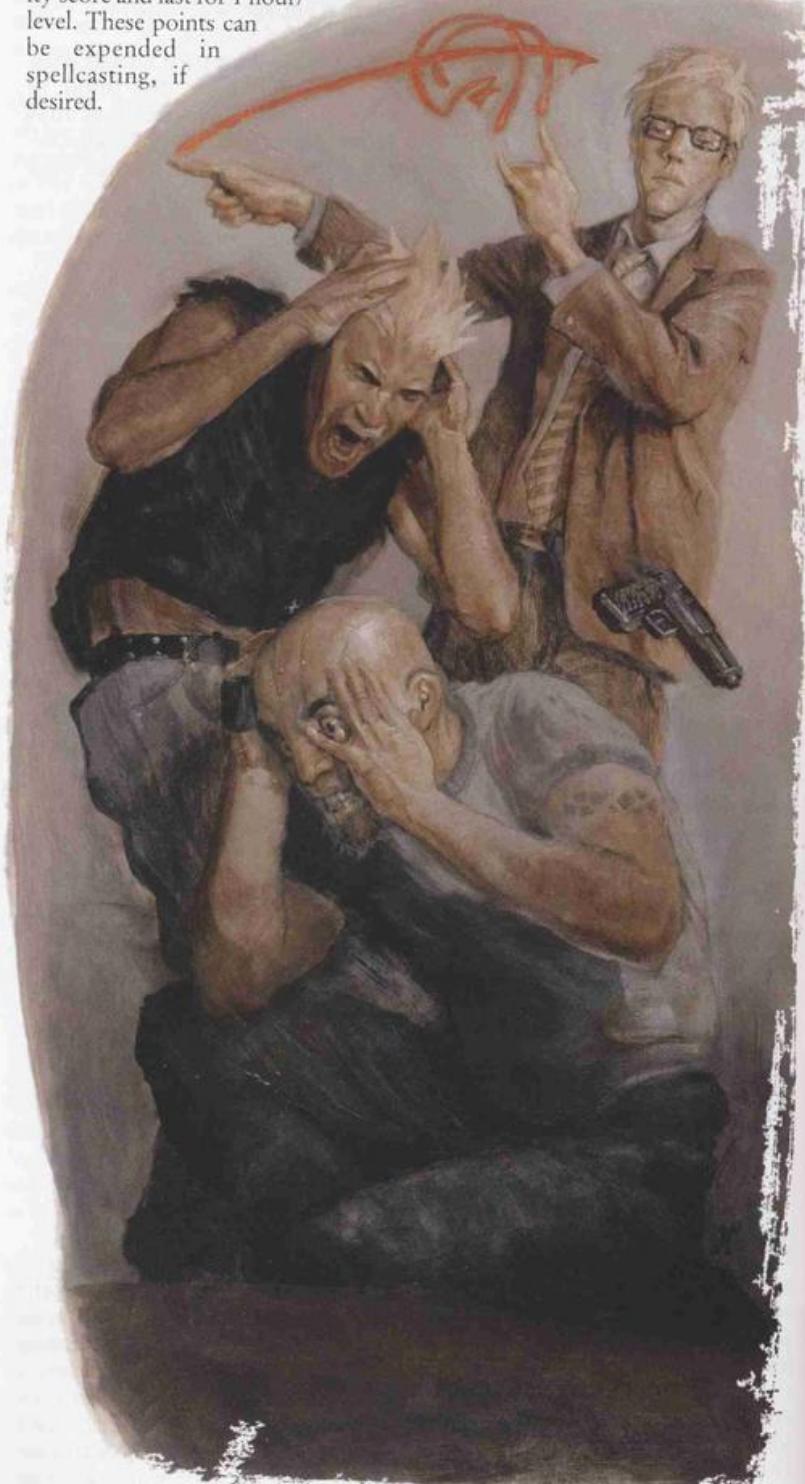
**Range:** Personal

**Target:** You

**Duration:** Instantaneous

**Saving Throw:** None

You create a special reserve of power within you, represented by 2d6 temporary ability score points



only usable for spellcasting. These points can be sacrificed in lieu of the normal ability score points damaged when casting a spell. For example, if you have a reserve of 7 points, and you cast *wave of oblivion*, rather than taking 3 points of temporary Strength damage, you can subtract them from your reserve instead. The power of Nyambe does not help against Sanity loss, nor does it help for spells that drain ability score points permanently. The reserve can only be applied to spellcasting. These points cannot be applied to your ability scores, nor can they help against other things that damage scores, such as poisons.

**Material Components:** Rare jungle herbs.

### RAISE NIGHT FOG

**Components:** V, S  
**Cost:** 3 Int damage and 1d6 Sanity points  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft. level)  
**Effect:** Fog that spreads in a 60-ft. radius, 20 ft. high  
**Duration:** 1 hour/level  
**Saving Throw:** None

This spell can only be cast at night. A bank of fog billows out from the point you designate. The fog obscures all sight, including a creature's darkvision, beyond 5 feet. A creature within 5 feet has one-half concealment (attacks suffer a 20% miss chance). Creatures farther away have total concealment (50% miss chance), and the attacker can't use sight to locate the target.

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

### RED SIGN OF SHUDE M'ELL

**Components:** V, S  
**Cost:** 2 Str damage/target and 1d8 Sanity points  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** Up to one living creature per level  
**Duration:** Concentration

**Saving Throw:** Fort negates

You draw a glowing red symbol in the air. Each target you designate takes 1d6 points of damage each round, +1 point of damage for each caster level you have. You must have a line of effect to each target. You also take 1 point of damage each round due to the sign's power. The spell ends when you stop concentrating or when you move from the spot where you drew the sign.

### RETURN TO REST

**Components:** V, S  
**Cost:** 3 Int damage and 1d10 Sanity points  
**Casting Time:** 10 minutes  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature resurrected by *dark resurrection*  
**Duration:** Instantaneous  
**Saving Throw:** Fort negates

Undoing an unholy rite, you send back a spirit of a creature brought back to life by *dark resurrection*, leaving nothing but the essential salts of the corpse. In books, this spell is usually found with *dark resurrection*.

### SEAL OF ISIS

**Components:** V, S  
**Cost:** 2 Int damage and 1 Sanity point  
**Casting Time:** 1 hour  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** 25-foot radius  
**Duration:** Instantaneous  
**Saving Throw:** None

You create a special protection for all inanimate objects within the area against magical attacks. To affect an object in the area with a spell, a caster must make a level check (1d20 + character level) with a DC of 25. Failure means the object is untouched. Success means the spell is resolved normally. Each object requires a separate check.

### SEKHMETENHEP'S WORDS

[Mind-Affecting]  
**Components:** S  
**Cost:** 2 Wis damage and 1d6 Sanity points  
**Casting Time:** 10 minutes  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One living creature/level  
**Duration:** 1d3 days  
**Saving Throw:** Will negates

Speaking extemporaneously and with great passion, you can convince a number of targets that can understand your words that what you are saying is true. You cannot compel the listeners to direct action, but you can influence how they feel about an action, or potentially keep them from an action. For example, you cannot force the listeners to go up to the old house on the hill and burn it down, but you can convince them that it was acceptable that you did it and that they shouldn't alert the police. (At the GM's discretion, this may automatically shift their reactions "less hostile" by one or two columns on the Attitude Adjustment table, page 226.) You must make a Diplomacy check (DC 18) to keep the subjects listening for the full 10 minutes of casting time.

### SHRIVELING

**Components:** V, S  
**Cost:** 3 Str damage and 1d6 Sanity points  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One living creature  
**Duration:** Instantaneous  
**Saving Throw:** Ref half

You channel dark energy into a target that blasts and blackens its flesh. The subject takes 1d4 points of damage per caster level (maximum 10d4).

### SIREN'S SONG

[Mind-Affecting]

**Components:** V

**Cost:** 2 Wis damage and 1d8 Sanity points

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One or more creatures, no two of which can be more than 30 ft. apart

**Duration:** 1 day/level

**Saving Throw:** Will negates

This magical song makes a number of creatures whose combined HD do not exceed twice your level (or at least one creature regardless of HD) regard you as his trusted friend and ally. If the creatures are currently being threatened or attacked by you or your allies, they receive a +5 bonus on their saving throws. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD. You must sing to initially charm the subjects. If they cannot hear you, they are immune to the spell. After the spell has been cast, you do not need to sing to communicate further suggestions.

The spell does not enable you to control these subjects as if they were automatons, but they perceive your words and actions in the most favorable way. You can try to give the subjects orders, but you must win an opposed Charisma check to convince a subject to do anything he wouldn't ordinarily do. (Retries not allowed.) The subject never obeys suicidal or obviously harmful orders, but he might believe you if you assured him that the only chance to save your life is for him to hold back an onrushing shoggoth for "just a few seconds." Any act by you or your apparent allies that threatens the subject of this spell breaks the spell. Note also that you must speak the person's language to communicate your commands; otherwise, you can only communicate in gestures.

### SKIN OF SEDEFKAR

**Components:** V, S, M

**Cost:** 2 Int damage and 1d3 Sanity points

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

The subject's skin grows tough and scaly. The subject gains a +1 natural armor bonus for every five levels of the caster (maximum +4).

**Material Components:** A piece of a creature's skin that is tougher than human flesh.

### SNARE DREAMER

**Components:** V, S

**Cost:** 2 Wis damage and 1 Sanity point

**Casting Time:** 1 action

**Range:** 1 mile (no line of sight needed)

**Area:** One dreaming soul

**Duration:** 1 round per level

**Saving Throw:** Will negates

This spell allows you to attract and capture a dreaming soul, such as someone using the *wandering soul* spell. If such a character is within range at the time of casting, it is caught, brought instantly before you, held motionless, and made visible for the duration (for use in a *bind soul* spell or other such use).

### SONG OF HASTUR

**Components:** V

**Cost:** 2 Str (+1 Str every 2 rounds) damage and 1d4 Sanity points

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** Concentration

**Saving Throw:** Fort negates

You sing a wailing ululation. This requires a Performance (singing) check against DC 15; if the check fails, the spell fails. The flesh of the target bubbles and festers into pestilent blobs, dealing 2d6 points of damage each round. When the victim dies, he bursts with a sickening pop as steamy gore spills onto the ground.

This spell works only at night, and only if Aldebaran is visible. Casting it within range of someone else singing the song cancels both spells.

### SOUL SINGING

**Components:** S, F

**Cost:** 2 Str + 2 Wis damage, and 2d4 Sanity points

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** 10 minutes/level

**Saving Throw:** Will negates

Using *enchanted pipes* (created by a version of *enchant item*), you create a song that completely enchants a victim, placing you in complete control of his senses. You can make him

see and hear whatever you wish. Others nearby notice the subject acting strangely and hear faint, vague piping of strange melodies.

### SOUL TRAP

**Components:** V, S, F

**Cost:** 2 Int damage and 1d4 Sanity points

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** None (see text)

You draw out the soul of a dead victim and imprison it within a specially made talisman. The victim must have had the talisman in his possession when he died or the spell cannot function.

Henceforth, if the talisman is in your possession, you can call forth the soul and question it about what it knew in life for up to 1 round/level each day (one question per round). Answers are clear, complete, and precise. If it is hostile, or if the answer to the question was an important secret to it in life, it gains a Will saving throw. A successful saving throw indicates that the spell has ended and the soul can leave. The soul looks like it did in life, including the clothing and equipment it had with it on the day it died (treat as a ghost for purposes of Sanity loss to all but the caster).

### SPEAK WITH DEAD

**Components:** V, S, F

**Cost:** 2 Int damage and 2d6 Sanity points

**Casting Time:** 10 minutes

**Range:** 10 ft.

**Target:** One dead creature

**Duration:** 1 minute/level

**Saving Throw:** Will negates (see text)

You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask up to one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive.

If the corpse has been subject to *speak with dead* within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give par-

tial answers or partially correct answers, but it must at least have a mouth in order to speak at all (or failing that, an orifice or device it normally uses for speaking).

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned.

Any corpse that has been turned into an undead creature can't be spoken to with *speak with dead*.

### SPECTRAL RAZOR

[Force]

Components: S, V

Cost: 2 Str damage and 1d3 Sanity points

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One energy blade

Duration: Concentration

Saving Throw: None

You create a bladelike beam of force that can be directed by you to attack anyone within range. The *spectral razor* has an attack bonus equal to your own base attack bonus. The blade deals 2d6 points of damage and is treated as a +5 magic weapon (for damage reduction purposes only, not attack or damage rolls). The blade cannot attack invisible targets.

### STEAL LIFE

Components: S, V

Cost: 4 Str damage and 1d20 Sanity points

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One living humanoid

Duration: Concentration

Saving Throw: Fort negates

You tap into the life essence of a subject and drain it away, adding it to your own. Each round you concentrate, you permanently drain 1 ability score point from the subject. Although you can choose which ability score to drain, you must choose a different ability score to drain each next round. You cannot choose a score already drained until you have drained all the others, at which point

the process starts over. Thus, if you drain 1 point of Strength, you must choose another score the next round to drain, and cannot choose Strength again until you have drained one point of Con, Dex, Int, Wis, and Cha. Then you can drain another point of Strength, but not a third until you have drained a second point from all the others.

If cast on the night of a full moon, for each point you drain, you become effectively one week younger. If cast at other times, the subject suffers the drains, but you gain nothing.

The victim withers and shrivels. When it is completely drained of points, it becomes a horrid dry husk that costs 0/1d6 Sanity points just to see. If the caster dies while concentrating on this spell, all drained points are returned to the subject.

*There are vocal qualities peculiar to men, and vocal qualities peculiar to beasts; and it is terrible to hear the one when the source should yield the other. Animal fury and orgiastic licence here whipped themselves to daemoniac heights by howls and squawking ecstasies that tore and reverberated through those nighted woods like pestilential tempests from the gulfs of hell. Now and then the less organised ululation would cease, and from what seemed a well-drilled chorus of hoarse voices would rise in sing-song chant that hideous phrase or ritual: "Ph'nglui mglw'nash Cthulhu R'lyeh wgah-nagl fhtagn" [In his house at R'lyeh dead Cthulhu waits dreaming]*

—H.P. Lovecraft,  
"Call of Cthulhu"

### SUGGESTION

[Mind-Affecting]

Components: V

Cost: 3 Wis damage and 1d4 Sanity points

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 hour/level or until completed

Saving Throw: Will negates

You influence the actions of the enchanted subject by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the subject to stab himself, immolate himself, or do some other obviously harmful act automatically negates the effect of the spell. However, a suggestion that a pool of acid is actually pure water and that a quick dip would be refreshing is an-

other matter. Urging a cultist to stop attacking you so that the two of you could jointly rob the house of another cultist is likewise a reasonable use of the spell's power.

The suggested course of activity can continue for the entire duration, such as in the case of the cultist mentioned above. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what he was asked to do. You can instead specify conditions that will trigger a special activity during the duration. For example, you might suggest that a wealthy woman give her money-filled purse to the first homeless person she meets. If the condition is not met before the spell expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1, -2, and so on) at the discretion of the GM.

### SUMMON/BIND CREATURE

Components: V, S, F

Cost: 4 Wis damage and 1d3 Sanity points

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 10 minutes/level

Saving Throw: Will negates (see text)

This spell summons a greater or lesser servitor, or even an independent race (if it was once a servitor race). It appears where you designate and acts immediately. If you wish, you can attempt to bind it and give it a specific command of limited duration (something that can be accomplished within the duration). "Protect me forever" would not work, but "slay the man in the corner" would.

At the conclusion of a *summon* spell, the creature can attempt a Will save. If the check succeeds, the spell is negated. If the summoning succeeds, but the caster does not attempt a binding, the creature remains for the duration doing whatever is appropriate for the creature. (Attacking those around it might be appropriate, but it has no special need to choose to attack the caster over other potential targets.)

At the conclusion of a *bind* spell, the caster and the creature make opposed Wisdom checks. If the caster

gets a higher result on his Wisdom check, the creature has been bound. If the creature gets a higher result on its Wisdom check, it attacks the caster and leaves at the end of the duration of the spell.

The caster can attempt to bind a creature that he did not summon himself if he knows the proper *bind* spell. In this case, the bound creature obeys the caster's command (as described above), but after the duration is over, it can go back to whatever it was doing before.

Each spell to summon a specific creature is a different spell, and each spell to bind a creature is a different spell. (For instance, *summon byakhee*, *bind byakhee*, and *summon Dark Young* are three different spells.) Authors of occult tomes don't always know how to bind the creatures they summon.

**Byakhee:** A whistle must be blown during the summoning. The spell is only useful on nights when Aldebaran is above the horizon (October through March in North America). The summoned byakhee floats down out of the icy, star-filled night sky.

**Dark Young:** A small or larger creature must be sacrificed with a knife as a part of the spell. The spell must be cast outdoors during a new moon in the woods. The Dark Young appears out of the shadows of the trees.

**Dimensional Shambler:** This spell requires a dagger made of any pure metal, such as copper or iron. The shambler appears out of empty space.

**Fire Vampire:** A bonfire or other source of flame is required to cast this spell. The spell may be cast only at night when the star Fomalhaut is above the horizon (September through November in North America). The fire vampire appears from out of the sky, as if a star has suddenly fallen from the heavens.

**Hunting Horror:** This spell must be cast at night in the open air. A sacrifice of a sentient creature must be offered to the hunting horror, who devours it when it arrives (in 1 round). The horror appears headfirst, as though pushing its way through a hole in the air.

**Nightgaunt:** To cast this spell, you need to use a stone emblazoned with an *elder sign* at night when there is no moon. The nightgaunt appears out of the darkness on silent wings.

**Servitor of the Outer Gods:** A flute must be played atonally during the casting of this spell. Amid echoes of more piping from afar, the servitor appears.

**Star Vampire:** This spell must be cast at night under a cloudless sky. The star vampire descends from the stars, but it is invisible (even to the caster) until it feeds.

### TRUE STRIKE

**Components:** V  
**Cost:** 2 Int damage  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** See text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attacks against a concealed target.

### UNMASK DEMON

**Components:** V, S  
**Cost:** 2 Wis damage  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature affected by a magical disguise  
**Duration:** Instantaneous  
**Saving Throw:** None

This spell immediately dispels the magical disguise or change of form on one creature, including the following spells: *body warping of Gorgoroth*, *consume likeness*, *pose mundane*, and *animal form*. It also works on spell-like abilities or supernatural abilities based on these spells. Although the spell costs no Sanity points to cast, Sanity points may be lost when the subject's true identity is revealed.

### UNSPEAKABLE OATH

**Components:** S  
**Cost:** 2d8 Sanity points  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** Instantaneous  
**Saving Throw:** None

You make a promise to He Who Is Not to Be Named. In exchange for your devotion, He grants you some tangible gift, such as a fragment or copy of the *R'lyeh Text*, or a special grant of +1 Int every year (or every time you go up a level). The details of the boon are up to the player's and GM's discretion. However, each time you go up a level, or each time a year passes (whichever comes first), you suffer a permanent drain of 1d2 points of Charisma, slowly trans-

forming into a hideous creature over time. When the character has no Charisma score, he is a beast under the control of Hastur forever. (See Chosen of Hastur, page 190.)

### VIEW GATE

**Components:** V, S  
**Cost:** 2 Wis damage and 1 Sanity point  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One magical gate  
**Duration:** Instantaneous  
**Saving Throw:** None

This spell allows you to look at a magical gate and see the spot (or time) that it leads to as if you had passed through it.

### VOICE OF RA

**Components:** V  
**Cost:** 2 Int damage and 1 Sanity point  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 24 hours  
**Saving Throw:** None

You can make yourself better looking and more charming. You gain a +1d6+1 enhancement bonus to Charisma.

### VOORISH SIGN

**Components:** S  
**Cost:** 2 Int damage and 1 Sanity point  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round  
**Saving Throw:** None

You use an intricate arcane gesture that makes the next spell you cast more potent. If you use *Voorish Sign* on the round before you cast another spell, the second spell is treated as if you were three levels higher for all level-based aspects, such as range and duration. The saving throw DC is also raised by 3. The *Voorish Sign* is typically employed by those who know it before summonings, bindings, and attempts to call deities.

### WANDERING SOUL

**Components:** V, S  
**Cost:** 4 Int damage and 1 Sanity point  
**Casting Time:** 1 minute  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level (D)

You immediately fall into a deep sleep; your spirit then becomes eth-

real. Your physical body remains helpless, but your spirit can wander through the physical world.

An ethereal spirit is invisible, incorporeal, and capable of moving in any direction, even up or down (albeit at half normal speed). Since you are incorporeal, you can move through solid objects, including living creatures. However, an ethereal spirit can't attack material creatures.

Your spirit can see and hear physical and material objects, but everything looks gray and insubstantial. Sight and hearing in the material world are limited to 60 feet and limited by existing conditions (if it's dark, you can't see). Spells you cast while ethereal affect only other ethereal things. By contrast, treat other ethereal creatures and ethereal objects as if they had become material.

When the spell ends, you return to your body, although you do not awaken for 12 hours—a sleep that does not allow you to regain lost hit points or ability score damage.

### WARD AGAINST PSYCHICS

**Components:** V, S  
**Cost:** 2 Int damage and 1 Sanity point  
**Casting Time:** 1 full round  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** 25-foot radius  
**Duration:** 10 minutes/level  
**Saving Throw:** None

This spell creates an area of psychic distortion and mental static that prohibits the use of any psychic feat within it. As part of this, the area is shielded against attempts to examine it with the Psychometry feat, but only for events that occurred during the duration of this spell.

### WARDING THE EYE

**Components:** V, S  
**Cost:** 2 Int damage  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** Permanent (D)  
**Saving Throw:** None

This ward protects you completely from the *evil eye* spell. Like that spell, it lasts until dismissed or until the next sunrise.

### WAVE OF OBLIVION

**Components:** V, S  
**Cost:** 3 Str damage and 1d8 Sanity points  
**Casting Time:** 1 action  
**Range:** Medium (100 ft. + 10 ft. level)  
**Effect:** Wave that is 10 ft. long, 5 ft. high/level  
**Duration:** Instantaneous  
**Saving Throw:** Ref half

This spell creates a huge wave in a large body of water, such as a lake or the ocean. The caster must be in or on the water himself. The wave rises up and then crashes down anywhere within reach (its reach is its height). The wave deals 1d4 points of damage per caster level to anyone within the area (maximum 15d4). Anyone failing a Reflex save is considered drowning (see *The Drowning Rule sidebar*, page 85). Boats entirely within the area have a 50% chance of capsizing.

### WITHER LIMB

**Components:** V, S  
**Cost:** 2 Str damage and 1d6 Sanity points  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** The limbs of one living creature  
**Duration:** 1 round/level  
**Saving Throw:** Fort negates

You choose to wither either the arms or the legs of a living opponent (that possesses limbs). Withered legs force a character to fall prone; it is impossible for the character to move from that spot faster than 1 foot/round as a full-round action. Withered arms make it impossible for the character to use objects or cast spells with somatic components.

### VARIANT: UNMASTERED MAGIC

If you wish magic to seem even more mysterious and uncontrollable, force anyone attempting to cast a spell to make a Intelligence check (DC 15) to successfully cast the spell. Failure is resolved on the following table:

01–60 The spell is cast normally.

61–70 No spell effect occurs, but the caster faces the cost of the spell nonetheless. The energy of the spell is conjured, just not properly handled.

### WORD OF RECALL

**Components:** V  
**Cost:** 4 Int + 4 Wis damage, and 2d6 Sanity points  
**Casting Time:** 1 action  
**Range:** Unlimited  
**Target:** You and objects and willing creatures totaling up to 50 lb./level  
**Duration:** Instantaneous  
**Saving Throw:** None

A *word of recall* teleports you instantly back to a chosen sanctuary when it is uttered. You must designate the sanctuary when you prepare the spell, and it must be a very familiar place. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. You can be transported any distance, but cannot travel between dimensions. You can transport, in addition to yourself, objects and creatures weighing up to 50 pounds per caster level. Thus, a 15th-level caster could transport his person and objects or creatures weighing an additional 750 pounds. Exceeding this limit causes the spell to fail.

An unwilling creature can't be teleported by *word of recall*.

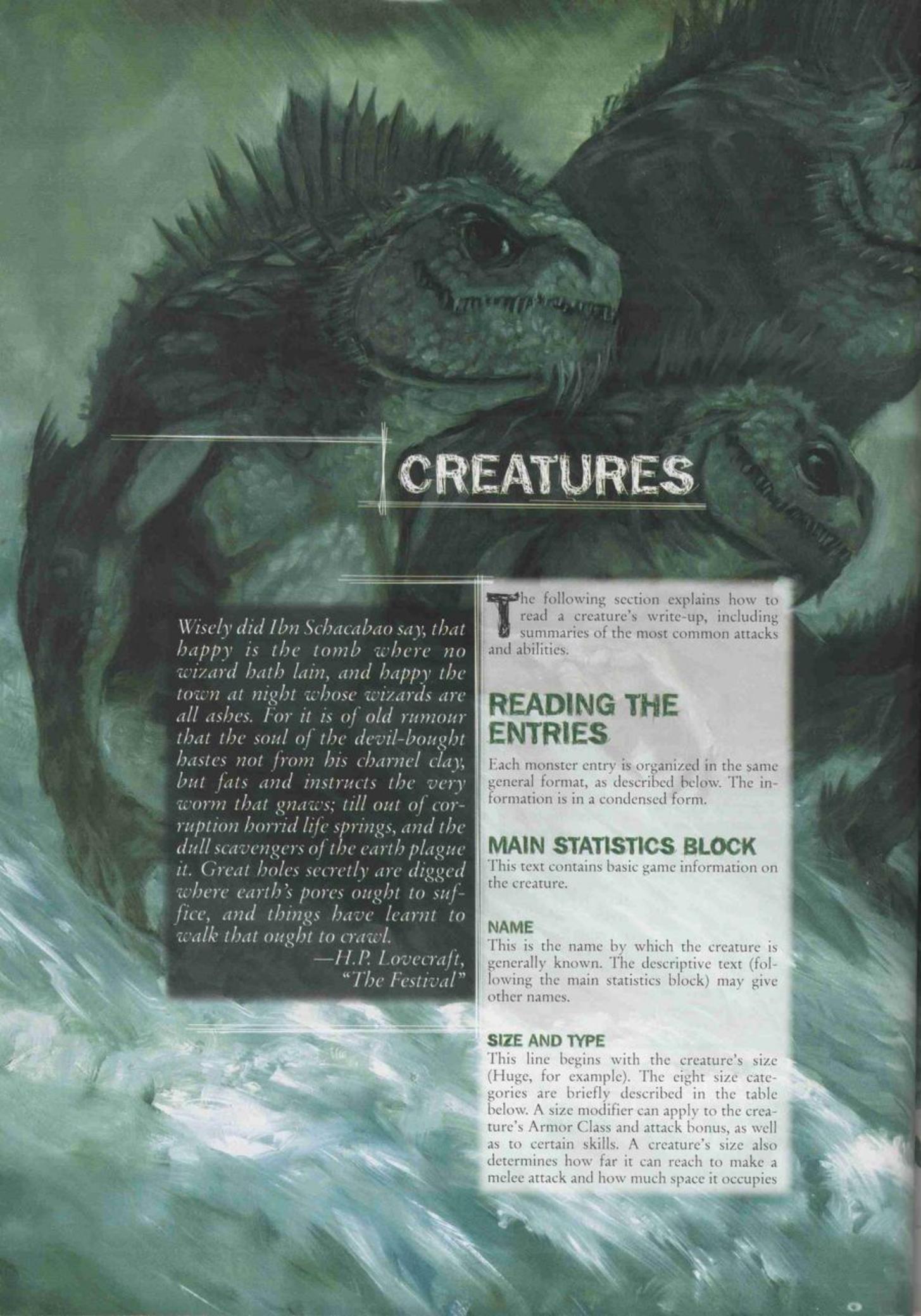
### WRACK

**Components:** V, S  
**Cost:** 4 Str damage and 1d6 Sanity points  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** One living creature  
**Duration:** 1 round/level  
**Saving Throw:** Fort negates

A subject of your choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and his eyes cloud with blood, rendering him blind. For the duration of the spell, the target is considered helpless and cannot take actions. Even after the duration is over, the subject (although he can see) is still visibly shaken and suffers a -2 penalty on attack rolls, saves, and checks for 3d10 minutes. The experience has a Sanity loss of 1/1d6+1 for the subject.

71–95 The spell's target, area, or effect are determined randomly (if applicable, otherwise, the spell is cast normally) as the caster miscasts the spell.

96–00 As 71–95, plus one random character within 100 feet (if any) pays the cost of the spell as if he were the caster (and the caster also pays as normal). The hungry forces in the heartless universe, tapped by the spell, wish to consume as much life and energy as they can.



# CREATURES

*Wisely did Ibn Schacabao say, that happy is the tomb where no wizard hath lain, and happy the town at night whose wizards are all ashes. For it is of old rumour that the soul of the devil-bought hasteth not from his charnel clay, but fats and instructs the very worm that gnaws; till out of corruption horrid life springs, and the dull scavengers of the earth plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl.*

—H.P. Lovecraft,  
“The Festival”

The following section explains how to read a creature’s write-up, including summaries of the most common attacks and abilities.

## READING THE ENTRIES

Each monster entry is organized in the same general format, as described below. The information is in a condensed form.

### MAIN STATISTICS BLOCK

This text contains basic game information on the creature.

#### NAME

This is the name by which the creature is generally known. The descriptive text (following the main statistics block) may give other names.

#### SIZE AND TYPE

This line begins with the creature’s size (Huge, for example). The eight size categories are briefly described in the table below. A size modifier can apply to the creature’s Armor Class and attack bonus, as well as to certain skills. A creature’s size also determines how far it can reach to make a melee attack and how much space it occupies.

Unless noted otherwise, monstrous humanoids have darkvision with a range of 60 feet. Monstrous humanoids are proficient with all weapons mentioned in their entries. Example: byakhee.

**Ooze:** An ooze is an amorphous or mutable creature. Oozes are immune to poison, paralysis, stunning, and polymorphing. They have no clear front or back and are therefore not subject to critical hits or flanking. Oozes are blind, but have the blindsight special quality. They have no Intelligence scores and are therefore immune to all mind-affecting spells. (In D&D, oozes are also immune to sleep spells and effects.)

Oozes have no natural armor ratings, but they are nevertheless difficult to kill because their bodies are mostly simple protoplasm. This is reflected by bonus hit points (in addition to those from Hit Dice and Constitution scores) according to size. Ooze Size/Bonus Hit Points: Small/5, Medium-size/10, Large/15, Huge/20, Gigantic/30, Colossal/40.

Example: shoggoth.

**Outsider:** An outsider is a nonelemental creature that comes from another dimension, reality, or plane. Unless noted otherwise, outsiders have darkvision with a range of 60 feet. Example: dimensional shambler.

**Shapechanger:** This type of creature has a stable body but can assume other forms. Unless noted otherwise, shapechangers have darkvision with a range of 60 feet. Example: loup garou.

**Undead:** Undead are once-living creatures animated by spiritual or supernatural forces. Undead are immune to poison, stunning, and disease. They also ignore mind-affecting spells and effects (such as *cloud memory*, *hypnotism*, or *suggestion*). (In D&D, undead are also immune to sleep spells and effects, patterns, and phantasms.)

Undead are not subject to critical hits, subdual damage, ability damage, or ability drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). An undead spellcaster uses its Charisma modifier when making Concentration checks.

Undead without Intelligence scores cannot heal damage on their own. (In D&D, undead can be healed by spells that use negative energy, such as *inflict light wounds*.) The regeneration and fast healing special qualities work regardless of the creature's Intelligence score.

An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or below, it is immediately destroyed. Most undead have darkvision with a range of 60 feet. Example: animated corpse.

**Vermilion:** This type includes insects, arachnids, arthropods, worms, and similar invertebrates. Vermilion have no Intelligence scores and are immune to all mind-affecting spells. (In D&D, vermin are also immune to sleep spells and effects, patterns, and phantasms.) Unless noted otherwise, vermin have darkvision with a range of 60 feet. Example: spider.

### Type Modifiers

A parenthetical note following the creature type indicates a type modifier (fire, for example), indicating that the creature is associated with an element, a form of energy, a state of being, or the like. A type modifier links creatures that share characteristics, connects members of different types, or creates a subtype within a larger type, such as undead (incorporeal).

Some common type modifiers that affect a creature's abilities are described below.

in a fight (see Face/Reach, below).

The size and type line continues with the creature's type (ooze, for example). Type determines how magic affects a creature; for example, the *dominate animal* spell affects only creatures of the animal type. Type also determines many of the creature's characteristics and abilities, as described below.

**Aberration:** An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. Unless noted otherwise, aberrations have darkvision with a range of 60 feet. Example: star vampire.

**Animal:** An animal is a nonhumanoid creature, usually a vertebrate. An animal may currently exist on Earth, or it may be a historical creature. All animals have Intelligence scores of 1 or 2. Unless noted otherwise, animals have low-light vision (allowing them to see twice as far as a human in twilight conditions). Example: wolf.

**Beast:** A beast is a nonhistorical, vertebrate creature with a reasonably normal anatomy and no magical or unusual abilities. Unless noted otherwise, beasts have low-light vision and darkvision with a range of 60 feet. Example: dhole.

**Dragon:** A dragon is a reptilian creature, usually winged, with magical or unusual abilities. Dragons are immune to sleep and paralysis effects. Unless noted otherwise, dragons have darkvision with a range of 60 feet and low-light vision. Example: hunting horror.

**Giant:** A giant is a humanoid creature of great strength, usually of at least Large size. Giants are proficient with all weapons given in their entries. Unless noted otherwise, giants have darkvision with a range of 60 feet. Example: gug.

**Humanoid:** A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and head. Humanoids have few or no supernatural or extraordinary abilities, and usually are Small or Medium-size. Every humanoid creature also has a type modifier (see below). Humanoids are proficient with all weapons mentioned in their entries. Example: serpent person.

**Magical Beast:** Magical beasts are similar to beasts but have supernatural or extraordinary abilities. Unless noted otherwise, magical beasts have darkvision with a range of 60 feet and low-light vision. Example: chthonian.

**Monstrous Humanoid:** These are humanoid creatures with monstrous or animalistic features, often having supernatural abilities.

### Creature Sizes

Size	Armor Class/ Attack Modifier	Dimension*	Weight**
Fine	+8	6 in. or less	Less than 1/8 lb.
Diminutive	+4	6 in.–1 ft.	1/8 lb.–1 lb.
Tiny	+2	1 ft.–2 ft.	2 lb.–8 lb.
Small	+1	2 ft.–4 ft.	9 lb.–60 lb.
Medium-size	0	4 ft.–8 ft.	61 lb.–500 lb.
Large	-1	8 ft.–16 ft.	501 lb.–4,000 lb.
Huge	-2	16 ft.–32 ft.	4,001 lb.–32,000 lb.
Gargantuan	-4	32 ft.–64 ft.	32,001 lb.–250,000 lb.
Colossal	-8	64 ft. or more	250,001 lb. or more

\* Biped's height, quadruped's body length (nose to base of tail).

\*\* Assumes that the creature is roughly as dense as a regular animal. A creature made of stone will weigh considerably more. A gaseous creature will weigh much less.

**Cold:** A cold creature is immune to cold damage. It takes double damage from fire unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure.

**Fire:** A fire creature is immune to fire damage. It takes double damage from cold unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure.

**Incorporeal:** An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. When hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source. Force effect spells affect it normally. An incorporeal creature has no natural armor, but has a deflection bonus equal to its Charisma modifier (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can pass through solid objects at will (but not force effects). Its attack passes through (ignores) natural armor, armor, and shields, although deflection bonuses (and force effects) work normally against it. An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be heard. It has no Strength score, so its Dexterity modifier applies to both its melee and its ranged attacks.

**Independent Race, Lesser and Greater:** Independent races vary in power. Some may actually be ancestors of races long dead that spawned some of the still extant Great Old Ones. The antediluvian prehistory of Earth is rife with the comings and goings of many disparate independent races, though presently most are extinct or dormant.

**Servitor Race, Lesser and Greater:** Particular species are often associated with particular Great Old Ones or gods. Such races are called servitor species, and frequently accompany any god or Great Old One who manifests or otherwise influences matters on Earth. Servitor races may act as assassins, messengers, and spies. Usually, servitor races are met in the stead of the Great Old One or god they serve.

### HIT DICE

This line gives the number and type of Hit Dice the creature has and any bonus hit points. A parenthetical note gives the creature's average hit points.

A creature's Hit Dice total is also its level for determining how spells affect the creature, its rate of natural healing, and its maximum ranks in a skill.

### INITIATIVE

This line shows the creature's modifier to initiative rolls. A parenthetical note tells where the modifier comes from (most commonly the creature's Dexterity modifier and the Improved Initiative feat, if the creature has it).

### SPEED

This line gives the creature's tactical speed on land (the amount of distance it can cover with one move action). If the creature has other modes of movement, these are provided after the main entry. Unless noted otherwise, modes of movement are natural (not magical).

**Burrow:** The creature can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot run as a full-round action while burrowing.

**Climb:** A creature with a climb speed has the Climb skill at no cost and gains a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10, even if rushed or threatened while climbing. The creature climbs at the listed speed while climbing. If it chooses an accelerated climb (see Climb, page 25), it moves at double the listed climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a -5 penalty. Creatures cannot run as a full-round action while climbing.

**Fly:** All fly speeds include a parenthetical note indicating maneuverability, as follows.

**Perfect:** The creature can perform almost any aerial maneuver it wishes. It moves through the air as well as a human does over smooth ground.

**Good:** The creature is very agile in the air (such as a housefly or hummingbird), but cannot change direction as readily as those with perfect maneuverability.

**Average:** The creature can fly as adroitly as a small bird.

**Poor:** The creature flies as well as a very large bird.

**Clumsy:** The creature can barely fly at all.

Creatures that fly can make dive attacks. A dive attack works just like a charge, but the diving creature must move a minimum of 30 feet. It can make only claw attacks, but these deal double damage. A creature can run as a full-round action (moving four times its base speed) while flying, provided it flies more or less in a straight line.

**Swim:** A creature with a swim speed can move through water at the listed speed without making Swim checks. It gains a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. The creature always can choose to take 10, even if rushed or threatened when swimming. A creature can run as a full-round action (moving four times its base speed) while swimming, provided it swims more or less in a straight line.

### ARMOR CLASS

This entry gives the creature's Armor Class for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armor).

### ATTACKS

This line gives all the creature's physical attacks, whether with natural or manufactured weapons.

**Natural Weapons:** These include teeth, claws, stingers, and the like. The entry gives the number of attacks along with the weapon (2 claws, for example), attack bonus, and form of attack (melee or ranged). The first entry is for the creature's primary weapon, showing an attack bonus that includes modifications for size and Strength (for melee attacks) or Dexterity (for ranged attacks). A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks.

The remaining weapons are secondary and have -5 to the attack bonus, no matter how many there are.

(among others). A creature entry breaks these abilities into Special Attacks and Special Qualities. The latter category includes defenses, immunities, vulnerabilities, and other special abilities that are not modes of attack.

A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su). (This distinction is incidental in *Call of Cthulhu*, but can be critical in D&D.) Refer to the definitions of extraordinary, spell-like, and supernatural abilities in the Magic chapter (see Special Abilities, page 129).

All of the foregoing assumes that the creature makes a full attack and employs all its natural weapons. If a creature instead chooses the attack option (and thus makes only a single attack), it uses its primary attack bonus.

Unless noted otherwise, natural weapons threaten critical hits on a natural attack roll of 20.

**Manufactured Weapons:** Creatures that use melee or ranged weapons follow the same rules as characters, including those for multiple attacks and two-weapon fighting penalties. All the steps in a multiple attack sequence are given and include all modifications.

#### DAMAGE

This line shows the damage each of the creature's attacks deals. Damage from an attack is always at least 1 point, even if a subtraction from a die roll brings the result to 0 or lower.

**Natural Weapons:** A creature's primary attack damage includes its full Strength modifier (one and a half times its Strength bonus if it's the creature's sole attack). Secondary attacks add only one-half the creature's Strength bonus.

If any attacks also cause some special effect other than damage (poison, disease), that information is given here.

Unless noted otherwise, creatures deal double damage on critical hits.

Natural weapons have types just as other weapons do. The most common are summarized below.

**Bite:** The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

**Claw or Rake:** The creature rips with a sharp appendage, dealing piercing and slashing damage.

**Gore:** The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.

**Slap or Slam:** The creature batters opponents with an appendage, dealing bludgeoning damage.

**Sting:** The creature stabs with a stinger, dealing piercing damage. Stingers are usually envenomed.

**Manufactured Weapons:** Creatures that use melee or ranged weapons follow the same rules as characters do. The bonus for attacks with two-handed melee weapons is one and a half times the creature's Strength bonus, while secondary weapons add only one-half the Strength bonus.

#### FACE/REACH

This line describes how much space the creature needs to fight effectively and how close it has to be to an opponent to threaten that square. This is written in the format [feet] by [feet]/[feet]: The numbers before the slash show the creature's fighting space (width first, length second). The number after the slash is the creature's natural reach. If the creature has exceptional reach due to a weapon, tentacle, or the like, the extended reach and its source are noted in parentheses.

#### SPECIAL ABILITIES

Many creatures have unusual abilities, which can include special attack forms, resistance or vulnerability to certain types of damage, and enhanced senses

Though many creatures "cast spells" using a spell-like ability, qualified creatures may also learn to cast new spells. When a creature learns to cast a spell, it uses the same rules for spellcasting that a character does (as described in the Magic chapter). It still uses its previous spell-like abilities as before, but is susceptible to ability damage for using its learned spells.

#### SPELLCASTING

This line gives all the creature's special attacks in the order they are most likely to be used. If the creature has no special attacks, this line does not appear. Details appear in the creature's descriptive text. In general, "creature" means the creature using the special attack, while "opponent" is the target of the attack.

#### SPECIAL ATTACKS

This line gives all the creature's special qualities. If the creature has no special qualities, this line does not appear. Details of the most common special qualities are provided here (others are defined in the Combat chapter).

**Blindsight (Ex):** Using nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the creature maneuvers and fights as well as a sighted creature. Invisibility and darkness are irrelevant, though the creature can't discern ethereal beings (as defined in the *wandering soul* spell). The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability.

**Intuit Direction (Ex):** The creature has an innate sense of direction. Most creatures with Intuit Direction use this special quality to navigate in unusual environments, such as when burrowing underground or navigating networks of tunnels. Flying creatures and dimensional travelers can also use it to navigate while traveling.

By concentrating for 1 minute, the creature can determine where true north lies in relation to itself with a successful Wilderness Lore check (DC 15). The creature rolls for this special quality once each day. That result represents how sensitive it is to direction that day; it is used for all other Wilderness Lore checks to determine direction on the same day. If this initial check fails, the creature cannot determine direction that day.

A flying creature or dimensional traveler with this ability can use it once each day to navigate while traveling. With a successful Wilderness Lore check (DC 15), it can determine where its point of origin or destination is relative to its current position. The creature must have traveled to the destination at

least once. For dimensional travelers, either location can be in a different dimension. For instance, a nightgaunt could use this ability to find its way back to a temple in the Dreamlands after abducting a cultist from a remote mountaintop in the Appalachians.

**Fast Healing (Ex):** The creature regains hit points at an exceptionally fast rate, usually 1 or more hit points per round, as given in the entry (for example, a vampire has fast healing 5). Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow or reattach lost body parts.

**Regeneration (Ex):** Creatures with this ability are difficult to kill. Damage dealt to the creature is treated as subdual damage. The creature automatically heals subdual damage at a fixed rate per round, as given in the entry. Certain attack forms, typically fire and acid, deal normal damage to the creature, which doesn't go away. The creature's descriptive text describes the details.

A regenerating creature that has been rendered unconscious through subdual damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to subdual damage.

Attack forms that don't deal hit point damage (for example, most poisons) ignore regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation.

Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts; details are in the creature's entry. Severed parts that are not reattached wither and die normally.

**Resistance to Energy (Ex):** The creature ignores some damage of the listed type each round (commonly acid, cold, fire, or electricity). This entry indicates the amount and type of damage ignored.

**Scent (Ex):** This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at triple normal range.

When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range. The creature can take an attack action to note the direction of the scent. If it moves within 5 feet of the source, the creature can pinpoint that source.

A creature with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or

decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat (see page 42). Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

### SAVES

This line gives the creature's Fortitude, Reflex, and Will save modifiers, which take into account its type, ability score modifiers, and any special qualities.

### ABILITIES

This line gives all six of the creature's ability scores, in order: Str, Dex, Con, Int, Wis, Cha. Abilities work exactly as described in the Character Creation chapter. Some creatures lack certain ability scores. (For instance, undead have no Constitution score.) These creatures do not have an ability score of 0—they lack the ability altogether. The modifier for a "nonability" is +0.

### SANITY

Unless specifically noted to the contrary, creatures do not have Sanity scores, nor do they ever make Sanity checks.

### SKILLS

This line details all the creature's skills by name along with each skill's modifier, which includes adjustments for ability scores and any bonuses from feats or racial abilities unless otherwise noted in the descriptive text. All listed skills were purchased as class skills unless the creature is a template added to a profession (see Profession Templates, page 12).

### FEATS

The line gives all the creature's feats by name. The creature's descriptive text may contain additional information if a feat works differently than described in this section or in the section of this

## CREATURE FEATS

### FLYBY ATTACK

The creature can attack on the wing.

**Prerequisite:** Fly speed.

**Benefit:** While taking a move action to fly its speed, the creature may take an attack action or another move action or at any point during the move.

**Normal:** Without this feat, the creature takes a move action or an attack action either before or after moving.

### GREAT CLEAVE

The creature can wield a natural weapon or melee weapon with such power that it can strike multiple times when it drops opponents.

**Prerequisites:** Str 13+, Power Attack, Cleave, base attack +4 or higher.

**Benefit:** As Cleave (see page 40), except the creature has no limit to the number of times it can use it per round.

### WHIRLWIND ATTACK

The creature can strike nearby opponents in an amazing, spinning melee attack.

**Prerequisite:** Dex 13+, Dodge, Mobility, Spring Attack, base attack bonus +4 or higher, Int 13+, Expertise.

**Benefit:** As a full-round action, the creature can give up its regular attacks and instead make one melee attack at its full base attack bonus against each opponent within 5 feet of its position.

skills, depending on its type. Table 8-1: Creature Advancement by Type shows how creature types advance.

Saving throw bonuses are listed on Tables 1-8 and 1-9 (page 10). A “good” saving throw uses the higher of the listed values (starting at +2); a “bad” saving throw uses the lower one (starting at +0).

book dealing with feats. Most creatures use the same feats that are available to characters, but some have access to unique feats (see the sidebar).

### CHALLENGE RATING

In *Call of Cthulhu*, a creature’s Challenge Rating (or CR) gives a rough measure of its toughness on a scale of 1 to 20. CR stats are listed here as a guideline to help the GM measure the relative difficulty of various encounters in a campaign.

In DUNGEONS & DRAGONS, CR has a slightly different meaning. A creature’s Challenge Rating is the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty. However, for several reasons, the average *CofC* investigator isn’t as tough as the average D&D character. Keep in mind that a “moderate” encounter in a high-fantasy game may become “extreme” in a modern horror setting.

Investigators can fight creatures with any CR, regardless of the average level of their group.

### CLIMATE/TERRAIN

This line gives the environment in which the creature is most likely to be encountered.

### ADVANCEMENT

This book details only the weakest and most common version of each creature. The Advancement line shows how tough the creature can get, in terms of extra Hit Dice. (This is not an absolute limit, but exceptions are extremely rare.)

### Improvement

As its Hit Dice increase, the creature’s attack bonuses and saving throw modifiers might improve, and it could gain more feats and

### Size Increases

Creatures may become larger as they gain Hit Dice (the new size is noted parenthetically).

An increase in size affects a creature’s ability scores, Armor Class, attack bonuses, and damage ratings as indicated on the following tables.

Old Size*	New Size	Str	Dex	Con	Armor Class	Attack
Fine	Diminutive	Same	-2	Same	Same	-4
Diminutive	Tiny	+2	-2	Same	Same	-2
Tiny	Small	+4	-2	Same	Same	-1
Small	Medium-size	+4	-2	+2	Same	-1
Medium-size	Large	+8	-2	+4	+2	-1
Large	Huge	+8	-2	+4	+3	-1
Huge	Gargantuan	+8	Same	+4	+4	-2
Gargantuan	Colossal	+8	Same	+4	+5	-4

\* Repeat the adjustment if the creature moves up more than one size category. For example, if a creature advances from Medium-size to Huge size, it gains +16 Strength, -2 Dexterity, +8 Constitution, +5 to AC, and -2 to attack bonus.

Old Damage (Each)*	New Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8 or 1d10	2d6
1d12	2d8

\* Repeat the adjustment if the creature moves up more than one size category. For example, if a Medium-size creature with two claw attacks dealing 1d4 points of damage each advances from Medium-size to Huge, the damage dealt by each of its claw attacks increases to 1d8.

TABLE 8-1:

### Creature Advancement by Type

	Hit Die	Attack Bonus	Good Saving Throws	Skill Points	Feats
Aberration	d8	Total HD × 3/4	Will	+2 per extra HD	+1 per 4 extra HD
Beast	d10	Total HD × 3/4	Fortitude and Reflex	+1 per extra HD	—
Dragon	d12	Total HD	Fortitude, Reflex, Will	+6 (+ Int bonus) per extra HD	+1 per 4 extra HD
Giant	d8	Total HD × 3/4	Fortitude	+1 per extra HD	+1 per 4 extra HD
Humanoid	d8	Total HD × 3/4	Variable	+1 per extra HD	+1 per 4 extra HD
Magical beast	d10	Total HD	Fortitude and Reflex	+1 per extra HD	+1 per 4 extra HD
Monstrous humanoid	d8	Total HD	Reflex and Will	+2 per extra HD	+1 per 4 extra HD
Ooze	d10	Total HD × 3/4	—	—	—
Outsider	d8	Total HD	Fortitude, Reflex, Will	+8 (+ Int bonus) per extra HD	+1 per 4 total HD
Shapechanger	d8	Total HD × 3/4	Fortitude, Reflex, Will	+1 per extra HD	+1 per 4 extra HD
Undead	d12	Total HD × 1/2	Will	+2 per extra HD	+1 per 4 extra HD
Vermin	d8	Total HD × 3/4	Fortitude	10-12	—

This line gives the number of Sanity points lost by an investigator when the creature is encountered.

### DESCRIPTIVE TEXT

The descriptive text opens with a short description of the monster: what it does, what it looks like, and what is most noteworthy about it.

Special sections describe how the creature fights and give details on special attacks, special qualities, skills, and feats.

# ANIMATED CORPSE

Medium-Size Undead

Hit Dice: 2d12+3 (16 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

Armor Class: 11 (-1 Dex, +2 natural)

Attacks: Slam +2 melee

Damage: Slam 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spells

Special Qualities: Damage reduction 5/+1, darkvision 60 ft., undead qualities

Saves: Fort +0, Ref -1, Will +3

Abilities: Str 13, Dex 8, Con —, Int 3, Wis 10, Cha 1

Skills: Listen +5, Spot +4

Feats: Toughness

CR: 1

Climate/Terrain: Any

Advancement: 3–4 HD (Medium-size); 5–7 HD

(Large); 8–23 HD (Huge); 24–47 HD

(Gargantuan); 48–96 HD (Colossal)

Sanity Loss: 1/1d6

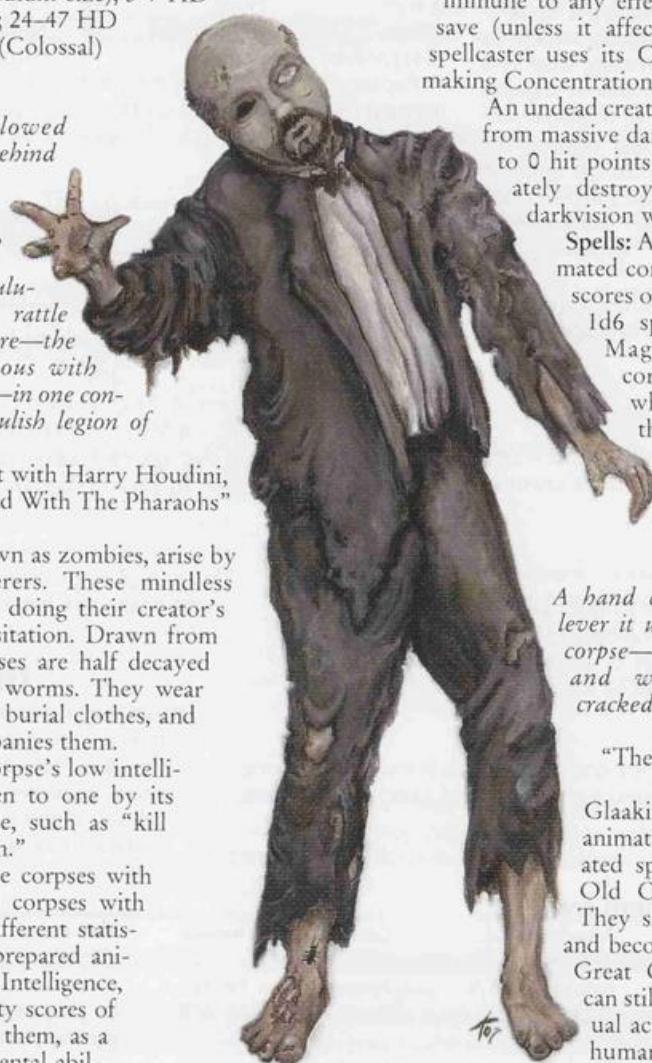
*The training of unhallowed thousands of years must lie behind the march of earth's inmost monstrosities . . . padding, clicking, walking, stalking, lumbering, rumbling, crawling . . . A fiendish and ululant corpse-gurgle or death rattle now split the very atmosphere—the charnel atmosphere poisonous with naphtha and bitumen blasts—in one concerted chorus from the ghoulish legion of hybrid blasphemies.*

—H. P. Lovecraft with Harry Houdini,  
“Imprisoned With The Pharaohs”

Animated corpses, also known as zombies, arise by the will of obscene sorcerers. These mindless automatons shamble about, doing their creator's bidding without fear or hesitation. Drawn from their graves, animated corpses are half decayed and partially consumed by worms. They wear the tattered remains of their burial clothes, and a rank odor of death accompanies them.

Because of an animated corpse's low intelligence, the instructions given to one by its master must be very simple, such as “kill anyone who enters this room.”

The statistics here describe corpses with humanlike forms. Animated corpses with different forms may have different statistics. Additionally, specially prepared animated corpses may retain the Intelligence, Charisma, and Wisdom ability scores of the living body—or close to them, as a 0–3 point degradation per mental ability score is *de riguer*.



wither and look like the undead monsters they are. After six decades of half-death, the Servitors of Glaaki begin to rot if subjected to intense light, such as daylight. This rapid rotting is called the Green Decay, and destroys one so exposed in a few hours.

Servitors of Glaaki always know at least 2d6 spells, chosen from the Magic chapter.

## COMBAT

Animated corpses are usually not particularly adept in combat, and are usually content to slam their decaying fists into a foe over and over.

**Undead Qualities (Ex):** Undead are immune to poison, stunning, and disease. They also ignore all mind-affecting spells (such as *cloud memory*, *hypnotism*, and *suggestion*). Undead are not subject to critical hits, subdual damage, ability damage, or ability drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). An undead spellcaster uses its Charisma modifier when making Concentration checks.

An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or below, it is immediately destroyed. Most undead have darkvision with a range of 60 feet.

**Spells:** A very few individual animated corpses with mental ability scores of 11 or higher may know 1d6 spells, chosen from the Magic chapter. Animated corpses never lose Sanity when casting spells (since they don't have a Sanity score).

## SERVITORS OF GLAAKI

*A hand came scrabbling out to lever it up! . . . the hand of a corpse—bloodless and skeletal, and with impossibly long, cracked nails.*

—Ramsey Campbell,  
“The Inhabitant of the Lake”

Glaaki's slaves are a type of animated corpse. They are created specifically by the Great Old One known as Glaaki. They share Glaaki's memories and become almost a part of the Great Old One, though they can still perform many individual actions. At first they look human enough, if stiff and corporeal, but in time they

# COLOUR OUT OF SPACE

Medium-Size Outsider (Greater Independent Race)

Hit Dice: 10d8 (45 hp)

Initiative: +4 (Dex)

Speed: Fly 75 ft. (perfect)

Armor Class: 14 (+4 Dex)

Attacks: +14/+9 melee touch attack

Damage: Envelop 1d6+ability drain

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Ability drain, disintegrate, spell-like abilities

Special Qualities: Incorporeal, , vulnerable to ability-draining spells (as long as the ability is not Con, Wis, or Cha), imprisoned by magnetism

Saves: Fort—, Ref +11, Will—

Abilities: Str 18, Dex 18, Con—, Int 12, Wis—, Cha—

Skills: Cthulhu Mythos +5, Hide +17, Knowledge (any four) +14, Listen +17, Move Silently +17, Spot +17

Feats: Dodge, Stealthy, Alertness

CR: 10

**Climate/Terrain:** The Colours come from regions of deep space where other dimensions coexist with our own.

When brought to our world by a space traveler, a meteor, or piece of falling space debris, they seek out cool, damp areas (such as old wells or abandoned culverts) in which to lair.

**Advancement:** None, but see Larva below

**Sanity Loss:** 0/1d4 to see a Colour, 0/1d8 to see one of its victims (1d3/1d10 if she is a friend or loved one)

[A] thousand tiny points of faint and unhallowed radiance, tipping each bough like the fire of St. Elmo . . . It was a monstrous constellation of unnatural light, like a glutted swarm of corpse-fed fireflies dancing . . . over an accursed marsh; and its Colour was that same nameless intrusion which [he] had come to recognize and dread. All the while the shaft of phosphorescence from the well was getting brighter and brighter . . . It was no longer shining out; it was pouring out; and as the shapeless stream of unplaceable Colour left the well it seemed to flow directly into the sky.

—H. P. Lovecraft,  
“The Colour Out of Space”

A Colour Out of Space appears to be an amorphous, glistening patch of color, rolling and shining in pale shades that match nothing in the known spectrum. It pours over the ground or passes through the air like an uncanny aurora borealis. The taint

## BYAKHEE

Medium-Size Monstrous

Humanoid (Lesser Servitor Race)

Hit Dice: 4d8 (18 hp)

Initiative: +2 (Dex)

Speed: 20 ft., fly 60 ft. (average)

Armor Class: 15 (+2 Dex, +3 natural)

Attacks: 2 claws +7 melee, bite +2 melee

Damage: Claw 1d4+3, bite 1d4+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Rend

Special Qualities: Darkvision 60 ft., immunities

Saves: Fort +1, Ref +6, Will +4

Abilities: Str 17, Dex 14, Con 11, Int 10, Wis 11, Cha 12

Skills: Balance +3, Hide +6, Listen +5, Move Silently +6, Spot +5, Tumble +3

CR: 3

**Climate/Terrain:** Any temperate

**Advancement:** 5–8 HD

(Medium-size); 9–13 HD

(Large)

**Sanity Loss:** 1/1d6

There flapped rhythmically a horde of tame, trained, hybrid winged things . . . not altogether crows, nor moles, nor buzzards, nor ants, nor decomposed human beings, but something I cannot and must not recall.

—H. P. Lovecraft, “The Festival”

A byakhee appears as a disturbing mixture of creatures composing a humanoid form. Insect traits vie with predatory birds, digging mammals, and possibly the necrotic flesh of human victims. Great wings allow the byakhee to lift into the sky, and beyond.

At home in the lonely voids of interstellar space, byakhee are a created race, though their origin is buried in the distant past. Hastur the Unnameable often commands byakhee as messengers and agents of doom. Mortal and immortal wizards alike summon byakhee to serve in various ways, including as mounts. Byakhee can bear riders of equal or lesser size than their own, and are even able to carry them through the vacuum of interstellar space. Unless specifically summoned, byakhee are most often encountered as the agents of some malign agenda.

Byakhee speak their own language, and some also speak one or more earthly languages.

## COMBAT

Byakhee can dive on unsuspecting victims from great heights.

**Rend (Ex):** If a byakhee hits with both claw attacks, it latches onto the opponent's body and tears its flesh. This attack automatically deals an additional 2d4+4 points of damage.

**Immunities (Ex):** Byakhee are immune to all the natural perils of vacuum (extreme heat and cold, zero pressure, and lack of breathable air). They are susceptible to damage from other sources of heat and cold, though they can suspend their breathing at will (if they ever breathe at all).



of its indefinable color spreads to creatures and items it touches, as well as the area in which it lairs. They are radioactive, so Geiger counters are good passive indicators of their presence.

Colours Out of Space are very rarely encountered by earthly beings, although they are occasionally met with by those crossing interstellar space (traveling to Celaeno on the back of a byakhee, for example). With increased space activity in recent decades, they have become slightly more common, following satellites, shuttles, and deep-space probes back to their source.

A Colour seeks out an area rich in bio-organic mass (such as arable soil or shallow water), hides its seeds, and departs. While seeding an area, it also preys upon all nearby life forms to replace the energy used in creating the seeds. Its presence has a malign effect on terrestrial life. Once tainted by the Colour's unearthly hue, plants and animals surge with unhealthy growth, becoming unnaturally large but strangely deformed mockeries of living things.

Once the Colour begins to feed in earnest, the area surrounding its lair is drained of all life, even on a microbiotic level, leaving it barren for decades thereafter. Human and animal life within a few miles of its lair become curiously reluctant to leave the area (largely due to the Colour's studious application of its spell-like abilities). While it does not look it, a Colour is a highly efficient parasite and predator, one that takes great care that potential food cannot escape.

Colours do not speak, although they can plant thoughts in the minds of lesser beings in order to lure victims to them. Some have reported an eerie chime to accompany Colour sightings, and it is possible that these represent some as-yet-unrecorded mode of speech. More likely, these beings communicate with each other via shifts in color-tone, much as mi-go do, or send messages directly from mind to mind.

## COMBAT

A Colour Out of Space is difficult to fight because of its elusive nature. Few attack forms can harm it, and it promptly retreats from those that can. Most appearances of a Colour falling to Earth have ended either with it withdrawing back into space or, more often, departing of its own accord once it has fully fed. Colours' eldritch energies are disrupted by strong magnetic currents, so they avoid crossing ley lines or coming within 300 feet of electromagnetic generators.

**Ability Drain (Su):** A Colour Out of Space attacks by simply flowing over its target (as a touch attack). The victim is allowed a Fort save (DC 20) to mitigate the effects of being enveloped by the Colour. Each round the Colour remains in contact with its victim, it permanently drains 1d3 points from each of its target's ability scores on a failed save, or permanently drains a single point from each ability on a successful save. It releases the target once one of the victim's ability scores reach zero. Beings drained by the Colour become dried, brittle gray husks. Death occurs only if their Constitution reaches 0; otherwise, the character lingers on horribly for 1d6 days; pieces of the victim flake off each time it moves. Once a Colour has drained a number of creatures or characters equal to the total of its ability scores (18+18+12, or 48 for an average Colour), it departs, fully recharged with bio-energy.

**Disintegrate (Su):** By concentrating its energies, a Colour may disintegrate any substance. The Colour concentrates itself into a ball no more than a foot or so in diameter. It can burn its way through solid matter, although no heat is released, as the Colour absorbs it all. In this manner, it can move through 1 yard of material per minute, minus 1 inch per point of the substance's hardness (minimum of 1 inch of material disintegrated per minute). It rarely uses this as an attack, since it is (a) slow and (b) wasteful of potential nourishment.

**Spell-Like Abilities:** As a full-round action, a Colour may use any one of the following spell-like abilities at will—*bind enemy, cloud memory, contact human, detect life, dominate animal, dominate person, hypnotism, siren's song, soul singing*.

**Imprisoned by Magnetism:** A Colour Out of Space can be trapped within a particularly powerful magnetic field.

## LARVA

A Colour's egg-seeds are crystal, iridescent spheres about 3 inches across. These crystalline bubbles are highly brittle and shatter or pop if roughly handled (hardness 1, 10 hp), leaving nothing behind. If placed in a secure spot, they begin to absorb life energy from surrounding microscopic organisms, hatching in 1d3 weeks (possibly much longer if stranded in barren desert soil, arctic ice, or even indefinitely if stored in a sterile containment facility). These crystal-bubbles are comparatively harmless, having no attack form, but each one that ruptures triggers an unnatural growth spurt in the surrounding area. Egg seeds prosper, while living things become mutated, fey, and strange, stimulating a more bountiful harvest for its more fortunate siblings. An investigator exposed to several broken crystal-bubbles at once might, on a failed Fort check (DC 10, +1 per seed-egg broken), experience a bizarre growth spurt or physical distortion.

The emerging larva bear little resemblance to their parent, being material in substance and jellylike in substance. They possess the spell-like abilities of a full-grown Colour and use them to draw small prey. They are also capable of locomotion (speed 15 feet, climb 15 feet) and can venture forth from their crèche in search of sustenance. A larval Colour has a lessened form of ability drain and can, when threatened, use an acid attack either as a ranged or touch attack.

**Ability Drain (Ex):** A larval Colour that comes into contact with a living creature attempts to drain 1d3 points from a random ability per round (Fort save, DC 12, to reduce this to a single point per round). This loss is permanent. A larva that drains enough points to equal a full-grown Colour's ability scores (48 in all) transforms into an adult Colour and departs skyward, abandoning its earthly cradle.

**Acid Attack (Ex):** A larval Colour may dissolve human flesh at the rate of 1d6 points per round. It can also spit out a sizable portion of itself (range 15 feet) at a target who comes to the aid of its first victim, or one who warily (but not warily enough!) keeps his distance.

**Spell-Like Abilities:** As a full-round action, a larval Colour may use any one of the following spell-like abilities at will—*bind enemy, cloud memory, contact human, detect life, dominate animal, dominate person, hypnotism, siren's song, soul singing*.

## CHTHONIAN

Huge Magical Beast  
(Greater Independent Race)

(Earth)

Hit Dice: 8d10+40 (84 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 20 ft., burrow 10 ft.

Armor Class: 21 (+1 Dex, +12 natural, -2 size)

Attacks: 4 tentacles +13 melee

Damage: Tentacle 2d4+7

Face/Reach: 5 ft. by 30 ft./15 ft.

**Special Attacks:** Improved grab, drain Constitution, crush, *trigger earthquake*, *dominate person*

**Special Qualities:** Darkvision 60 ft., intuit direction, fast healing 5, heat immunity, water vulnerability

Saves: Fort +11, Ref +7, Will +7

Abilities: Str 25, Dex 13, Con 20, Int 17, Wis 17, Cha 13

Skills: Concentration +13, Cthulhu Mythos +10, Hide -7, Knowledge (geography) +15, Listen +15, Spot +5

Feats: Alertness, Blind-Fight, Improved Critical (tentacle), Improved Initiative, Iron Will

CR: 8

Climate/Terrain: Any underground (especially under North Africa)

Advancement: 9–15 HD (Huge); 16–32 HD (Gargantuan)

Sanity Loss: 2/1d20

*Flowing tentacles and pulpy gray-black, elongated sack of a body . . . no distinguishing features at all other than the reaching, groping tentacles. Or was there—yes!—a lump in the upper body of the thing . . . a container of sorts for the brain, ganglia, or whichever diseased organ governed this horror's loathsome life!*

—Brian Lumley, *The Burrowers Beneath*

A chthonian resembles nothing so much as an immense earthbound squid measuring some 30 feet in length. Its wormlike body glistens with noisome secretions. Huge tentacles writhe at the creature's head, while its tail leaves a trail of fetid mucus in its wake. As it burrows through loose earth or solid rock, terrible chantlike vibrations spread away in all directions.

Chthonians dwell in sub-surface tunnels throughout the world. Their burrows pass deep below the ocean beds, passing through basaltic rock, and ever deeper into the mantle. It's rumored that the majority of chthonians live toward the core of this planet, and that only outcasts, wanderers, and those accidentally caught up in magma swells are found in the cold outer crust where humans thrive. Under the continent of Africa, chthonians are particularly numerous. They frequent a prehuman city called G'harne, which may have served as the arrival point of the chthonians on Earth. Chthonians also purposefully trigger earthquakes for their own purposes. They are aware of the often catastrophic effects earthquakes have on surface populations of humans, and delight in that knowledge.

Chthonians speak their own language, though they can communicate telepathically with any creature within 100 feet, or any chthonian they know of no matter how distant.

Masters of the underworld, chthonians are a horror to any spelunkers unfortunate enough to encounter them. Chthonians can easily batter the life out of most creatures with violent tentacle rakes, though they sometimes prefer to grab opponents and slowly draw their life forth with sucking tentacles. When particularly enraged, or when facing a large group of enemies, a chthonian can rear up to its full length, then drop down to crush many enemies at once. Subtle chthonians rely on their spell-like abilities and spells they have learned to deal with tenacious opponents.

**Crush (Ex):** A chthonians' crush attack affects a 10-foot-by-20-foot area immediately adjacent to the chthonian. As a full-round action, the chthonian rears up, then falls with its full weight into the area. All creatures in the area must make a Reflex saving throw (DC 17) or take 2d4+10 points of damage. A successful save indicates that only half damage is taken.

**Improved Grab (Ex):** If the chthonian hits with a tentacle, it deals normal damage and attempts to start a grapple as a free action without allowing its opponent to make a free attack. The chthonian uses its tentacle to hold the opponent. Each successful grapple check it makes during successive rounds (assuming the victim doesn't break free on its action) automatically deals the damage listed for the tentacle attack, in addition to draining Constitution (see below).

**Drain Constitution (Ex):** Any time the chthonian makes a successful grapple check against a foe it has previously grappled, it deals damage normally and permanently drains 1 Con.

**Trigger Earthquake (Sp):** A chthonian can use this ability once per week. Using this ability creates an intense tremor that rips the ground for the duration of 1 round. The effect propagates through earth to an effective radius of 1 mile, though minor shaking may be felt for many tens or hundreds of miles beyond that radius. A chthonian within less than 1 mile of the surface also affects all creatures and structures on the surface. (Of course, the deeper the chthonian, the smaller the effective area of the earthquake that propagates to the surface—chthonians deeper than 1 mile cannot affect the surface.) A group of two or more adjacent chthonians may simultaneously trigger an earthquake. Each additional chthonian increases the effective radius by 1 mile.

During this earthquake, chthonian-dug burrows are immune to collapse, but natural tunnels, artificial tunnels, and artificial structures may partly collapse; this deals 8d6 points of damage to any creature caught in the cave-in or structure collapse (Reflex DC 15 for half damage). All creatures (except chthonians) in the area must make a Reflex save (DC 15) or fall down.

**Dominate Person (Sp):** Usable 3/day, chthonians can take control of the minds of humans as if casting *dominate person* with a caster level of 10th. Chthonians do not suffer Sanity loss or ability damage for using their spell-like abilities.

**Fast Healing (Ex):** Chthonians heal 5 hit points per round, but they still die if they reach -10 or fewer hit points.

**Heat Immunity (Ex):** Chthonians are immune to fire and heat damage.

**Water Vulnerability (Ex):** Chthonians take double normal damage from any attack using water. They are killed outright if fully immersed in it.

# DARK YOUNG OF SHUB-NIGGURATH

Huge Aberration (Greater Servitor Race)

Hit Dice: 8d8+24 (60 hp)

Initiative: +3 (Dex)

Speed: 30 ft.

Armor Class: 12 (+1 natural, -2 size, +3 Dex)

Attacks: 4 tentacles +14 melee; or 1 trample +14 melee

Damage: Tentacle 1d6+10; or trample 2d6+10

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Improved grab, constrict, Strength drain

Special Qualities: Damage reduction 20/+2, blindsight, immunities

Saves: Fort +5, Ref +5, Will +10

Abilities: Str 30, Dex 16, Con 17, Int 14, Wis 18, Cha 15

Skills: Disguise +7, Hide +10, Listen +11, Move Silently +10, Spot +11

Feats: Power Attack, Stealthy

Psychic Feats: Sensitive, Biofeedback Trance

CR: 9

Climate/Terrain: Temperate and subtropical forests and swamps

Advancement: 9–16 HD (Huge)

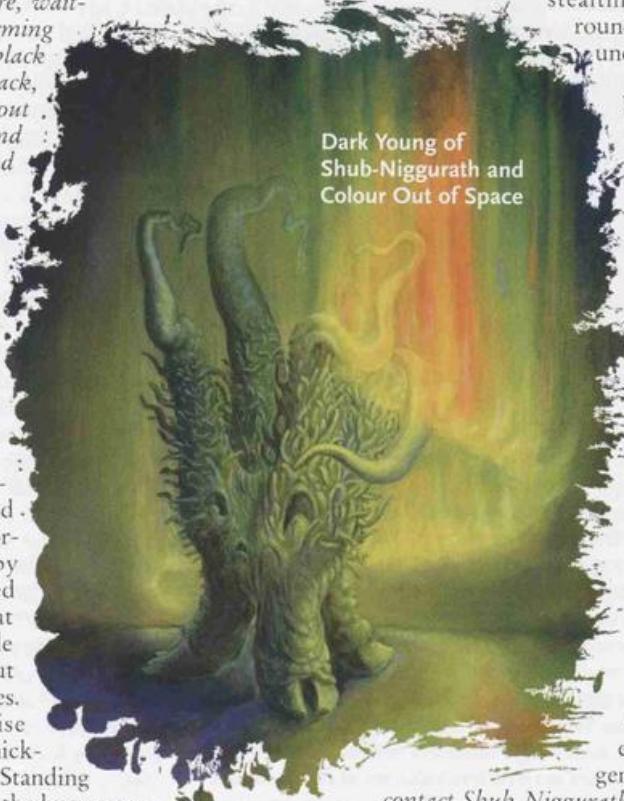
Sanity Loss: 1d3/1d10

*Something black... that wasn't a tree. Something big and black and ropy, just squatting there, waiting, with ropy arms, squirming and reaching... it was the black thing of my dreams—that black, ropy, slimy jelly tree-thing out of the woods. It crawled up and it flowed up on its hoofs and mouths and snaky arms.*

—Robert Bloch,  
“Notebook Found in a  
Deserted House”

At first glance or in dim light, a Dark Young might look like no more than one in a row of low trees with twisty branches, their thick trunks covered with leafless vines. Closer examination reveals that the vines and branches are actually an enormous writhing mass of ropy black tentacles punctuated here and there with great suckerlike mouths, the whole form resting atop three stout legs that end in great hooves. Four massive tentacles rise above the main body, each thicker than an elephant's trunk. Standing between 12 and 20 feet high, the huge mass moves with surprising nimbleness for its great bulk, as unwary investigators have found to their regret. Dark Young give off a foul, earthy stench reminiscent of an opened grave.

Dark Young are never encountered indoors, preferring natural surroundings. They typically lurk in dark groves or guard the last remnants of ancient forests against interlopers.



Dark Young of  
Shub-Niggurath and  
Colour Out of Space

contact Shub-Niggurath and call Shub-Niggurath.

They rarely call upon the “Black Goat of the Woods with a Thousand Young” in the heat of battle, but if a Dark Young is destroyed, the Great Old One will know and take steps to replace it within the next few decades. If angered (for example, by trespassers who have just blown up an altar stone it was guarding), a Dark Young often chooses to trample its foes rather than attacking with its tentacles.

**Trample (Ex):** As an attack action, a Dark Young can trample Medium-size or smaller creatures for 2d6+10 points of damage. It does not need to stop when entering a victim's threatened area.

A trampled opponent can attempt a free attack in response, but this incur a -4 penalty. If the opponent does not attempt this free attack, she can attempt a Reflex save (DC 20) for half damage.

**Immunities (Ex):** Dark Young are immune to the effects of heat, explosions, acid, electricity, and poison. They can remain submerged indefinitely, lapsing into stasis (a biofeedback trance of indefinite duration) until uncovered or otherwise awakened. They are not fond of cold and are never found in barren, arctic

Dark Young share their progenitor's extraordinary fecundity, and thus are often summoned to take part in fertility rituals. Such rites are traditionally held under the dark of the moon around an altar made of unhewn stone surrounded by woods. Wise cultists provide a sacrifice to propitiate the Dark Young, discouraging it from immediately seizing upon and devouring the celebrants. Dark Young are often placed as guardians near open-air Mythos sites (as opposed to Formless Spawn, who sometimes play a similar role in temples and underground environs). Shub-Niggurath's “thousand young” fill this role with great effect, given their ability to hide in and move stealthily through natural surroundings, coupled with their unceasing vigilance.

Dark Young never speak, but they recognize and respect the names of the various Outer Gods. When angry or trampling a foe in combat, they howl and bellow unsettling sounds —few who hear them can ever forget them thereafter.

## COMBAT

Deep ones are misbegotten creatures of the deep. A deep one appears as an abominable crossbreed of a human and amphibian. Its fins are merged with twisted arms and legs; its bent back is crowned with a long, spiny frill; at its neck, gills gasp for air. A deep one's slender, muscular tail makes it a powerful swimmer, while bulbous eyes give it good vision both in and out of the water.

In the timeless depths of the sea, the deep ones' alien, arrogant lives are coldly beautiful, unbelievably cruel, and effectively immortal. The longer they live, the larger they grow, although a deep one's rate of growth decelerates with each passing year. They come together to mate or worship Great Cthulhu, as well as Father Dagon and Mother Hydra, the oldest and wisest of their race.

Ambitious deep ones interact with humans. They appear to have a monstrous lust to produce hybrid spawn. The reason may lie in the breeding cycle of these beings, of which little is known. Deep ones may

be worshiped by humans with whom they regularly interbreed, for deep ones are immortal, unless slain, and so are any hybrid offspring. Typically, hybrids inhabit remote coastal villages. Globally, they inhabit many cities submerged beneath the waves. One is off the coast of Massachusetts near Innsmouth.

Such a hybrid begins life as a human-looking child, though hybrids are sometimes said to have the "Innsmouth look."

A hybrid can live into her twenties or longer before the change begins. Over a period of a few months, the human's appearance undergoes a monstrous transformation, until she has become a deep one, both in body and mind.

Deep ones can breathe both air and water. They speak the human languages they previously knew, as well as their own languages of the deep.

## COMBAT

In the water, deep ones are dangerous enemies that attack by biting, clawing, and raking with their rear legs. On land, they are less dangerous, for they cannot rake. Deep ones sometimes fight with weapons, typically preferring two-handed melee weapons with reach (such as longspears and tridents). Particularly intelligent deep ones who have learned spells hang back to cast them while their fellows swarm enemies.

**Skills:** \*While underwater, deep ones receive a +4 racial bonus on Hide, Listen, and Spot checks.

regions or above the tree line; being forced into such conditions causes them to lapse into stasis again.

**Improved Grab/Constrict (Ex):** A Dark Young's tentacle can attempt to grapple a foe it has just struck without allowing the foe to make a free attack. If it succeeds in an opposed grapple check, its foe is pinned (losing its Dex bonus to Armor Class). On the next and every subsequent round the foe remains pinned, she takes 1d6+10 points of damage.

**Strength Drain (Su):** Rather than constricting an opponent, a Dark Young typically chooses to carry its imprisoned foe to one of its sucker-like maws. On the next and every subsequent round she remains pinned, the victim takes 1d3 points of permanent Strength drain. The effects are so agonizing that all the victim can do is ineffectually writhe and scream as she visibly shrivels before the horrified eyes of her more fortunate friends.

## DEEP ONE

Medium-Size Aberration  
(Lesser Servitor Race)  
(Aquatic)

Hit Dice: 2d8+4 (13 hp)

Initiative: +2 (Dex)

Speed: 20 ft., swim 40 ft.

Armor Class: 15 (+1 Dex, +4 natural)

Attacks: 2 claws +5 melee, bite +0 melee (on land); or 2 claws +5 melee, 2 rakes +5 melee, bite +0 melee (in water); or longspear +5 melee (land or water)

Damage: Claw 1d4+4, bite 2d4+2, rake 2d4+4; longspear 1d8+6

Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. reach with longspear)

Special Qualities: Low-light vision

Saves: Fort +2, Ref +2, Will +3

Abilities: Str 19, Dex 15, Con 14, Int 11, Wis 10, Cha 6

Skills: Climb +10, Hide +7\*, Listen +7\*, Move Silently +5, Spot +7\*

Feats: Alertness

CR: 2

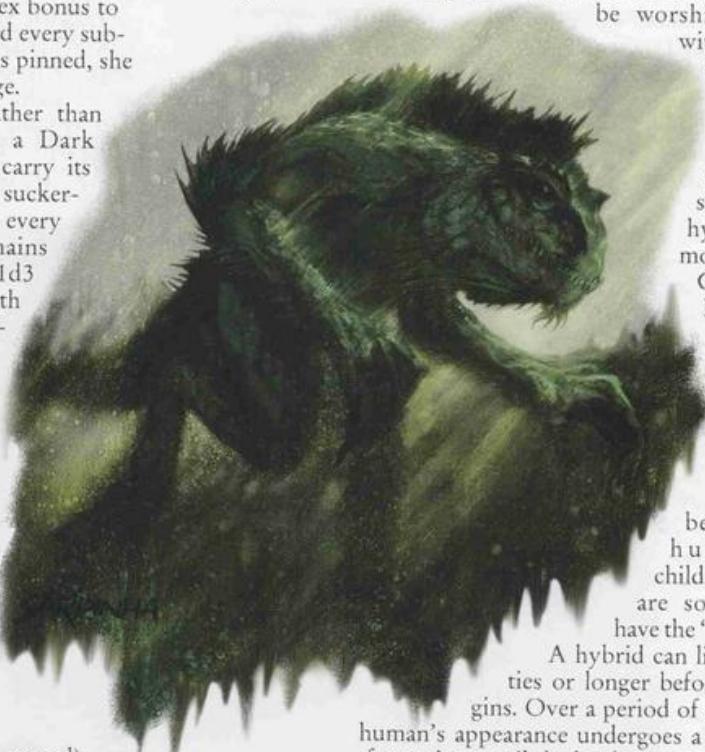
Climate/Terrain: Temperate and warm aquatic (especially off the coast of Massachusetts)

Advancement: 3–6 HD (Medium-size); 7–13 HD (Large); 14–26 HD (Huge)

Sanity Loss: 0/1d6

I think their predominant color was a grayish-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 hind legs and sometimes on four . . . their croaking, baying voices . . . held all the dark shades of expression which their staring faces lacked.

—H.P. Lovecraft, "The Shadow Over Innsmouth"



# DHOLE

Colossal Beast (Greater Independent Race)  
(Earth)

Hit Dice: 32d10+288 (464 hp)

Initiative: +0

Speed: 20 ft., burrow 20 ft.

Armor Class: 17 (+15 natural, -8 size)

Attacks: Bite +32 melee

Damage: Bite 4d6+24

Face/Reach: 40 ft. by 200+ ft./25 ft.

Special Attacks: Caustic spittle, improved grab, swallow whole

Special Qualities: Damage reduction 50/+1, darkvision 60 ft., low-light vision, scent

Saves: Fort +27, Ref +18, Will +15

Abilities: Str 42, Dex 11, Con 28, Int 7, Wis 21, Cha 17

Skills: Climb +23, Listen +12

CR: 17

Climate/Terrain: Any underground

Advancement: None

Sanity Loss: 1d4/1d20

*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.*

—H. P. Lovecraft  
and E. Hoffman Price,  
“Through the Gate of  
the Silver Key”

Dholes are gigantic, wormlike burrowing beasts that can reach hundreds of feet in length. Like worms, they possess no visible anatomy, except for colossal mouths ringed with row after row of gnashing teeth.

Dholes are not native to the Earth, and none seem to have been brought here for more than brief periods. This is indeed most fortunate, for they 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. Some unknown relation between dholes and chthonians may exist.

Dholes possess some intelligence, but they possess no language or obvious ability to speak with any other creature.



## COMBAT

It is difficult to imagine fighting a dhole—one could as well fight a natural disaster. Their gnashing bites, ability to swallow almost anything, and caustic spittle they can lob for miles makes these creatures nigh unstoppable.

**Caustic Spittle (Ex):** A dhole can spit a glob of caustic goo from its mouth to a range of three miles if it has unrestricted line of sight. The goo covers a 20-foot-radius spread. Creatures or objects in the area must make a successful Reflex save (DC 17) or be engulfed and stuck.

A stuck creature can't move, fight, or cast spells. A stuck creature can break loose as a move action by succeeding at a Strength check (DC 20) or an Escape Artist check (DC 25).

The goo provides one-quarter cover for every 5 feet of the substance between you and an opponent—one-half cover for 10 feet of goo (+2 Armor Class), three-quarters for 15 feet (+7 Armor Class), and total cover for 20 feet or more.

The goo is caustic. All creatures stuck in the goo take 2d4 points of acid damage each round they are stuck. (A victim takes this acid damage on its initiative count.)

**Improved Grab (Ex):** If the dhole hits with a bite, it deals normal damage and attempts to start a grapple as a free action without allowing its opponent to make a free attack. The dhole uses its mouth to hold the opponent. Each successful grapple check it makes during successive rounds (assuming the victim doesn't break free on its action) automatically deals the damage listed for the bite, or the dhole can choose to swallow its victim whole.

**Swallow Whole (Ex):** A dhole can try to swallow a grabbed opponent by making another successful grapple check on a later round. The victim can be up to one size category smaller than the swallowing creature. Swallowed creatures are killed instantly.

## DIMENSIONAL SHAMBLER

### Large Outsider

(Lesser Independent Race)

Hit Dice: 3d8+9 (22 hp)

Initiative: +4 (Improved Initiative)

Speed: 40 ft.

Armor Class: 12 (-1 size, +3 natural)

Attacks: Claw +7 melee

Damage: Claw 1d6+6

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Improved grab, planar jaunt

Special Qualities: Damage reduction 5/+1, darkvision 60 ft., intuit direction

Saves: Fort +6, Ref +3, Will +3

Abilities: Str 19, Dex 11, Con 17, Int 8, Wis 11, Cha 8

Skills: Escape Artist +6, Hide +2, Listen +5, Move Silently +4, Wilderness Lore +4

Feats: Improved Initiative

CR: 3

Climate/Terrain: Any

Advancement: 4–6 HD (Large); 7–13 HD (Huge)

Sanity Loss: 0/1d10

*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 taut with murderous malignity despite its utter lack of facial description.*

—H. P. Lovecraft and Hazel Heald,  
“The Horror in the Museum”

Dimensional shamblers are cancerous entities that infest the cracks between dimensions. Taloned and loose-skinned, these 8-foot-tall creatures have a simian posture, though their heads and legs seem to blend most unsettlingly into insect versions of the same.

Dimensional shambler come and go as they please, walking between worlds in search of prey. Because of this ability, the popular spell *call dimensional shambler* is used by aspiring sorcerers to gain the attention of these passing creatures.

## COMBAT

Shamblers travel the planes at will, signaling their transition by a shimmer and fade. Often, a dimensional shambler attempts to grab some likely victim, then flees to a nearby dimension beyond the reach of the normal world (usually

another plane of existence) where it may feast in privacy. Objects and victims phased away in this manner are never found again. Some dimensional shamblers are bright enough to learn one or two spells, which they use to enhance their abilities in or before combat, if applicable.

**Improved Grab (Ex):** If a dimensional shambler hits with a claw, it deals normal damage and attempts to start a grapple as a free action without allowing its opponent a free attack. The shambler uses its claw to hold the opponent. Assuming the victim doesn't break free on its action, each successful grapple check it makes during successive rounds automatically deals the damage listed for the claw, or the shambler can choose to take the victim with it on a planar jaunt.

**Planar Jaunt (Su):** A dimensional shambler can shift between the physical world and another plane of existence as a free action, then shift back to the physical world as a move action. If a dimensional shambler has a Medium-size or smaller foe grappled, the foe also shifts planes with the shambler.

## ELDER THING

### Large Outsider (Lesser Independent Race)

Hit Dice: 5d8+15 (37 hp)

Initiative: +1 (Dex)

Speed: 30 ft., fly 50 ft. (poor), swim 20 ft.

Armor Class: 15 (-1 size, +1 Dex, +5 natural)

Attacks: 5 tentacles +8 melee

Damage: Tentacle 1d4+4

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Improved grab, constrict, spells

Special Qualities: Damage reduction 15/+1, blindsight, amphibious

Saves: Fort +7, Ref +5, Will +5

Abilities: Str 18, Dex 13, Con 17, Int 16, Wis 12, Cha 13

Skills: Concentration +8, Cthulhu Mythos +8, Hide +8,

Innuendo +10, Knowledge (occult) +11,

Knowledge (history) +11, Listen +10,

Spot +5

Feats: Dodge

CR: 4

Climate/Terrain: Any cold and/or aquatic

Advancement: 6–11 HD (Large)

Sanity Loss: 0/1d6



*They represented some ridged barrel-shaped object with thin horizontal arms radiating spokelike 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, triangularly tapering arms arranged around it like the arms of a starfish.*

—H. P. Lovecraft,  
“Dreams in the Witch House”

An elder thing stands about 8 feet tall, with a 6-foot torso. It has wings that neatly fold up into slots along the side of its body.

Elder things came to Earth two billion years ago, and are attributed (in arcane tomes) with seeding Earth with multicellular life. Their race began to degenerate before man evolved, and they at least partially lost their former ability to fly through space on membranous wings. They bred one of their more terrible creations, the shoggoths, to serve as slaves. Their civilization was eventually wiped out because of wars with other races and revolts instigated by their former slaves, the shoggoths. Currently, the only known remnant of elder thing civilization is a city frozen under a glacier in Antarctica; however, the elder things may still have colonies in the deepest waters in other areas.

Elder things communicate by piping whistles in their own language, though they know and can approximate several other languages as well, including most human languages.

## COMBAT

Elder things prefer to wield spells, but they will enter melee if a given contest seems easily won. In melee combat, an elder thing may use all five tentacles at once, but no more than three against a single target.

**Improved Grab (Ex):** If an elder thing hits with a tentacle, it deals normal damage and attempts to start a grapple as a free action without allowing its opponent a free attack. The elder thing can use its tentacle to hold the opponent. Assuming the victim doesn't break free on its action, each successful grapple check it makes during successive rounds automatically deals the damage listed for the tentacle, plus constriction damage.

**Constrict (Ex):** If its opponent has been grappled on a previous round, and is still held, the elder thing can constrict it, dealing 2d4+6 extra points of bludgeoning damage with each subsequent successful grapple check.

**Spells:** Most elder things know 1d4 spells chosen from the Magic chapter. Elder things never lose Sanity when casting spells (since they don't have a Sanity score).

**Amphibious (Ex):** Elder things can survive on land and in water equally well.

## FIRE VAMPIRE

Diminutive Aberration (Lesser Servitor Race)

(Fire)

Hit Dice: 2d8 (9 hp)

Initiative: +3 (Dex)

Speed: Fly 10 ft. (perfect)

Armor Class: 17 (+4 size, +3 Dex)

Attacks: Touch +0 melee

Damage: Touch 1d6 fire + 1d4 Con absorption

Face/Reach: 1 ft. by 1 ft./0 ft.

**Special Attacks:** Fire touch, spells, steal essence

**Special Qualities:** Damage reduction 20/+1, darkvision 60 ft., fire subtype, conflagration, immunities

Saves: Fort +0, Ref +3, Will +6

Abilities: Str 1, Dex 16, Con 10, Int 10, Wis 16, Cha 17

Skills: Hide +20, Listen +8, Move Silently +8, Search +2, Spot +8

CR: 3

Climate/Terrain: Any

Advancement: None

Sanity Loss: 0/1d4

*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.*

—August Derleth,  
“The Dweller in Darkness”

A fire vampire is a mote of living flame, no more than a foot in diameter when fully expanded. The core of a fire vampire appears as a blot of superheated plasma. When this core enters a suitable atmosphere, it flames and drips with fire.

Fire vampires are servitors of a Great Old One known as Cthuga. It is possible that Cthuga himself is some ancient offshoot or variety of fire vampire, though the relationship is unclear. Like Cthuga, fire vampires dwell on or near the star Fomalhaut. They come to Earth when summoned, or when accompanying Cthuga.

Fire vampires do not normally communicate, though they may have the capacity if provided some magical means to do so.

## COMBAT

**Fire Touch/Steal Essence (Ex):** A fire vampire's touch attack sets fire to flammable objects and deals fire damage. The same touch also steals a living creature's essence, which the fire vampire gains.

**Fire Touch (Su):** If a fire vampire makes a successful touch attack, the object or creature touched takes 1d6 points of fire damage.

**Spells:** Some fire vampires know 1d4 spells, chosen from the Magic chapter. Fire vampires never lose Sanity points when casting spells (since they don't have a Sanity score). Fire vampires can cast spells by force of will, even spells that have verbal and somatic components.

**Steal Essence (Su):** In addition to causing fire damage, a fire vampire's successful touch attack damages a living creature's Constitution score by 1d4 points. The fire vampire can immediately add those points to its own Constitution score, gaining all associated benefits of a high Constitution. A fire vampire can never gain more than double its original Constitution score in this manner. The stolen Con points return at their standard rate to the victim, but the fire vampire loses stolen Con at a rate of 5 per hour.

**Conflagration (Ex):** A fire vampire is misty and translucent, and its fiery mass makes its movement unusual. It can't "run" (that is, move four times its speed as a full-round action), but it does fly with speed 10 feet (perfect maneuverability). While flying, it can pass through small holes or narrow openings, even mere cracks. However, fire vampires are affected by strong winds, and may not enter water or other liquids.

**Immunities (Ex):** Immune to poison and critical hits.

## FLYING POLYP

Huge Aberration (Greater Independent Race)

Hit Dice: 12d8+84 (138 hp)

Initiative: +1 (Dex)

Speed: 30 ft., fly 45 ft. (good)

Armor Class: 17 (+8 natural, -2 size, +1 Dex)

result in the destruction or panic flight of one or the other of the entities involved. Nor have the polyps, while intelligent, ever been known to express an interest in mastering the languages of other beings. Given that the polyps' mental composition was considered bizarrely alien even by the Yithians, any such language would bear no resemblance to human speech.

**Attacks:** 2d6 tentacles +17 melee touch attack

**Damage:** Tentacle 1d6+15

**Face/Reach:** 5 ft. by 5 ft./10 ft.

**Special Attacks:** Wind blast, wind storm, wind capture

**Special Qualities:** Incorporeal, blindsight, immunities, damage reduction 20/+2, resist heat/fire (10), resist acid (20).

**Saves:** Fort +11, Ref +5, Will +11

**Abilities:** Str 30, Dex 12, Con 25, Int 14, Wis 17, Cha 10

**Skills:** Listen +28, Spot +28

**Feats:** Alertness, Lightning Reflexes, Power Attack, Whirlwind Attack

**CR:** 13

**Climate/Terrain:** Subterranean chasms (beneath the Australian Outback, certain poorly explored caverns in Virginia, and elsewhere), interstellar spaces

**Advancement:** None

**Sanity Loss:** 1d3/1d20

[A] horrible elder race of half-polypous, utterly alien entities . . . only partly material—as we understand matter . . . their mental world being a strange, nonvisual pattern of impressions. . . . They had the power of aerial motion, despite the absence of wings . . . There were veiled suggestions of a monstrous plasticity, and of temporary lapses in visibility. . . . Singular whistling noises, and colossal footprints made up of five circular toe marks, seemed also to be associated with them.

—H. P. Lovecraft, "The Shadow Out of Time"

Flickering in and out of sight, these semicorporeal monstrosities seem, when visible, to be composed of a writhing cancerous mass that constantly changes shape—extruding and reabsorbing organs, sloughing off dead matter that disintegrates into nothingness, darting out loathsome feelers like the tongues of oddly warped snakes, all to the accompaniment of a continual piping or whistling.

Originally from immeasurably distant universes, flying polyps came to our solar system hundreds of millions of years ago and reared great cyclopean cities filled with windowless towers of black basalt over bottomless abysses in the earth. Defeated and imprisoned beneath their own cities by the Great Race, they long ago broke the seals and utterly destroyed their foes. Diminished in numbers, but not in strength or malice, they still lurk in their long-tenanted abysses deep within the earth. Whenever they detect other life near the openings of one of the chasms, wells, or pits that lead to the upper world, they emerge to prey horribly upon all beings they encounter before returning once more to the eternal darkness below.

While flying polyps undoubtedly have their own language, none who have encountered them have ever had leisure to study it, as such encounters inevitably

## COMBAT

Flying polyps attack with utter ferocity, and without concern for their own safety, whenever they detect anything lurking around the entrance to one of their chasms. At close quarters, they can extrude tentacles that briefly brush prey and deal damage resembling desiccation or extreme windburn; such victims usually fall into slimy rotteness within mere seconds. Apparently, a flying polyp can generate an infinite supply of these tentacles without diminishing its own mass. Due to their incorporeality, a polyp's tentacles ignore any armor worn by the target, although Dexterity and dodge bonuses still apply. They always attack as many foes as possible, rather than centering their attentions on a single target among many.

Flying polyps can become invisible at will, but their endless maddening piping continues nonetheless. They enjoy immunity to cold and poisons, no doubt due to their extraterrestrial origins. Polyps have excellent damage reduction (20/+2), good fire/heat resistance (10), and superior acid resistance. (Surfaces affected by acid simply slough off and dissolve).

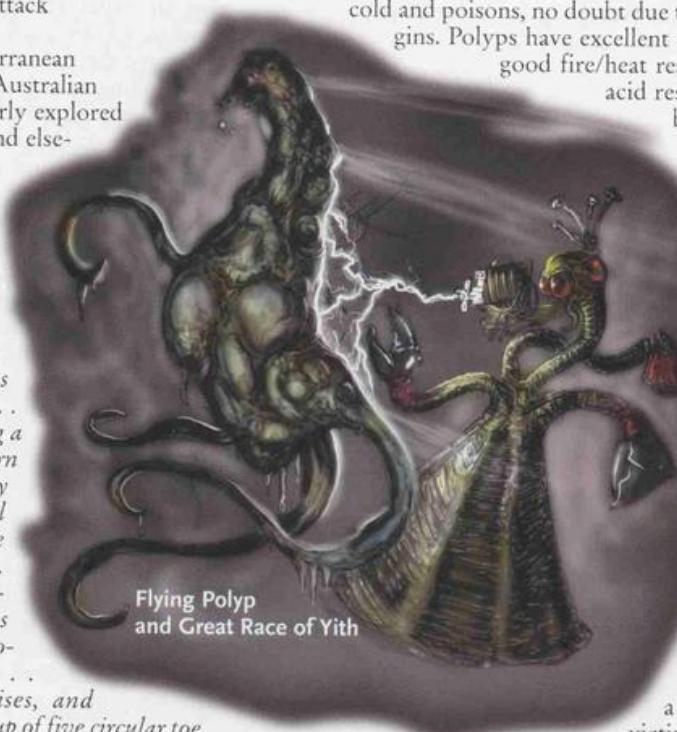
Their one known weakness, exploited by the Great Race, is a vulnerability to electricity (half damage on successful save, double damage on a failed save). Electrical impulses somehow disrupt their control over their tissues, causing them to scatter and splatter beyond reclamation.

### Wind Blast (Su):

Once every 5 rounds, a flying polyp can release a devastating wind blast in a cylinder 30 yards in diameter with a base range of 60 feet. Each victim caught in the wind blast

takes 10d10 points of damage: Their flesh on the side facing the polyp is flayed and literally stripped from their bones by the force of the wind, while on the opposite side, it is dehydrated and severely burned by wind. In addition, each victim is blown back 3 feet for every point of damage he receives.

**Wind Storm (Su):** Given time, a polyp can create very powerful localized storms. The wind picks up speed at the rate of +30 mph per round. Thus, the first round a gentle zephyr stirs, which by the next round has grown to a strong wind (30 mph),



Flying Polyp  
and Great Race of Yith

then a windstorm (60 mph), then a hurricane (90, 120, and 150 mph), and finally a tornado (180, 210, 240, and 270, maxing out at 300 mph). See Table 5-16: Wind Effects (page 87) for the damage such high winds can cause.

No rainfall accompanies this phenomena, which has a radius of no more than 1 mile at its height. The polyp can maintain the storm for 1 round per HD.

**Wind Capture (Su):** This unusual attack enables a flying polyp to somehow retard the progress of a target that has drawn its attention. Normally the polyp uses this power to slow down escaping prey as it pursues them, drawing them ever nearer. A wind emanating from the polyp begins to draw the target *against* the direction of the wind, moving it toward the polyp (or "upwind"). If the victim actively struggles against the effect, she may attempt a Will save; if she succeeds, she may move away from the polyp (or "downwind") at half her normal land speed for 1 round. The polyp may affect as many targets as it has Hit Dice. It's quite possible that several characters in a large group will find themselves totally unaffected by the strange underground breeze while it works upon those around them.

## FORMLESS SPAWN

Large Ooze (Lesser Servitor Race)

Hit Dice: 5d10+10+15 (53 hp)

Initiative: +5 (Dex)

Speed: slither 45 ft., climb 30 ft.

Armor Class: 15 (+5 Dex)

Attacks: 4 pseudopods +7 melee; or 1 bite +7 melee

Damage: Pseudopod 1d8+5, bite (swallow whole)

Face/Reach: 5 ft. by 5 ft./20 ft.

Special Attacks: Improved grab, ingestion, swallow whole

Special Qualities: Immunities, darkvision, ooze qualities

Saves: Fort +3, Ref +6, Will +4

Abilities: Str 18, Dex 20, Con 14, Int —, Wis 10, Cha —

Skills: Climb +12, Hide +5, Tumble +6, Wilderness Lore +10

Feats: Track

CR: 8

Climate/Terrain: Temples, subterranean caverns

Advancement: 6-10 HD (Huge); 11-20 HD (Gargantuan); 21+ HD (Colossal)

Sanity Loss: 1/1d10

\*Formless Spawn receive a +10 racial bonus to all Wilderness Lore checks.

*[I]t poured over the rim of the basin like a torrent of black quicksilver, taking as it reached the floor an undulant ophidian form . . . . The monstrosity was too awful to permit of even a brief contemplation; also, its intentions were too plainly hostile, and it gave evidence of anthropophagic inclinations, for it slithered toward us with an unbelievable speed and celerity of motion, opening as it came a toothless mouth of amazing capacity . . . . We saw that our departure from the fane of Tsathoggua had become most imperative . . . .*

—Clark Ashton Smith,  
"The Tale of Satampra Zeiros"

When at rest, a Formless Spawn seems a mere pool of utterly opaque black liquid that gives off a fetid odor reminiscent of some primal swamp. When roused, it extrudes a menac-

ing head with gaping maw and great luminous eyes. It can extend or retract arms or pseudopods at will, grow dozens of legs, or indeed assume any form it pleases. Whatever its form, it retains its shiny blackness, like liquid obsidian.

Formless Spawn are typically found resting in great three-legged bowls or braziers of incised bronze within shrines or temples dedicated to Tsathoggua, that most ancient of all the Great Old Ones.

When such a temple is profaned by the entrance of unauthorized beings (such as investigators), the Formless Spawn rises up to slay or repel the intruders. As a perfect guardian, a Formless Spawn rarely pursues foes who escape the precincts it guards. However, it may be willing to make an exception for persistent trespassers, in which case it will tirelessly pursue its chosen foe until he or it is destroyed, then return to its original vigilance.

Formless Spawn never speak—presumably by preference, as the evidence suggest they could form speech organs if they chose. Similarly, while they may choose to obey the compulsion of a stronger will if it furthers their dark master's incomprehensible aims, there is no evidence that they understand language as such, other than the name of Tsathoggua himself.

## COMBAT

When roused, a Formless Spawn makes a fearful opponent. Its protean nature enables it to change form at a whim, creating or reabsorbing limbs as free actions, slipping through the smallest cracks, or reassembling severed parts (say, if blown apart by a powerful explosion). A Formless Spawn can lash out with long thin pseudopods, attacking opponents up to 20 feet away as easily as those adjacent to its main mass. Its yielding surface makes it immune to all weapon damage, whether by mundane or magic weapons, but spells, fire, chemicals, and acids affect it normally.

Formless Spawn rarely know spells other than *contact Tsathoggua* and *call Tsathoggua*, but a few have an impressive array of incantations and rituals to draw from, should they choose to use them. In any case, Tsathoggua is instantly aware whenever one of his spawn is destroyed, although he rarely intervenes.

**Improved Grab (Ex):** If the Formless Spawn succeeds with its pseudopod attack, it deals normal damage and can attempt to start a grapple as a free action without allowing its opponent a free attack. If it succeeds, its foe is automatically pinned (a pinned victim loses its Dexterity bonus to Armor Class). On the same or following round, it may attempt to swallow its victim whole (see below); this requires another successful grapple check.

**Ingestion (Ex):** Instead of attacking with its pseudopods, a Formless Spawn may choose to bite an opponent. If the bite attack succeeds, it does no damage; instead, the Formless Spawn automatically swallows its victim whole (see below). The victim is held immobile inside the spawn's protoplasmic mass, unable to take any action, but horribly aware of his surroundings.

**Swallow Whole (Ex):** The spawn can choose to hold a swallowed character immobilized (but unharmed) or automatically deal 2 points of damage each round. When the victim reaches -10 hp, its body is completely absorbed by the Formless Spawn.

Ghouls are rubbery, loathsome humanoids with hooflike feet, canine features, and claws. They are often encrusted with grave mold collected as they feed.

Ghouls dwell in horrible squalor in sewer systems beneath many cities. Sometimes, humans lured by dark knowledge go to live among them. A human who does so transforms into a ghoul over a prolonged period of time. Ghouls speak human languages (though often with a terrible lisp) in a debased form described as "gibbering" or "meeping."

**A Formless Spawn** can swallow a single Large creature or up to four Medium-size creatures (such as investigators). Once it has swallowed an opponent, it cannot move until it either disgorges its foe or fully digests him (by reducing him to -10 hit points).

**Ooze Qualities:** Oozes are immune to poison, paralysis, stunning, and polymorphing. They have no clear front or back and are therefore not subject to critical hits or flanking. Oozes are blind, but have the blindsight special quality. They have no Intelligence scores, and are therefore immune to all mind-affecting spells.

Oozes do not have a natural armor bonus to Armor Class, but they are nevertheless difficult to kill because their bodies are mostly simple protoplasm. This is reflected by bonus hit points (in addition to those from Hit Dice and Constitution scores) according to size.

## GHOUL

Medium-Size Undead (Lesser Independent Race)

Hit Dice: 2d12 (13 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

Armor Class: 14 (+3 natural, +1 Dex)

Attacks: 2 claws +4 melee, bite -1 melee

Damage: Claw 1d6+3, bite 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Improved grab, worry

Special Qualities: Spells, undead traits

Saves: Fort +0, Ref +1, Will +3

Abilities: Str 17, Dex 13, Con —, Int 10, Wis 10, Cha 13

Skills: Climb +5, Concentration +3, Hide +6, Listen +7,

Move Silently +6, Search +5, Spot +7

Feats: Alertness

CR: 2

Climate/Terrain: Any underground (usually city sewers)

Advancement: None

Sanity Loss: 0/1d6

*These figures were seldom completely human, but often approached humanity in varying degrees. Most of the bodies, while roughly bipedal, had a forward slumping, and a vaguely canine cast. The texture of the majority was a kind of unpleasant rubberiness.*

—H. P. Lovecraft,  
"Pickman's Model"

## COMBAT

Ghouls are always hungry for the flesh of the living, but usually sate themselves by consuming the corpses of the dead. When a ghoul's bite strikes home, it worries the victim with its fangs each round it can maintain a hold.

**Improved Grab (Ex):** If ghoul hits with a bite, it deals normal damage and attempts to start a grapple as a free action without allowing its opponent a free attack. The ghoul uses its mouth to hold the opponent. Assuming the victim doesn't break free on its action, each successful grapple check it makes during successive rounds automatically deals the damage listed for the bite attack, plus worry damage.

**Worry (Ex):** If grappled on the previous round, the ghoul continues to bite its prey, dealing 1d6+5 extra points of piercing damage with each subsequent successful grapple check.

**Spells:** A few ghouls know 1d4 spells chosen from the Magic chapter. Ghouls never lose Sanity points when casting spells (since they don't have a Sanity score).

**Undead Traits (Ex):** Undead creatures are immune to poison, paralysis, stunning, disease, and mind-affecting spells. In addition, they are immune to any effect requiring a Fortitude save unless it also works on objects. They are not subject to critical hits, subdual damage, ability damage, or ability drain. Undead are not at risk of death from massive damage, but they are destroyed at 0 hit points or below. They also have 60-ft. darkvision.

## CREATING A GHOUl

"Ghoul" is a template that can be added to any humanoid creature (referred to hereafter as the "character"). The creature's type changes to "undead." It uses all the character's statistics and special abilities except as noted here. (For more rules for this type of creature, see Templates, page 190.)

**Hit Dice:** Increase to d12.

**Speed:** Same as the character.

**Armor Class:** The ghoul has +3 natural armor, or the character's natural armor, whichever is better.

**Damage:** Creatures without natural weapons gain two primary claw attacks and a secondary bite attack (second-



TUDNHEAD ZENT

ary attacks are made with a -5 penalty to the creature's primary attack). Ghoul claws deal a base 1d6 points of damage. A ghoul's bite deals a base 1d6 points of damage and only half the creature's Strength modifier (an attribute of secondary attacks). Creatures that already possess natural claw and bite attacks use their original values for those attacks.

**Special Attacks:** A ghoul retains all the character's special attacks and also gains those listed below.

**Improved Grab (Ex):** If the ghoul hits with its bite, it deals normal damage and attempts to start a grapple as described above.

**Worry (Ex):** If the ghoul maintains a hold after a bite attack, it deals extra damage as described above.

**Spells:** The ghoul can cast any spells it could cast while alive.

**Special Qualities:** A ghoul retains all the character's special qualities and those listed below, and also gains the undead type.

**Saves:** Same as the character.

**Abilities:** A ghoul gains +6 to Strength, and +2 to Dexterity and Charisma, but being undead, has no Constitution score.

**Skills:** Same as the character.

**Feats:** Ghouls gain the Alertness feat.

**Advancement:** Same as the character.

Only those who survive its fierce onslaught have the leisure to notice its abnormalities: it has too many legs (six, not four); its claws are not blood-stained, but naturally black and red; its great yellow teeth are stronger and larger than any bear's could possibly be; and it has a wicked 2-foot-long horn in the center of its muzzle. Worse of all, the wicked intelligence in its piercing red eyes could never be found in any simple animal, no matter how fierce.

Gnoph-keh haunt Arctic regions, favoring ice caps, glaciers, and frozen tundras for their hunting-grounds. They typically make their lairs in icy caves on peninsulas or rocky snow-covered isles in the Arctic Sea, where hunting is best. Looking like relics from the days of saber-toothed tigers and mastodons, as indeed they are, they often hibernate for long periods. Even when active, they often sleep a decade at a time. More than once a hibernating gnoph-keh has been found by explorers and scientists, then carried off in triumph as an unusually well-preserved previously unrecorded Pleistocene species. In every case, the creature wreaks horrible vengeance when it eventually awakens, destroying most of the evidence of its "discovery" as it smashes the museum or camp to bloody flinders. While gnoph-keh prefer cold climates, they can survive quite well in temperate climes for months at a time, should they find themselves carried off to such regions—or otherwise have reasons to call them hither.

Gnoph-keh speak their own language—a collocation of wailing howls that travels for great distances on the wind, sounding to human ears like the lamentations of ghostly wolves. It is rare that two or more members of this almost-extinct species happen to meet; hence it is more likely that a character will hear a gnoph-keh when it is howling prayers to Ithaqua. Gnoph-keh also have a facility for human speech. Often in the course of their centuries of hunting and lurking, they learn the languages of those they live near and prey upon. Their linguistic acquisitions include Inuit, Lapp, Abasani, and various Siberian tongues, including many now long extinct that any linguist would give his right arm to hear (a sacrifice some investigators have unintentionally made). Gnoph-keh lack proper vocal equipment (such as a tongue or palate) for human speech, but many a listener has sometime fancied he could make out an occasional word in the distant howling that came to him on the wind (0/1d3 Sanity).

## GNOPH-KEH

Large Magical Beast (Cold) (Greater Independent Race)

Hit Dice: 8d10+48 (92 hp)

Initiative: +3 (Dex)

Speed: 35 ft.

Armor Class: 21 (+9 natural, -1 size, +3 Dex)

Attacks: 1 horn +14 melee, 2 claws +9 melee (slash×2); or 1 horn +14 melee, 4 claws +9 melee (slash×4)

Damage: Horn 1d8+6, claw (slash×2) 1d6+6 each or claw (slash×4) 1d6+3 each

Face/Reach: 5 ft. by 10 ft./5 ft.

**Special Attacks:** Goring charge, summon blizzard, spells

**Special Qualities:** Damage reduction 10/+2, cold aura, darkvision, low-light vision, immunities, vulnerable to fire and heat attacks

**Saves:** Fort +12, Ref +9, Will +8

**Abilities:** Str 22, Dex 17, Con 23, Int 17, Wis 19, Cha 18

**Skills:** Climb +9, Hide +14, Jump +9, Listen +10, Search +4, Spot +10, Swim +5, Wilderness Lore +5

**Feats:** Endurance, Improved Critical (horn), Iron Will, Power Attack, Track

**CR:** 10

**Climate/Terrain:** Arctic tundra

**Advancement:** 9–16 HD (Huge)

**Sanity Loss:** 0/1d10

... the sharp horn of the Gnoph-keh, the hairy myth-thing of the Greenland ice, that walked sometimes on two legs, sometimes on four, and sometimes on six.

—H. P. Lovecraft and Hazel Heald,  
"The Horror in the Museum"

With its dirty white fur and great scarlet claws, a gnoph-keh looks at first glance somewhat like a great polar bear as it erupts from cover beneath a snowbank and lopes to attack.

## COMBAT

More dangerous than any maddened polar bear or tropical rhino, gnoph-keh combine the brute strength and ferocity of a great beast with the malign cunning of an evil cultist. They love to play with their prey, typically slaying one member of an exploring party with each assault, then returning the next day or week to pick off another, and then another, until none are left.

A gnoph-keh's favorite attack is its goring charge (see below), but for close quarters, it can lash out with its horn and claws. Against multiple foes, it can rear up on its hindmost legs and attack with four claws rather than just two. While using this tactic, it halves its damage bonus, since it cannot strike as forcefully and still maintain its balance. (This tactic is listed as "slash×4" in the creature's stat block.)

**Damage:** Nipper 2d4+7; or lightning gun (see page 124)  
**Face/Reach:** 10 ft. by 10 ft./10 ft.  
**Special Attacks:** Lightning weapon  
**Special Qualities:** Damage reduction 10/+1, darkvision 60 ft., mind transference  
**Saves:** Fort +8, Ref +3, Will +16  
**Abilities:** Str 25, Dex 7, Con 20, Int 36, Wis 29, Cha 15. When possessing another, a Yithian takes on the physical stats of that form (Str, Dex, Con) but retains its own mental stats (Int, Wis, Cha); however, due to unfamiliarity with the new form, its new Dex is 4 points below that of the host body.  
**Skills:** Appraise +14, Bluff -3, Computer Use +17, Craft (Great Race tech) +21, Demolitions +15, Disable Device +17, Forgery +17, Gather Information +12, Knowledge (astronomy, biology, chemistry, electronics, mathematics, and any five other reflecting the focus of that particular Yithian's researches) +15 each, Operate Heavy Machinery +5, Psychic Focus +12, Repair +20, Research +26, Search +19, Speak Other Language (any four) +15  
**Feats:** Expertise, Lightning Reflexes, Gearhead, Point Blank Shot, Precise Shot, Quick Draw, Sharp Eye, Trustworthy, Weapon Proficiency  
**Psychic Feats:** Sensitive, Biofeedback Trance, Mind Probe, Mind Reading, Telepathy  
**CR:** 10

**Climate/Terrain:** Permian cyclopean cities, research outposts (including one on the Moon), or wherever their research takes them.

**Advancement:** None  
**Sanity Loss:** 0/1d6 (cone-being form only)

*[E]normous iridescent cones, about ten feet high and ten feet wide at the base, and made up of some ridgy, scaly, semielastic matter. From their apexes projected four flexible, cylindrical members, each a foot thick . . . 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 . . . The great base of the central cone was fringed with a rubbery, gray substance which moved the whole entity through expansion and contraction.*

—H. P. Lovecraft,  
*"The Shadow Out of Time"*

Extinct in the present day, the Great Race may nonetheless occasionally be encountered in one of two forms: the huge cone-shaped being described above (via a gate, time-travel device, or simply released from a stasis



All gnoph-keh venerate Ithaqua, and all know the spell *call Ithaqua*, which they will use if seriously threatened (or just thoroughly annoyed). Any given gnoph-keh has a 75% chance of knowing one spell per point of Intelligence.

**Goring Charge (Ex):** When a gnoph-keh charges (as a full-round action), its horn impales its target and deals double damage (2d8+12). When it succeeds in goring an opponent, the gnoph-keh typically howls in triumph and carries the unfortunate away. The victim screams in agony if still alive and conscious. Witnessing this grisly spectacle costs 0/1d6

Sanity. The impaled character loses 1d4 points per round from massive internal injuries.

After the gnoph-keh carries its prey to a handy nearby precipice, it then likes to toss the victim over with a sudden shake of its great head. If no cliff is available, it will throw the victim into the sea (hypothermia damage applies if the character is still alive after the impact) or across the wide frozen plain (for [1d6+4]×10 falling damage).

**Summon Blizzard (Su):** A gnoph-keh has the innate ability, granted by Ithaqua himself, to summon a small blizzard centered on itself (100-yard radius). This is a full-round action. On those rare occasions when multiple gnoph-keh gather, they can combine their powers to create gigantic blizzards. Anyone caught in such a blizzard takes cold damage as described in the Combat chapter (see Weather Hazards, page 87).

**Cold Aura (Su):** As a full-round action, a gnoph-keh can choose to create a zone of intense cold around itself, lowering the temperature up to 20°F per HD it has. Characters exposed to intense cold take environmental damage as described in the Combat chapter (see Cold Dangers, page 86). The gnoph-keh can combine its cold aura and summon blizzard abilities to devastating effect.

## GREAT RACE OF YITH (YITHIAN)

Huge Aberration (Greater Independent Race)

Hit Dice: 10d8+40 (85 hp)

Initiative: -2 (Dex)

Speed: 15 ft.

Armor Class: 18 (+12 natural, -2 size, -2 Dex)

Attacks: 2 nippers +12 melee; or lightning gun +5 ranged; or by artifact

field), or as travelers possessing the bodies of other beings (typically humans in our era). Such travelers appear normal to the eye, but betray shocking gaps in their knowledge of modern mores and culture on occasion.

The self-named Great Race of Yith are alien entities who fled their own world by projecting their minds into great cone-beings who dwelt on Earth in the distant past. When these cone-beings were overwhelmed in turn some 50 million years ago, they projected themselves into the bodies of beetle-folk who will be the dominant species in our distant future. True scientists, they are continually projecting themselves across time by exchanging minds with individuals of other races, including our own. In such cases, the human's mind spends several years as a sort of pet in a Great Race body in the distant past, while the Yithian mind uses the human body for its own purposes. A typical possessed body will travel widely, often to very strange locations, as the Yithian intelligence within seeks to learn as much as possible in the limited time at its disposal. When it is ready to return, the human's memory of its sojourn in the past is erased, with the effect that the original personality seems to return. All knowledge of the intervening years is lost to amnesia.

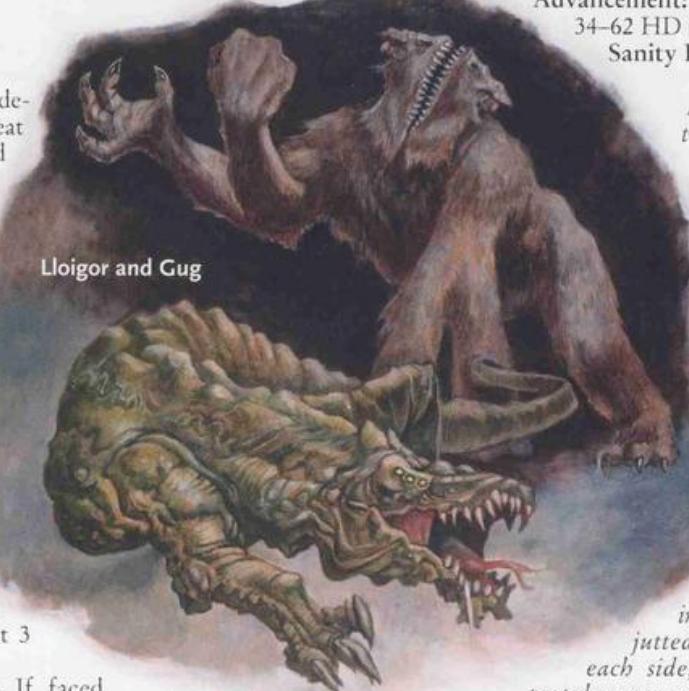
On occasion, a possessed body will die in some mishap, meaning that the original human personality can never return. Such unfortunate trapped in the past generally go hopelessly insane in short order. At times, a Yithian whose conical body is slowly dying will choose to permanently exchange it for a body it can possess; the displaced personality is then trapped in the dying cone.

The Great Race has a great facility for languages. A typical specimen speaks several hundred tongues learned over the course of its extremely long life and researches. Yithian culture is highly scientific—although it is “weird science” by our standards—and this is naturally reflected in their attitudes, lairs, and laboratories. They never lie among themselves; this gives them a –5 racial penalty to deceit-based skills such as Bluff.

## COMBAT

While perfectly capable of defending themselves, the Great Race generally prefer to avoid melee, as the thought of getting hacked apart by lesser beings is distasteful to these potential immortals. When apprised of a threat, they tend to seal off the affected area, activate sophisticated electrical or sonic traps, and either arm themselves with lightning guns (see page 124) or stage a prudent withdrawal via a *create time gate* or a stasis device. If hopelessly trapped, they can simply will their bodies to die (a full-round action that takes effect 3 rounds later).

**Mind Transference (Su):** If faced with a hopeless situation, one of the Great Race will often transfer its mind into the body of some being from its future (which can be any time in the past 50 million years, our own present, or the far distant future).



Lloigor and Gug

Gugs are 20-foot-tall unclean giants covered with matted fur, excrement, and the remains of years of grisly feeding. Generally anthropoid in shape, a gug's anatomy diverges in three obvious areas: its huge size, vertically hinged mouth, and two forearms per arm (giving it four formidable taloned claws).

Gugs live in caverns below the earth, deep and far below the surface where their abhorrent rituals celebrating various Great Old Ones are never seen. Gugs gleefully eat any surface dwellers they can lay their four paws upon—except for

## GUG

### Huge Giant

(Lesser Independent Race)

Hit Dice: 16d8+64 (136 hp)

Initiative: -1 (Dex)

Speed: 40 ft.

Armor Class: 15 (-2 size, -1 Dex, +8 natural)

Attacks: 4 claws +19 melee; or 1 bite +18 melee

Damage: Claw 2d4+7; or bite 1d8+7

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Rend 2d4+10 (2 claws), 6d4+10 (3 claws), or 8d4+10 (4 claws)

Special Qualities: Damage reduction 15/+1, spells, darkvision 60 ft.

Saves: Fort +14, Ref +4, Will +5

Abilities: Str 25, Dex 9, Con 19, Int 13, Wis 11, Cha 11

Skills: Concentration +9, Listen +15

Feats: Cleave, Combat Reflexes, Power Attack, Weapon Focus (claw)

CR: 10

Climate/Terrain: Any underground

Advancement: 17–33 HD (Huge);

34–62 HD (Gargantuan)

Sanity Loss: 0/1d8

*It was a paw, fully two feet and a half across, and equipped with formidable talons. After it came another paw, and after that a great black-furred arm to which both of the paws were attached by short forearms. Then two pink eyes shone and the head of the awakened Gug sentry, large as a barrel, wobbled into view. The eyes jutted two inches from each side, shaded by bony protuberances overgrown by coarse hairs. But the head was chiefly terrible*

*because of the mouth. That mouth had great yellow fangs and ran from the top to the bottom of the head, opening vertically instead of horizontally.*

—H. P. Lovecraft, “The Dream-Quest of Unknown Kadath”

The Hounds of Tindalos originate in the distant past of the Earth, prior to the explosion of multicellular forms. It may be that the Hounds are cast-off portions of some deity that gained sentience of their own. They inhabit the angles of time, while other beings (including humankind and all common life) descend from curves. This concept is hard to imagine, and only seems to be used with respect to the hounds. The Tindalos lust after something in humankind and other normal life, and follow victims through time and space to get it. At home in any time, the Hounds are immortal.

a few they hold back for use in their rituals. In areas where gugs come to the surface, sightings of "Bigfoot" and "Yeti" are common.

Gugs speak their own peculiar debased tongue, though a few of their shamans speak earthly languages.

## COMBAT

In combat, a gug claws and bites—if an opponent is downed, a particularly hungry gug may break off combat and retreat with its prize.

**Rend (Ex):** If a gug hits one opponent with two or more claws during 1 round of combat, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional amount of damage based on the number of claws that hit. If the gug hits with 2 claws, it deals an additional  $4d4+10$  points of damage; hitting with 3 claws deals  $6d4+10$ ; hitting with all four claws unleashes an additional  $8d4+10$  points of damage.

**Spells:** A few gugs know  $1d4$  spells chosen from the Magic chapter. Gugs never lose Sanity points when casting spells (since they don't have a Sanity score).

## OUND OF TINDALOS

Medium-Size Magical Beast  
(Greater Independent Race)

Hit Dice:  $4d10+4$  (26 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 120 ft. (average)

Armor Class: 15 (+4 natural, +1 Dex)

Attacks: 2 claws +6 melee, tongue +2 melee

Damage: Claw  $1d4+2$ , tongue (touch attack, 1 Con drain)

Face/Reach: 5 ft. by 5 ft./5 ft.

**Special Attacks:** Ichor 2d4, tongue touch attack

**Special Qualities:** Damage reduction  $5/+1$ , darkvision 60 ft., low-light vision, regeneration 5, temporal travel

Saves: Fort +5, Ref +7, Will +8

Abilities: Str 15, Dex 13, Con 12, Int 17, Wis 21, Cha 17

Skills: Hide +6, Listen +12, Move Silently +6, Search +7, Spot +12, Wilderness Lore +7

Feats: Improved Initiative, Iron Will, Lightning Reflexes, Track, Weapon Focus (tongue)

CR: 3

Climate/Terrain: Any

Advancement: 5–8 HD (Large)

Sanity Loss:  $1d4/1d20$

*"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.*

—Frank Belknap Long, "The Hounds of Tindalos"

Bluish pus coats the long, lean Hounds of Tindalos—it is possible that the oozing mucus is actually the skin of each hound. The flowing, dripping integument gives each hound a half-formed (or half-melted) appearance. Beneath the goo, the Hound resembles the indistinct form of a very large greyhound.

## COMBAT

A Hound claws its victims, at the same time reaching out with a suspiciously prehensile tongue that drains a victim's essence if it hits.

**Ichor (Ex):** The Hound is covered with bluish pus. When a victim is struck by two claw attacks during the same round, the victim is smeared with ichor. This viscous discharge remains alive and active for a moment, reacting to a target's skin as if the ichor were acid. The victim takes an additional  $2d4$  points of acid damage, after which time the ichor is neutralized.

**Tongue (Su):** With a successful tongue touch attack, a deep and penetrating (but bloodless and painless) hole is formed. The victim takes no physical damage, despite his peculiar wound, but loses 1 point of Constitution permanently.

**Temporal Travel (Su):** Because of their relationship with the angles of time, Hounds of Tindalos travel time without disrupting the timestream. They can materialize physically through any corner, if it is  $120^{\circ}$  or less. When a Hound manifests, it first appears as smoke pouring from the corner, from which the head and then the body emerges.

Once a human has contacted one of these creatures, the Hound will follow the human through all times and all places to get to her—the Hound possess an innate ability to find its target no matter how the target attempts to shield herself. No matter how close or far away (temporally and spatially) a Hound is from its intended victim, it takes  $5d20$  days for it to travel from its origin to the chronological and physical position of its prey.

## HUNTING HORROR

Huge Dragon (Greater Servitor Race)

Hit Dice:  $20d12+100$  (230 hp)

Initiative: +2 (Dex)

Speed: 30 ft. slither, fly 90 ft. (good) [material form] or 300 ft. (good) [smoke form]

Armor Class: 19 (+9 natural, -2 size, +2 Dex)

Attacks: 1 bite +30 melee, 1 tail grab +25, 2 wing slaps +20, or by spell

Damage: Bite  $2d8+12$ , tail-tentacle  $2d6+12$ , wing slap  $1d8+12$

Face/Reach: 10 ft. by 20 ft./10 ft.

**Special Attacks:** Masticate, improved grab, swallow whole, roar, tail grab, nausea, penetrate deflection, spells

**Special Qualities:** Darkvision 1 mile, blindsight 120 ft., smoke form, damage reduction  $5/+1$ , fast healing 10, immunities, vulnerable to light

Saves: Fort +17, Ref +14, Will +14

Abilities: Str 34, Dex 15, Con 20, Int 17, Wis 15, Cha 21

**Skills:** Concentration +26, Intimidate +26, Knowledge (occult) +25, Listen +25, Move Silently +26, Search +26, Spellcraft +26, Spot +25  
**Feats:** Cleave, Expertise, Flyby Attack, Great Cleave, Power Attack, Shot on the Run  
**CR:** 20  
**Climate/Terrain:** Any nighttime or sunless place  
**Advancement:** 21–40 HD (Gargantuan); 41–60 HD (Colossal)  
**Sanity Loss:** 1/1d10

*The long, winging flight through the void . . . cannot cross the universe of light . . . I can see everything with a monstrous sense that is not sight—light is dark and dark is light. . . . Sense of distance gone—far is near and near is far . . . stirring and fumbling in the tower . . . a monstrous odor . . . I see it . . . hell-wind—titan blur—black wings—Yog-Sothoth save me!*  
**THE THREE-LOBED BURNING EYE!**

—last words of Robert Harrison Blake, as reported by H. P. Lovecraft in "The Haunter of the Dark"

Few who see a hunting horror ever live to report it. Those who have describe it as an enormous black ropy worm or serpent, rather like a legless dragon seen in a nightmare, with a single wing rising from the middle of the back and a long sinuous tail trailing behind. A great gaping maw filled with jagged, irregular teeth gapes open hungrily as it flies in search of prey. It does not move in a direct line, but flies in strange, spiraling, non-Euclidean paths, coiling its way across the sky at a great speed. The creatures are mutable, as some have reported them with two wings instead of one, or two eyes instead of a single three-lobed yellow eye. Occasionally they take the form of a vast formless cloud of pitch-black smoke. In all cases, their presence is accompanied by an unutterably foul fetor or stench.

Hunting horrors haunt the dark places of the universe, from which they are called up at the whim of their lord Nyarlathotep to hunt down any who have offended him. Some maintain that they are actually made of incarnate darkness. Nyarlathotep sometimes takes the form of an enormous hunting horror; this avatar is known as "The Haunter of the Dark."

Hunting horrors rarely speak, although they utter great harsh cries when on the hunt. They understand instructions given them in any language and can empathetically project emotions at will.

## COMBAT

Hunting horrors exist to seek out prey, and are compelled to either destroy their victims utterly or fetch them back to their dark master. As creatures of darkness, they are vulnerable to light. Moonlight (or torchlight) deals 1d6 points of damage per round, while daylight (or the magical or mechanical equivalent) causes 3d6 points of damage per round. All light-based spells automatically deal full damage on a hunting horror if it fails its save (and half that if it succeeds). Naturally, it will do its utmost to quench all such light sources as soon as possible.

**Improved Grab/Ravenous Maw (Ex):** If the hunting horror succeeds with its bite attack, it deals normal damage and attempts to start a grapple as a free action without allowing its opponent a free attack. The

hunting horror then uses its mouth to hold the opponent. Assuming the victim doesn't break free, the hunting horror can choose to either masticate its victim or swallow it whole (see below); the latter option requires another successful grapple check.

**Masticate (Ex):** After a successful improved grab, the target is held in the hunting horror's jaws, where great jagged teeth gnash it for an automatic 5d8+12 points of damage per round. A character slain in this manner is shredded and dismembered—a definite candidate for a closed casket funeral.

**Improved Grab/Tail-Tentacle (Ex):** Any character a hunting horror grabs with its tail-tentacle is immediately subjected to an opposed grapple check; this is a free action that does not allow the character a free attack. If the horror is successful, it holds the subject pinned (a pinned opponent loses its Dexterity bonus to Armor Class).

If the horror has been compelled to fetch a victim to its dark master, it uses this special attack to immobilize its victim before bearing it away. If it has been commanded to destroy, it can hold a victim helpless with its tail while making additional bite attacks. If the victim is particularly bothersome, the hunting horror can constrict anyone held in its tail-tentacle for 2d6+12 points of damage per round.

**Swallow Whole (Ex):** Swallowed victims are sucked into the hunting horror's abyssal interior. The victim's movement is restricted to a crawl (one-sixth normal) and it is also exposed to the effects of nausea (see below). The only means of escape is back out the way it came, through the gullet. Should the horror choose, it can vomit out a swallowed victim, projecting it at a great speed toward another object or character (ranged attack, +22, damage 1d6 per 10 feet traveled).

**Roar (Ex):** If it chooses, the hunting horror can utter a great roar. This is a sonic attack usable once every 1d4 rounds that takes the form of a cone 50 feet long (and high, and wide). The cone deals 10d10 points of sonic damage to all in its path (Will save, DC 24, for half damage).

**Nausea (Ex):** The area for 200 feet around a hunting horror is suffused with an overwhelming stench, as from some forgotten pit of rotteness. Everyone in or entering this area must make a Fortitude save (DC 15). Those who succeed are queasy, suffering –2 penalties to all attack rolls, saving throws, and skill checks. Those who fail can only take one move action each round because they are nauseated. Creatures with no sense of smell are immune to this attack.

**Smoke Form (Su):** Using an attack action, a hunting horror can change to an incorporeal form resembling smoke. This increases its speed to 300 feet (good maneuverability).

**Penetrate Deflection (Ex):** A hunting horror's attacks ignore the effects of deflection bonuses (subtract any deflection bonus from its target's Armor Class).

**Immunities:** The creature is immune to paralysis effects.

**Spell-like Abilities:** As servitors of Nyarlathotep, master of magic, all hunting horrors know the following spells, of which they can use one per round—darkness, death by flames, deflect harm, evil eye, fist of Yog-Sothoth, grasp of Cthulhu, shriveling, suggestion, true strike, and wrack.

## COMBAT

Insects from Shaggai are parasitic, ingesting mental energy from their hosts. However, they wield tiny weapons called nervewhips that deal agony with a touch.

**Nervewhip:** Nervewhips are tiny weapons manufactured by the shans. A nervewhip only responds to a shan's mental commands. A successful attack with a nervewhip also inflames the victim's nervous system, stunning the victim for 1d4 rounds due to the tremendous pain.

**Meld (Ex):** A shan can fly through human tissue into a target's brain, wherein it crawls about and reads its host's memories, affects its target's thought processes, and injects specific memories and ideas of its own. To successfully meld, a shan must first stun an opponent for 4 rounds with its nervewhip—any less time, and the shan can't properly interface with its host. Once interfaced, the insect is not active within the brain during the day, leaving the victim to do more or less as he pleases. But at night the shan wakes, and begins to implant memories. It can convey sanity-shattering sights that the insect has witnessed, or riddle memory-fragments to entice the victim into performing certain actions. Each day that passes in this fashion, the victim loses 1d4 Sanity. Eventually the host's grip on sanity is lost (when Sanity reaches 0), and she does every bidding of the parasite.

## INSECT FROM SHAGGAI (SHAN)

Diminutive Aberration  
(Lesser Independent Race)  
(Incorporeal)

Hit Dice: 1d8 (5 hp)  
Initiative: +6 (Dex)  
Speed: 5 ft., fly 30 ft. (perfect)  
Armor Class: 20 (+4 size, +6 Dex)  
Attacks: 1 nervewhip +10 ranged (15 ft.)  
Damage: Nervewhip 1d2 + pain  
Face/Reach: 1/2 ft. by 1/2 ft./0 ft.  
Special Attacks: Meld

Special Qualities: Incorporeal,  
darkvision 60 ft.

Saves: Fort +0, Ref +8,  
Will +6

Abilities: Str 1, Dex 22, Con  
11, Int 17, Wis 18, Cha 17

Skills: Cthulhu Mythos +7,  
Hide +18, Knowledge  
(occult) +7, Listen +8,  
Move Silently +10, Open  
Lock +10, Search +5,  
Spot +8

Feats: Dodge, Expertise,  
Lightning Reflexes

CR: 2

Climate/Terrain: Any warm

Advancement: None

Sanity Loss: 0/1d6

*Even though they flew so fast I could, with the augmented perception of terror, make out many more details than I wished. Those huge lidless eyes which stared in hate at me, the jointed tendrils which seemed to twist from the head in cosmic rhythms, the ten legs, covered with black shining tentacles and folded into the pallid underbelly, and the semicircular ridged wings covered with triangular scales—all this cannot convey the soul-ripping horror of the shape which darted at me. I saw the three mouths of the thing move moistly, and then it was upon me.*

—Ramsey Campbell, "The Insects from Shaggai"

Insects from Shaggai are incorporeal, existing slightly out of phase with Earth; thus, their flying forms appear faintly as translucent, insectile outlines. Each one is about the size of a terrestrial pigeon. Their incorporeal quality allows them to become mental parasites, bypassing a victim's solid skull and attaching themselves directly to a living brain.

The Insects from Shaggai are a fugitive race, having fled their home world after it was destroyed by a vengeful enemy race. Many escaped in temples made of an indestructible gray metal, which were magically transported to other worlds.

Insects from Shaggai spend their time in decadence, in aesthetic enjoyment of abnormality, and in torture of captives. Shans, as they also are known, are extremely long lived, taking centuries to reach adulthood, and are scientifically advanced. They have many weapons and devices that they can mentally operate, such as their dreaded nervewhips. The shans worship Azathoth with many complex rites and systems of torment.



## LLOIGOR

Huge Elemental (Greater  
Independent Race) (Air)

Hit Dice: 8d8+40 (76 hp)

Initiative: +5 (+1 Dex,  
+4 Improved Initiative)

Speed: 30 ft., fly 100 ft.  
(perfect)

Armor Class: 19 (-2  
size, +1 Dex, +10 nat-  
ural)

Attacks: 2 claws +11

melee, 1 bite +6 melee

Damage: Claw 2d4+7,  
bite 2d6+3

Face/Reach: 10 ft. by 10  
ft./15 ft.

Special Attacks: *Implo-*  
*sion* and telekinesis  
(while insubstantial);  
*sleep siphon* and spells  
(in either form)

Special Qualities: Insub-  
stantial form, elemental  
traits, air subtype

Saves: Fort +7, Ref +7, Will +5

Abilities: Str 24, Dex 13, Con 21, Int 17,  
Wis 16, Cha 16

Skills: Concentration +16, Knowledge  
(local)\* +4, Listen +14, Spot +14

Feats: Dodge, Mobility, Improved Initia-  
tive

CR: 5

Climate/Terrain: Any

Advancement: 9–16 HD (Huge);  
17–32 HD (Gargantuan), 33+ HD  
(Colossal)

Sanity Loss: 0/1d6

\*This is for the city the lloigor vic-  
timizes, usually one near its lair.

*These latter, he said, were definitely aliens on our earth, and the chief among them was called Ghataonthoa, the dark one. They sometimes took forms, such as the monster on the tablet—who was a representation of Ghataonthoa—but existed as ‘vortices’ of power in their natural state.*

—Colin Wilson, “The Return of the Lloigor”

A lloigor exists in two physical states. In its insubstantial form, the lloigor is an invisible vortexes of wind and consciousness. When it materializes, the lloigor appears as a visible, physical creature resembling a 20-foot-long draconic serpent. All lloigor are unforgiving and cruel, and an atmosphere of gloom emanates from them.

Lloigor settled Earth from the Andromeda galaxy eons ago. During their prime, lloigor used human slaves to perform their will, and used inhumanly cruel disciplines to control recalcitrant servants, such as amputating limbs or causing cancerous tentacular growths. Earthly lloigor declined over time, retreating under the earth and seas, where they still husband their failing energies. In recent years, lloigor have allegedly been sighted in such diverse locales as Wales, Rhode Island, and Iraq.

## COMBAT

Lloigor prefer to use human slaves to accomplish their desires, remaining invisibly on the sidelines of history. However, when lloigor visibly and physically manifest, they are remarkably fearsome.

**Insubstantial Form (Ex):** A lloigor is invisible when in its insubstantial form. The lloigor has damage reduction 20/+1, but its +10 natural armor bonus goes away. While in its insubstantial form, the lloigor cannot claw or bite its foes, but it can use its *telekinesis*, *implosion*, and *sleep siphon* abilities.

The lloigor also has a visible, material form. While in its material form, it cannot fly, but it can use its claw attacks, bite attacks, and *sleep siphon* ability.

The lloigor can shift between these two forms as an attack action.

**Sleep Siphon (Sp):** In either form, the lloigor can draw nourishment from living creatures in the form of psychic energy. As a full-round action, the lloigor may attempt to siphon energy from four sleeping targets within 5 miles of it (and no more than 20 feet apart from each other). Each target must make a Fortitude saving throw (DC 17) or take 1d6 points of Charisma damage. (Characters with the Sensitive feat get a +2 bonus on this saving throw.)

The lloigor uses *sleep siphon* once each day to sustain itself; however, if it is wounded, it can use this ability additional times, healing 1 point of ability score damage and 2d8 hit points each time.

Only sleeping creatures may be affected by *sleep siphon*, and only if they are sleeping exactly where the lloigor expects them to be. The next morning, the victims wake complaining of headaches and bad sleep.

**Telekinesis (Sp):** While in its insubstantial form, the lloigor can push people and manipulate objects, such as a compass needle or a door latch, via *telekinesis*. A lloigor can use this *telekinesis* once each round as a free action. The lloigor must be directly present and within 30 feet of the effect.

The lloigor can move a creature or object weighing up to 350 pounds up to 20 feet per round (the lloigor must concentrate on the effect each round). The lloigor may also thrust a crea-

ture or object against a solid surface, dealing 1d6 points of damage. A creature can negate the effect against itself or against an object it possesses with a successful Will save (DC 17).

**Implosion (Sp):** Once per day, the lloigor can use this special attack while in its insubstantial form. The lloigor evacuates a 40-foot-diameter area of every molecule of air in a microsecond, creating a terrific implosion. The *implosion* causes 8d6 points of damage to all creatures and objects in the area (Reflex save, DC 15, half damage). Objects in the blast area are generally torn to pieces, and the ground is ruptured and discolored.

**Elemental Traits (Ex):** As an elemental creature, the lloigor is immune to poison, paralysis, and stunning, and is not subject to critical hits or flanking. All lloigor have 60-foot darkvision. (In D&D, elemental creatures are also immune to *sleep* spells and effects.)

**Spells:** Each lloigor knows 2d4 spells, chosen from the Magic chapter. Lloigor never lose Sanity points when casting spells (since they don't have a Sanity score).

## MI-GO (THE FUNGI FROM YUGGOTH)

Medium-Size Aberration (Lesser Independent Race)

Hit Dice: 2d8+2 (11 hp)

Initiative: +2 (Dex)

Speed: 20 ft., fly 30 ft. (poor) in terrene atmospheres, 120 ft. (perfect) in deep space vacuum

Armor Class: 12 (+2 Dex)

Attacks: 2 nippers +1 melee; firearm or artifact weapon (lightning gun or mi-go electric gun) +3 ranged

Damage: Nipper 1d6 (or by weapon)

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Nipper snatch, mi-go weaponry, possibly spells

Special Qualities: Damage reduction 10/+2, darkvision 60 ft., blindsight, immunities, resistance to cold 30, vulnerable to drowning

Saves: Fort +1, Ref +2, Will +5

Abilities: Str 10, Dex 15, Con 12, Int 17, Wis 15, Cha 6

Skills: Concentration +6, Disable Device +10\*, Hide +6, Knowledge (any one of the following: astronomy, biology, chemistry, electronics, geology, mathematics, or psychology) +8, Move Silently +6, Psychic Focus +5, Repair +13\*, Search +7, Speak Other Language (any one) +4, Tumble +5

\*Mi-go receive a +5 racial bonus on all Repair and Disable Device checks. One in ten mi-go have the skills Heal +12 and Psychoanalysis +7, instead of Disable Device and Repair.

Feats: Dodge, Mobility, Point Blank Shot

Psychic Feat: Sensitive

CR: 2

Climate/Terrain: Yuggoth (Pluto/Charon), deep space, moon bases, remote mountains (the Himalayans of Nepal, the Chilean Andes, the Green Hills of Vermont, and elsewhere)

Advancement: As character. Advanced mi-go have an array of psychic feats (Telepathy, Dowsing, Biofeedback Trance, Remote Viewing, Mind Reading, and Mind Probe).

Sanity Loss: 0/1d6

close to one of their outposts, or strike in the night to wipe out a research facility that poses some hazard to their plans.

Mi-go have at least twice intervened to protect the Earth from some monstrous threat, but these events were motivated by pure selfishness—preserving a valued resource until they were finished exploiting it themselves. Mi-go sometimes extract the brains from humans they wish to carry back to Yuggoth, encasing them in mi-go brain cylinders; they can also install brains in bodies of their choosing. Since the mi-go are so obviously inhuman in form, they often operate through human agents. In the past, this has been done through isolated hermits, mystics, and “visionaries”; in the modern day, this has been achieved through secret government agencies and private “think tanks” under their control.

Remarkably enough for a race that lacks vocal cords, larynx, ears, or mouth, mi-go are able to mimic human voices (albeit with unpleasant buzzing tones) by means either of mechanical devices (translators) or surgical implants.

*They were pinkish things about five feet long; with crustaceous bodies bearing vast pairs of dorsal fins or membranous wings and several sets of articulated limbs, and with a sort of convoluted ellipsoid, covered with multitudes of very short antennae where a head would ordinarily be.... There were tales of the queer claw prints seen around farmhouse windows in the morning, and of occasional disappearances.... Tales, besides, or buzzing voices in imitation of human speech which made surprising offers to lone travelers on roads and cart-paths in the deep woods, and of children frightened out of their wits by things seen or heard where the primal forest pressed close upon their doorsteps.... It was not good... to listen to what they whispered at night in the forest with voices like a bee's that tried to be like the voices of men.*

—H. P. Lovecraft,  
“The Whisperer in Darkness”

Fungi are more closely related to animals than plants, so it's no wonder that on some worlds, fungal life evolved to dominate animal-based intelligences. The mi-go come from such a world. More like crustaceans than any other terrestrial life form, they find themselves somewhat hampered by our planet's thicker atmosphere and heavy gravity. A highly scientific race with great aptitude for surgery, many mi-go undergo surgical alteration, accounting for the wide variety of descriptions by witnesses. Typical mi-go have heads rather like large exposed brains, with many convolutions on their wrinkled surfaces; six to eight limbs (three or four pairs), a single pair of vast membranous wings, and a long semiprehensile tail trailing behind.

These bizarre creatures are only visitors to our world, hailing from distant Yuggoth (the double planet Pluto/Charon). They have visited Earth for centuries to mine certain minerals not available on their icy world, and more recently, to study its odd inhabitants. The mi-go are responsible for many “alien abduction” kidnappings. Mi-go scientists extract specimens, experiment upon them, and then release most of them back into the wild after surgically and psychically erasing their memories of such experiences.

Mi-go are said to be fascinated by the bicameral minds humans possess, as well as their subconscious, their ability to dream, and their ability to forget. The Fungi from Yuggoth may come to the attention of investigators after an odd series of kidnappings with bizarre surgical aftereffects. (An abductee's missing organs have been restored, including his tonsil and appendix; a drifter is suddenly cured of cancer; a tourist with “missing time” is also missing a kidney or ovary.) Alternatively, mi-go may descend upon those who wander too



## COMBAT

Physically not much more robust than the average human, the Fungi from Yuggoth are nonetheless able to withstand cold and vacuum to a remarkable degree. Individually weak, they rely upon their super-science to subdue any primitives who stumble across their mines or outposts. Their nonterrestrial fungal composition grants them a number of benefits (see Special Qualities, above). One weakness is that mi-go drown when submerged in water (since their homeworld has no large amounts of liquid).

**Nipper Snatch (Ex):** A favorite mi-go tactic is to swoop down upon an unsuspecting target, grab her in its pinchers, and then fly into the sky with its prisoner. This works just like a grapple, except that the mi-go gets a +4 bonus on its grapple check and the victim gains no free attack. An opponent taken by surprise (flat-footed) may not resist the snatch the round she is grabbed, but may attempt to break free on the next or subsequent rounds. The mi-go either carries a snatched foe up to a great heights and drops her, or else continues upward, its speed ever-increasing as it leaves the atmosphere behind and its abductee's lungs burst.

**Spells (Ex):** Roughly a third of all Fungi from Yuggoth know 1d3 spells.

**Mi-go Weaponry (Ex):** Mi-go weaponry is highly advanced and generally based on biotechnology. See the Magic chapter for a few examples.

## NIGHTGAUNT

Large Outsider (Lesser Servitor Race)

Hit Dice: 4d8+4 (22 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 20 ft., fly 60 ft. (perfect)

Armor Class: 14 (+2 natural, -1 size, +3 Dex)

Attacks: Clutch +7 melee

Damage: Typically none (see below)

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Clutch, tickle, dive, fear aura, slow motion

Special Qualities: Blindsight, damage reduction 15/+2, darkvision 60 ft., immunities, intuit direction, acid resistance 20, cold resistance 20, electricity resistance 20, fire resistance 20

Saves: Fort +5, Ref +6, Will +6

Abilities: Str 19, Dex 16, Con 13, Int 11, Wis 14, Cha 18

Skills: Hide +6, Listen +8, Move Silently +9, Open Lock (using its tail) +10, Spot (prey) +8, Tumble +5, Wilderness Lore +5

Feats: Dodge, Flyby Attack, Mobility

CR: 4

Climate/Terrain: Any

Advancement: 5–12 HD (Huge), 13–24 HD (Gargantuan),

25+ HD (Colossal)

Sanity Loss: 0/1d6

*Shocking and uncouth black things with smooth, oily... 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... because they had no faces at all... 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.*

H. P. Lovecraft,

*The Dream-Quest of Unknown Kadath*

Few creatures fit the traditional description of devils better than the nightgaunt. In fact, it is quite possible that the medieval image derives from actual encounters with these beings. Fearfully lean yet surprisingly strong humanoids of roughly human size and shape, they are completely featureless: eyes, ears, nose, mouth, hair, and genitalia are all absent. A smooth, sleek, obsidian-hued skin covers all, even their great batlike wings. A nightgaunt's hands and feet are notable for the absence of any opposable digits. All three "fingers" or "toes" are of equal length, roughly triple the length of a human's index finger, and able to wrap around objects they grasp with firm but unpleasantly boneless tenacity. A wickedly barbed prehensile tail completes the picture.

Creatures of nightmare, nightgaunts rarely escape into the "waking world" unless summoned. However, on occasion, they may visit our reality on obscure missions at the behest of Nodens, their ancient master. They unerringly seek out whatever person has drawn their attention, seize him, and carry him away to a distant spot—sometimes habitable, sometimes not; sometimes in the same world, or perhaps in a distant dimension. Nightgaunts are ex-

tremely persistent, and a character who defeats and destroys one that comes for her almost always finds another seeking her out at irregular, unpredictable intervals for years thereafter, like a recurring nightmare, until its original assignment is completed.

Nightgaunts never speak, and they completely ignore any speech directed toward them, whether commanding, beseeching, or frantically pleading. That is their way.

## COMBAT

Nightgaunts are usually careful not to hurt their prey. The spot where it strands its unwilling passenger may be perilous, but she is generally unhurt upon arrival. Thus, the belief has grown up among those wise in Mythos matters that they are essentially harmless. Nothing could be further from the truth.

**Clutch (Ex):** A nightgaunt's chief attack is to swoop down upon a target, seize him in its clutches, and fly away with him. This attack deals no damage, but if the nightgaunt succeeds at an opposed grapple check (a free action), its foe is pinned. While a nightgaunt prefers to deliver its captive undamaged, recalcitrant passengers may find its grasp slowly tightening, dealing an automatic 1d4 points of subdual damage each round.

**Tickle (Ex):** Once they have their prey immobile in their clutches, nightgaunts use their evilly barbed tails to unpleasantly caress, stroke, grope, and tickle them. While this sounds harmless, in fact it is a subtle form of torture that deals great distress but no actual damage (and hence can be continued endlessly). A character who fails her Will save (DC 15, +1/round) is helpless, unable to take any action that round other than squirm helplessly in its inexorable grasp.

**Dive (Ex):** If a nightgaunt is unable to subdue a foe it is carrying, it may opt to simply drop him, in which case normal falling damage applies (1d6 points for every 10 feet fallen, up to a maximum of 20d6). A nightgaunt can also choose to fly up high and then dive at full speed (60×5, or 300 feet), releasing the character suddenly at the low point of the dive—the nightgaunt swoops back up to safety, while its erstwhile passenger plows into the ground, receiving 1d6 points of damage for every 10 feet of the dive (maximum 20d6).

The fall need not be vertical: a nightgaunt can fly straight toward a cliff face or mountainside with much the same effect. In addition to any damage suffered, characters with acrophobia or agoraphobia suffer 1d3 points of Sanity loss simply from the flight. Acrophobiacs subjected to a sudden dive must make a Sanity check or lose 1d10 additional points.

**Fear Aura (Su):** All who come within 30 feet of a nightgaunt must succeed at a Will save (DC 16) or be struck with terror for 3 rounds, with an equal chance of either freezing in place (can take no actions, loses all Dex bonuses to Armor Class, foe gains +2 to attack rolls) or fleeing in panic (-2 penalty to all saving throws, 50% chance to drop whatever he's holding).

**Slow Motion (Su):** Once every 10 rounds, the nightgaunt can force a chosen target within 60 feet of it into slow motion (Will save, DC 16, to resist). From the character's point of view, it seems as if everything is happening in slow motion, such as in a nightmare. The affected character suffers a -2 penalty to her Armor Class, melee attack rolls, melee damage rolls, and Reflex saves. In addition, she may only take one move action or attack action each round while the effect lasts. Nightgaunts use this power to hinder a chosen target's escape.

## RAT-THING

Tiny Magical Beast (Lesser Servitor Race)

Hit Dice: 1/2d10 (2 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 40 ft., climb 40 ft.

Armor Class: 16 (+2 size, +4 Dex)

Attacks: Bite +7 melee

Damage: Bite 1

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attacks: Jaw lock, spells

Special Qualities: Scent (can detect foes within 30 ft. by smell alone), low-light vision, darkvision 60 ft.

Saves: Fort +2, Ref +6, Will +1

Abilities: Str 2, Dex 19, Con 10, Int 12, Wis 13, Cha 5

Skills: Balance +12, Climb +12, Escape Artist +12, Hide +12, Listen +7, Move Silently +11, Spellcraft +5. (Rat-things receive a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Balance and Escape Artist checks. They use their Dexterity modifier for Climb checks.)

Feats: Improved Initiative, Weapon Finesse (bite)

CR: 1/2 (two rat-things are CR 1)

Climate/Terrain: The ruins of old, long-abandoned mansions; the homes where witches or powerful cultists once lived.

Advancement: Up to 1 HD (Small)

Sanity Loss: 0/1d6, 0/1d8 if knew in life

*The bones of the tiny paws... imply prehensile characteristics more typical of a diminutive monkey than of a rat: while the small skull with its savage yellow fangs is of the utmost anomalousness, appearing from certain angles like a miniature, monstrously degraded parody of a human skull.*

—H. P. Lovecraft, "The Dreams in the Witch House"

At first sight, a rat-thing can easily be mistaken for a large, dark rat, especially at a distance or in poor lighting. On closer examination, however, their human hands and evil caricatures of human heads reveal their unnatural nature.

Rat-things are said to be created from dead cultists by foul witchcraft. Thus, they are found where the witch who created them had her lair. As unnatural creatures, rat-things never die a natural death, although they can be killed. Hence a witch's familiar might still be found lurking in the walls of her domicile centuries after its mistress is ashes. (Brown Jenkin, Keziah Mason's familiar, was probably an unusually powerful rat-thing.) They are full of malice and mischief, and delight in tormenting hapless mortals, willingly serving any evil sorcerer powerful enough to master them.

A rat-thing can speak, albeit haltingly, in the language of the witch who created it. It can also speak snatches of the language (or languages) it knew in life.

## COMBAT

Rat-things are individually weak, so one encountered alone will always flee. When encountered in a horde, however, they gain courage from numbers and often swarm over hapless prey.

**Jaw Lock (Ex):** Once a rat-thing has successfully attacked, it can lock its jaws and hold on, automatically dealing 1 point of damage each round as it swallows dollops of flesh washed down with fresh blood. Tearing one loose causes an additional 1d3 points of damage to the victim.

**Spells:** A few exceptionally clever rat-things know a few spells, either remembered from their previous life or taught to them by their master or mistress. Typical rat-thing spells include: *bring pestilence, consume likeness* (used to disguise the rat-thing as a kitten, small rabbit, infant, or similar harmless and unsuspicious creature), *curse of the putrid husk, flesh ward, nightmare* (a great favorite), *power drain*, and *soul singing*.

## MARTESE KIN

Keepers should note that the stats for rat-things can, with minor adjustments, be used for other small creatures of the Mythos that lurk in unsavory old houses and attack in swarms, such as the monkeylike degenerate Martese Kin of "The Lurking Fear," the spectral rat-army of "The Rats in the Walls," or even the zoogs of "The Dream-Quest of Unknown Kadath."

## SERPENT PEOPLE

Medium-Size Humanoid

(Reptilian) (Lesser Independent Race)

Hit Dice: 2d8+2 (11 hp)

Initiative: +0

Speed: 30 ft., swim 15 ft.

Armor Class: 15 (+5 natural)

Attacks: Bite +2 melee

Damage: Bite 1d4 + poison

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., low-light vision, spells

Saves: Fort +1, Ref +3, Will +2

Abilities: Str 10, Dex 10, Con 12, Int 17, Wis 14, Cha 13

Skills: Concentration +5, Cthulhu Mythos +2, Knowledge (occult) +5, Spellcraft +4

Feats: Weapon Focus (bite)

CR: 1

Climate/Terrain: Any warm desert

Advancement: As character (or cultist; see page 189).

Sanity Loss: 0/1d6

*They walked lithely and sinuously erect on premammalian members, their pied and hairless bodies bending with great suppleness. There was a loud hissing of formulae as they went to and fro.*

—Clark Ashton Smith,  
"The Seven Geases"

Serpent people resemble upright serpents, with ophidian heads and scales, but with two arms and legs. They possess tails and in their days of greatness often dressed in robes. Those that have survived to the present sometimes wear normal human clothing with concealing hats and long coats.

Their civilization rose, endured, and flourished before dinosaurs walked the earth in the Mesozoic Era. They built black basalt cities across the face of the proto-continents, fought wars among themselves and against intruding races from space, and developed sorceries so involved that they became a science—an alien science. No human sorcerer has ever surpassed the lore of the antediluvian serpent people. They devoted years of their lives to calling forth dreadful demons and brewing insidious poisons.

The remnants of their secret kingdom were defeated and exiled in human prehistory, and their civilization died long ago. However, a few serpentine sorcerers survive, as do pockets of dwarfed degenerates (that is, Small serpent people).

## COMBAT

Serpent people prefer to use their spells if discovered, though they can and do use any weapon a normal character can use, including firearms. At close range, serpent people may bite their opponents, injecting a lethal venom.

**Poison (Ex):** Poison attacks deal initial damage of 1d6 Con to the opponent on a failed Fortitude save (DC 13). Another save is required 1 minute later, regardless of the first result, to avoid secondary damage of 2d6 Con.

**Spells:** Most serpent people know 2d6 spells, chosen from the Magic chapter. Serpent people never lose Sanity points when casting spells (since they don't have a Sanity score).

## SERVITOR OF THE OUTER GODS

Large Outsider (Greater Servitor Race)

Hit Dice: 5d8+15 (37 hp)

Initiative: +3 (Dex)

Speed: 30 ft., fly 90 ft. (poor)

Armor Class: 20 (+8 natural, -1 size, +3 Dex)

Attacks: 6 tentacles +8 melee

Damage: Tentacle 1d8+3

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Awful fluting

Special Qualities: Blindsight, damage reduction 20/+2, fast healing 3, immunities, spells

Saves: Fort +7, Ref +7, Will +7

Abilities: Str 16, Dex 17, Con 17, Int 19, Wis 17, Cha 14

Skills: Concentration +9, Cthulhu Mythos +12, Hide +5, Listen +11, Performance (ululation) +10, Search +12, Spellcraft +12, Spot +11

Feats: Power Attack, Weapon Focus (tentacle)

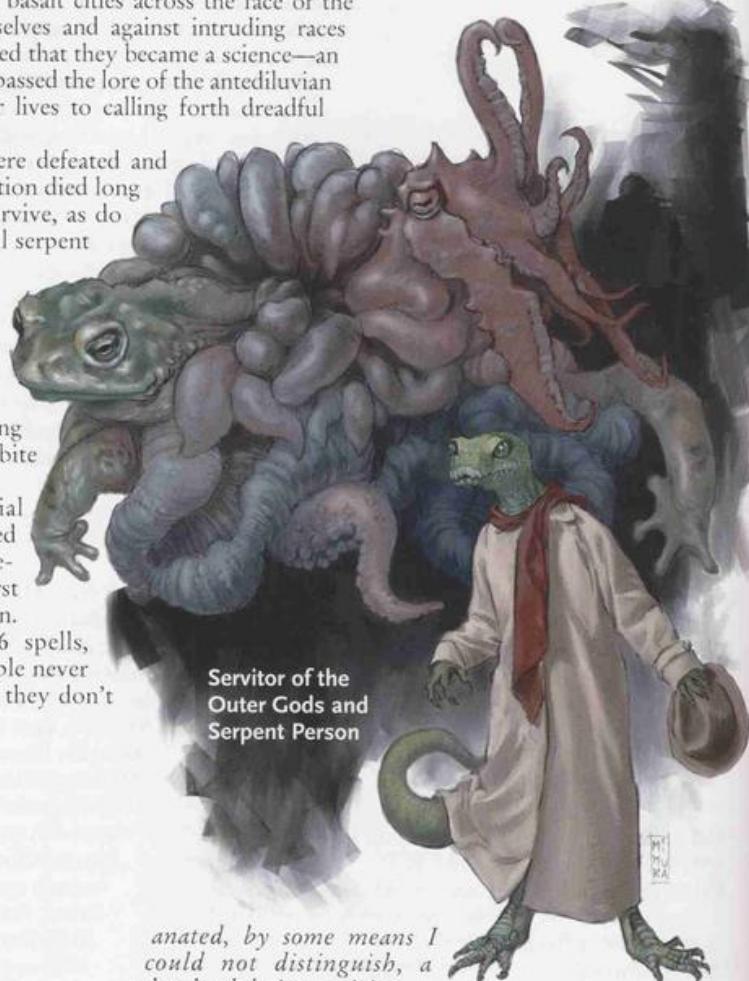
CR: 6

Climate/Terrain: Any

Advancement: 6–10 HD (Large); 10–20 HD (Huge)

Sanity Loss: 1/1d10

Toadlike creatures which seemed constantly to be changing shape and appearance, and from whom em-



Servitor of the Outer Gods and Serpent Person

inated, by some means I could not distinguish, a ghastly ululation, a piping.

—August Derleth, "The Lurker at the Threshold"

Servitors of the Outer Gods are fragments of desire made flesh by the idiot wiles of Outer Gods, the chief of which is Azathoth. Thus, Servitors are amorphous, having no set shape. Instead, they are always changing, though elements of squid and frog often roil to the surface. Depending on their shape, they move by slithering, rolling, or crawling.

Servitors always accompany, usually precede, and often announce their masters. They are sometimes called "demon flautists" because of the flutelike crescendos and vaguely musical arpeggios they always make. These spectral serenades enflame a mortal's mind with terror, but the Servitors' masters dance to it. They sometimes play for groups of cultists as well, as a sort of background dirge, or as part of an arcane formula required to summon even more terrible creatures from the nether.

Servitors of the Outer Gods speak no known language, though their dramatic fluting usually makes their intentions clear.

## COMBAT

A demon flautist can batter an opponent with its tentacles, at the same time letting fly ear-splitting flutting screams.

**Awful Fluting (Ex):** Once each round as a free action, a Servitor of the Outer Gods can release an awful cacophony of flutelike tones. The cacophony is so loud that it deals 2d6 points of damage to all living creatures (excluding other Servitors and their masters, if any) within a 10-foot radius of the flautist.

**Spells:** All Servitors know 1d10 summon, bind, and call spells chosen from the Magic chapter. Servitors never lose Sanity points when casting spells (since they don't have a Sanity score).

## SHOGGOTH

Gargantuan Aberration  
(Greater Servitor Race)

Hit Dice: 30d8+300+30 (465 hp)

Initiative: -4 (Dex)

Speed: 40 ft., swim 40 ft., climb 20 ft.

Armor Class: 2 (-4 size, -4 Dex)

Attacks: Slam +35 melee

Damage: Slam 1d8+17

Face/Reach: 30 ft. by 30 ft./  
15 ft.

Special Attacks: Crush

Special Qualities: Dark-vision, blindsight, immunities (immune to critical hits, coup de grace, and death from massive damage due to lack of vital organs; immune to acid, poison, and sonic attacks), damage reduction 10, intuit direction, regeneration 2, resistance (resistant to cold, electricity, and fire attacks; half damage from each), resistant to bludgeoning damage (30).

Saves: Fort +25, Ref +6,  
Will +9

Abilities: Str 45, Dex 3,  
Con 30, Int 7, Wis 8,  
Cha 20

Skills: Climb +25, Listen  
+9, Spot +9, Swim +25

Feats: Power Attack

Psychic Feats: Sensitive,  
Biofeedback Trance

CR: 21

Climate/Terrain: Any, but shoggoths prefer cool

caverns and ancient tunnels, as in the abandoned city of the Elder Things in Antarctica. Shoggoths are unharmed by earthly extremes of heat or cold and can survive in water as readily as air.

**Advancement:** Theoretically, shoggoths can grow to any size.

Smaller shoggoths or masses of shoggoth-tissue (Large or Medium-size) can sometimes be found in laboratories performing specific tasks (driving a power-piston, dissolving discarded specimens, and so on).

**Sanity Loss:** 1d6/1d20

\*Shoggoths receive a +10 racial bonus to Listen and Spot checks.

*[T]he nightmare plastic column of foetid black iridescence oozed tightly onward... gathering unholy speed and driving before it... the pallid abyss-vapour. It was a terrible, indescribable thing vaster than any subway train—a shapeless congeries of protoplastic bubbles, faintly self-luminous, and with myriad 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!*

—H. P. Lovecraft, “At the Mountains of Madness”



Shoggoths appear as masses of fetid tissue, seemingly rotting with putrescence, yet filled with horrible vitality. They can form eyes, maws, or any other organ or appendage at will, but rarely bother, usually preferring to flow over and crush any living being they encounter.

Shoggoths were created by the Elder Things and are typically encountered in the ruined cities of the masters they slaughtered. Some evidence suggests that the amino acids or primal soup from which all earthly life evolved was a side-effect or discarded waste product of the creation of the shoggoths.

Due to their great strength and stamina, in addition to their low intelligence, they are often used by other beings of the Mythos as guardians, assassins, or test subjects. They hate servitude, however, and eventually

rebel against any who dare to command them. However, “eventually” may not come for several centuries or even millennia, as they are immortal and patient, waiting for the right moment to strike.

Shoggoths speak the language of their creator, the Elder Things. These sinister, piping sounds have never been recorded, but various Antarctic explorers have reported hearing the cry “tekeli-li!” In truth, shoggoths are able to form any speech organs at will, so with patience, anyone who masters a shoggoth can teach it their speech, whether it be the ravings of a mad French-Canadian cultist or the color-patterns of the mi-go.

## COMBAT

Shoggoths are terrible opponents, fearlessly attacking and relentlessly assaulting their opponents until their foes are dead or have fled beyond their reach. What they lack in subtlety, they make up in strength and ferocity. They often cry out with evil glee (*tekeli-li! tekeli-li!*) when spotting new prey and beginning to give chase.

Experience indicates that the best things to do when encountering a shoggoth is to run. Those who have encountered shoggoths and survived generally credit their escape to collapsing passages on top of them, using powerful magic to control them, or sacrificing other investigators while fleeing.

**Crush (Ex):** A shoggoth's favorite attack is simply flowing over an opponent and stopping to slowly crush the life out of him. It can use this attack against any foe two size categories smaller than the shoggoth (that is, typically Large or smaller targets), bypassing all the victim's threatened areas. A character or creature being crushed takes  $4d6+25$  points of damage per round and cannot move or attack unless it wins an opposed Strength check. Since shoggos long ago noted that discrete heads were a weak point of Elder Thing physiology, any character killed by a shoggoth's crush attack is generally found decapitated, the head literally sucked right off by irresistible force.

**Amorphous Physiology (Ex):** Because of their lack of normal organs, shoggos are very difficult to kill—any attack against them just gets absorbed into the mass of the whole. This makes a shoggoth immune to critical hits, death from massive damage, or a coup de grace. Shoggos are also highly resistant to bludgeoning damage (30) and possess damage reduction 10, which cannot be bypassed by any weapon, no matter how magical. Their alien protoplasm is immune to earthly acids and poisons, resistant to cold, electricity, and fire (half damage from each), and regenerates all damage at the rate of 2 points per round.

## SHOGGOTH LORD

Medium-Size (human form) or Huge (shoggoth form) Aberration (Greater Independent Race)

Hit Dice: 15d8+75 (87 hp)

Initiative: +0

Speed: 30 ft. as human, 40 ft. as shoggoth

Armor Class: 10 as human, 8 as shoggoth (-2 size)

Attacks: 3 punches or slams +22/+17/+12 melee (as human); or +20/+15/+10 (as shoggoth)

Damage: Punch 1d3+7 (human form) or pseudopod 1d6+7 (either form)

Face/Reach: 5 ft. by 5 ft./5 ft. as human, 15 ft. by 15 ft./10 ft. as shoggoth

**Special Attacks:** Spells, engulf (as crush, except the shoggoth lord need only make a successful opposed grapple check to pull a target of up to one size category smaller than itself into its mass)

**Special Qualities:** Maintain form, otherwise as shoggoth

Saves: Fort +14, Ref +9, Will +9

Abilities: Str 24, Dex 10, Con 20, Int 13, Wis 11, Cha 7 (in human form), or 17 (as shoggoth)

Skills: Innuendo +10, Intimidate +10, Move Silently +10, Research +8, Sense Motive +10, Speak Other Language (any two) +5, Wilderness Lore +9

(Shoggoth lords gain a +8 racial bonus on Intimidate.)

**Feats:** Ambidextrous, Power Attack, Track, Wealth

**Psychic Feats:** Sensitive, Biofeedback Trance

CR: 15

**Climate/Terrain:** Any. Shoggoth lords are typically found in major cities, where the hunting is best and the prey is anonymous.

**Sanity Loss:** None in human form; as shoggos (1d6/1d20) in shoggoth form; 1/1d3 to see transformation between forms.

You cannot imagine the Shoggoth Lord's mastery of shapes! His race has bred smaller since modern man last met with it. Oh, but the Shoggoth Lords are limber now! Supreme polymorphs—though what they are beneath all else, is Horror itself.

—Michael Shea, "Fat Face"

Shoggos were originally essentially mindless, but sentience crept into them over the aeons. In modern times, some shoggos have evolved into a new stage called "shoggoth lords." These beings are much smarter than their fellows and also somewhat smaller. Furthermore, with increased self-awareness, they have much greater control over their form and have gained distinct personalities. Unfortunately, the old adage that an abused child grows up to be an abuser in turn has proved true in their case: unforgotten tortures and unbearable aeons of servitude to the Elder Things has produced a race that delights in cruelty and mayhem, creating chaos and dealing the greatest possible misery at every turn. The most famous of their number, Mr. Shiny, works closely with any number of cults in order to forward the work of harvesting humanity for the hungry gods that wait outside.

## COMBAT

Shoggoth lords are cunning and prefer to play with their prey for a while before moving in for the kill. They have enough of a sense of self-preservation to not attack when the odds seem to be against them, and they are quite willing to break off a fight or negotiate if their intended prey makes an intriguing offer. More often, they stop their assault and pretend to consider such an offer, raising the hopes of their intended victims. That way, when they eventually reject the offer, they truly enjoy the despair and horror they deal.

**Engulf (Ex):** A shoggoth lord's favorite attack is pulling a target hit by one of its pseudopods into its mass, automatically dealing  $3d6+10$  points of damage per round thereafter. It need only make a successful opposed grapple check (a normal attack, at no penalty) to engulf a target up to one size category smaller than itself. An engulfed character or creature can only act if it makes an opposed Strength check, and even then it can only undertake one attack action or move action each round. Like their shoggoth forebears, shoggoth lords are fond of decapitating their prey. Any victim who dies of an engulfing attack will either be eaten or decapitated.

**Maintain Form (Ex):** Each shoggoth lord has a favorite form in which it prefers to appear. For example, Mr. Albert Shiny appears as a wholly bald, pudgy middle-age man. Keeping in human form, or any other false appearance, is taxing to the shoggoth lord. If injured or under great stress, the shoggoth lord must make a successful Will check (DC 15) to be able to maintain its current form. Failure means that the form ripples and distorts. Unless the shoggoth lord succeeds in a second check the next round, it reverts to its natural (shoggoth) form. Shoggoth lords are able to compress their mass when mimicking Medium-size creatures. One struggling to maintain his form often inadvertently shifts to Large size. In full shoggoth form, shoggoth lords are Huge (not Gargantuan, as a true shoggoth).

**Spells (Su):** A shoggoth lord knows as many spells as it has points of Intelligence. It will use these as convenient, although it prefers physical attacks when it is safe to use them.

## COMBAT

# SPECTRAL HUNTER

Medium-Size Monstrous Humanoid  
(Lesser Servitor Race)

Hit Dice: 3d8 (13 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

Armor Class: 13 (+2 natural, +1 Dex)

Attacks: 2 claws or 1 bite +9 melee; or spear +4 ranged

Damage: Claw 1d6+6, bite 1d4+6, spear 1d6+6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Make invisible

Special Qualities: Invisible at will, incorporeal at will, darkvision 60 ft., spirit-item (usually a doll)

Saves: Fort +0, Ref +6, Will +6

Abilities: Str 23, Dex 13, Con 8, Int 18, Wis 17, Cha 10

Skills: Disable Device +9, Hide +5/+9\*, Listen +9, Move Silently +7, Search +10, Sense Motive +8, Spot +9, Wilderness Lore +7

\*Spectral hunters gain a +4 racial bonus on their Hide skills toward foes able to see or sense invisible creatures (e.g., casting *invisibility purge*, using Second Sight); they gain a +8 racial bonus against those that can't.

Feats: Dodge, Lightning Reflexes, Mobility, Run, Track  
CR: 3

Climate/Terrain: Spectral hunters haunt isolated, remote spots, such as Devil's Canyon in California

Advancement: 3–10 HD (Large); 11–20 HD (Huge)

Sanity Loss: 0/1 when invisible, 1/1d3 when leaving signs of presence, 1/1d6+2 when visible

*Each monstrous creature marks the wondrous glare,  
Drops, fades, and in empty air!*

—H. P. Lovecraft, "Psychopompos: A Tale in Rhyme"

Spectral hunters are large, hideous humanoids some 6–7 feet in height. Rubbery, jet-black flesh covers their bodies. Their eyes are large and red, their mouths wide and filled with rows of sharklike teeth. The spectral hunter's long, tapering nose matches its general appearance, which is horribly thin and reedy except for a grossly distended abdomen. Their feet are still roughly human, although clawed and vaguely weblike, but their hands have either grown 10-inch-long claws or been replaced altogether with two great crablike pinchers. When visible but immaterial, spectral hunters often appear to float or hover slightly above the ground like ugly, bloated balloons.

A spectral hunter is created by casting the spell *become spectral hunter* (see the Magic chapter, page 131) upon a willing recipient (who may be the caster himself). The character's soul is transferred to a spirit-item, typically a doll, which must be placed in safekeeping while his body transforms into a monster. The spectral hunter is tied to its spirit-item and dies if it ever leaves the one-mile area around it, or if its spirit-item is destroyed. Spectral hunters exist to guard some site or item, stalking, tormenting, and then slaying all intruders.

Spectral hunters have no language of their own. They retain knowledge of any language they knew in their previous life but no longer speak it.

Cowardly but cruel, a spectral hunter prefers to play with its victim, allowing it to catch glimpses of it or signs of its passage (a shadowy figure in the distance, a distorted footprint in the sand) before attacking. When spectral hunters do attack, they love to pounce suddenly from hiding, emerge from invisibility to slash and slay, and then fade from view once more. They avoid fair fights and frontal assaults except in the last extremity (for example, if the investigators have discovered a hidden spirit-item).

**Invisible at Will (Ex):** Unless they will themselves to appear, spectral hunters are naturally invisible. This means they gain a +2 bonus on all attack rolls made while invisible unless their target can somehow see invisible creatures (via the *powder of Ibn-Gazi* or some similar means). Defenders lose all Dexterity bonuses to their Armor Class. Invisible creatures gain total concealment and can only be attacked if their foes have some means of guessing their location; even then, all such attacks suffer a 50% miss chance.

**Incorporeal at Will (Ex):** Spectral hunters can phase between their material form and incorporeal form as a move action. Spectral hunters use this ability to quickly get behind targets, escape wary prey, or simply baffle those they are stalking.

**Make Invisible (Ex):** On occasion, spectral hunters draw prey into their world to isolate an investigator from his companions. The spectral hunter must successfully grapple its chosen victim, who must then make a Will save (DC 20). If the attack succeeds, and the Will save fails, the character fades from view.

The victim can then see the spectral hunter in all his glory, requiring a Sanity check if he can see him clearly. The victim can also proceed to attack in earnest. More commonly, the lone victim cries for help while relentlessly pursued by those who cannot effectively interpose themselves. Such unfortunates often reappear in bloody shreds when the effect wears off, 1d6 rounds later.

## SPIDER OF LENG

Huge Magical Beast (Lesser Independent Race)

Hit Dice: 10d10+30 (85 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft., climb 20 ft.

Armor Class: 14 (-2 size, +2 Dex, +4 natural)

Attacks: Bite +12 melee

Damage: Bite 2d6+6 plus poison

Face/Reach: 15 ft. by 15 ft./10 ft.

Special Attacks: Poison, spells, web

Special Qualities: Damage reduction 10/+1, darkvision 60 ft., low-light vision

Saves: Fort +10, Ref +9, Will +4

Abilities: Str 18, Dex 15, Con 17, Int 14, Wis 13, Cha 11

Skills: Climb +20, Hide +7\*, Move Silently +6\*, Spot +8

Feats: Dodge, Improved Initiative, Mobility, Spring Attack

CR: 6

Climate/Terrain: Any warm

Advancement: 11–25 HD (Huge); 26–50 HD (Gargantuan)

Sanity Loss: 1/1d10

\*Spiders of Leng gain an additional +8 competence bonus on Hide and Move Silently checks when using their webs.

*There were scenes of old wars, wherein Leng's almost-humans fought with the bloated purple spiders of the neighboring vales.*

—H. P. Lovecraft, *The Dream-Quest of Unknown Kadath*

Leng spiders are huge, purplish arachnids, with pustulent bloated bodies and long, bristly legs. Their color, a pale mottled violet on their abdomens, shades to indigo on their forebodies, with legs and chelae tipped in black.

Native to the Dreamlands, the spiders of Leng are intelligent, dangerous, and gigantic. Newly hatched specimens are approximately the size of Shetland ponies. Some valleys in the Plateau of Leng are almost completely webbed over. Below the cover of webbing, artificial tunnels bustle with the fevered energy of the spiders. Citylike arrangements of web tunnels stretch for miles in all directions, and hundreds of feet up and down, creating three-dimensional structures of incredible complexity. Spiders of Leng constantly seek to expand their territory, pushing out into yet more valleys that they will in turn encase in webs. Sometimes their territorial urge is so overwhelming that they turn on themselves, especially when fresh food is at a premium.

## COMBAT

Spiders of Leng wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

**Web (Ex):** A Leng spider can create a web eight times per day. As one of these uses, the spider can make a ranged touch attack to ensnare an opponent. A web's maximum range is 50 feet, and no range penalties apply even at its maximum range. If the web hits, the target is entangled. An entangled creature suffers -2 on attack rolls and a -4 penalty to Dexterity. The web anchors the target in place, allowing no movement. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or be unable to cast the spell. The entangled creature can escape with an Escape Artist check (DC 20) as a full-round action. Alternatively, the strands can be burst with a Strength check (DC 25, also a full-round action); the web has 5 hit points.

Spiders of Leng often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures, but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web; otherwise, they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the web-



Spider of Leng and Hunting Horror

bing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 10 hit points, and sheet webs have damage reduction 5/fire.

A spider can move across its own sheet web at its climb speed, and can determine the exact location of any creature touching its web.

**Poison (Ex):** Poison attacks require an initial Fortitude save (DC 22); a failed roll deals 1d8 points of Str damage.

Regardless of the initial save, another Fort save is required 1 minute later (DC 22) to avoid secondary damage of 1d8 Str.

**Spells:** Some spiders know 1d4 spells, chosen from the Magic chapter. Spiders of Leng never lose Sanity when casting spells (since they don't have a Sanity score).

## STAR VAMPIRE

Large Aberration (Lesser Independent Race)

Hit Dice: 4d8+12 (30 hp)

Initiative: +1 (Dex)

Speed: 5 ft., fly 30 ft. (good)

Armor Class: 15 (-1 size, +5 natural, +1 Dex)

Attacks: 4 claws +6 melee, bite +1 melee

Damage: Claw 1d6+4, bite 1d4+2 plus 1d4 Str damage

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Blood drain

Special Qualities: Damage reduction 5/+1, transparency, dark-vision 60 ft.

Saves: Fort +4, Ref +2, Will +6

Abilities: Str 18, Dex 12, Con 17, Int 10, Wis 15, Cha 11

Skills: Listen +9, Move Silently +8, Search +3, Spot +9

CR: 4

Climate/Terrain: Any hills or mountains (particularly New England, Andes)

Advancement: 5–16 HD (Large); 17–33 HD (Huge)

Sanity Loss: 1/1d10

*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 wavered. 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 star-born monster. The human blood on which it fed revealed the hitherto invisible outlines of the feaster.*

—Robert Bloch, "The Shambler from the Stars"

## TCHO-TCHO

Medium-Size Humanoid (Lesser Servitor Race)

Hit Dice: 1d6+2 (6 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

Armor Class: 12 (+2 Dex)

Attacks: Machete +2 melee, blowgun +3 ranged [traditional Tcho-Tcho]; or large knife +2 melee, Uzi +1/+1 ranged [modern Tong member]

Damage: Machete 1d6+1, needle 1 plus poison (see below); large knife 1d4+1, Uzi 1d10

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Poison

(*bhzang, lao-ghai*), spells

Special Qualities: *Shzor shzong*

Saves: Fort +4, Ref +2, Will +0

Abilities: Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 8

Skills: Hide +5, Innuendo +1, Knowledge (occult) +3, Listen +1, Move Silently +5, Profession (cook) +4, Sense Motive +1, Spellcraft +2

Feats: Power Attack, Point Blank Shot, Stealthy [traditional Tcho-Tcho]; or Point Blank Shot, Rapid Shot, Stealthy [modern Tong member]

CR: 1

Climate/Terrain: Traditional Tcho-Tcho—the plateau of Tsang (Tibet), jungle villages (Malay peninsula), mountain villages (Indochina); modernized Chaucha—bad neighborhoods of major urban centers.

Advancement: As character

Sanity Loss: 0/1

*[A] little man—the smallest I have ever seen—with a great, misshapen head and a shock of tangled, disheveled hair . . . I whipped out [my revolver] at the sight of this savage, distorted creature. He was wrapped in some sort of dark . . . blanket, which left only his face exposed, but that face was enough to give a man a sleepless night. Never have I seen features so deeply marked with all bestiality and cruelty. His small eyes glowed and burned with a sombre light . . . his strong yellow teeth gnashing at us in the light of our lantern.*

—Dr. John H. Watson,  
*The Sign of Four*

A star vampire is a 6-foot-diameter orb of writhing claw-and-mouth-tipped tentacles. Normally invisible, it sometimes purposefully gives away its presence with a ghoulish tittering, in anticipation of feeding. After feeding, it becomes visible, suffused with the blood of its prey.

Natives of a distant, evil star, star vampires have colonized empty places of the Earth in secret. Star vampires are gluttons for fresh blood, and often haunt hilltop animal herds. Exsanguinated, mutilated herd animals found in the light of day are sometimes the nighttime work of a star vampire.

Star vampires speak their own language.

## COMBAT

Star vampires prefer to swoop down invisibly from the night sky to slake their never-ending thirst for blood.

**Blood Drain (Ex):** If a star vampire hits with at least one claw attack, the bite attack during the same round is made with a +8 bonus. A successful bite attack deals damage normally, and also deals 1d4 points of temporary Strength damage (or twice that on a critical hit).

**Transparency (Ex):** The star vampire is naturally transparent and gains all the advantages of being invisible (attacker must guess star vampire's location, and attacks made against the star vampire are each 50% likely to miss). When the star vampire successfully deals Strength damage to a victim, the victim's blood infuses the transparent star vampire, rendering it normally visible for 10 rounds.

The Tcho-Tcho are a small people. In their Old World haunts, they rarely exceed 4 feet in height. Those born in the New World in recent decades are somewhat taller (perhaps because of a more varied diet), averaging between 4 and 5 feet in height. Traditional

Tcho-Tcho file their teeth into vicious-looking points and wear the sacred divine-circle-of-being (bowl-cut) haircut; they also sometimes use face paint, especially when on a sacred mission. Most Tcho-Tcho have long thin faces, with the skin stretched tight over the skull, but some have more rounded heads. In the West, they are often mistaken for Tibetans, Malay, Andaman Islanders, or Hmong, particularly by those unfamiliar with those peoples.

The Tcho-Tcho are one of the last remnants of an exceedingly ancient people, perhaps akin to the San bushmen of South Africa, the extinct pygmies of extreme western Europe (Iberia and the British Isles), or the Aborigines of Australia. A few more radical theorists insist they are survivors of an older strand of humanity, an offshoot predating *homo sapiens sapiens* and preserved in such fossils as Heidelberg Man (*homo heidelbergensis*) or Peking Man and Java Man (*homo erectus*). Darker than most of their Asian neighbors, they are infamous among the few who have heard of them for an extremely primitive culture, vicious religious practices (including human sacrifice), and unsavory culinary practices (such as cannibalism). Western explorers who fall into their clutches rarely escape, and those who do are often followed by implacable pursuit for years thereafter.

The Tcho-Tcho were once long-time residents of the less-habitable regions of the Tibetan plateau, with smaller colonies in the jungles of the Malay peninsula, Cambodia, and the remoter mountains of Indochina. By the late 20th century, nearly all these settlements had been largely destroyed. Tcho-Tchos were dispersed by the Communist governments of China and Vietnam, with only a few secret fastnesses surviving of their traditional culture. However, several hundred Tcho-Tcho escaped to the United States at the end of the Vietnam War, gaining asylum from a government unwilling to look too closely into the morals of any erstwhile allies so persecuted by the Communists.

Modern Tcho-Tchos have established themselves in small colonies in many large North American cities, including Chicago, Toronto, Vancouver, Seattle, and San Francisco. Known as the "Chauchas" by American and Canadian authorities, they are known primarily for their involvement in crime and their delicious cuisine—the Tcho-Tcho community in each city includes a local Black Dragon restaurant.

The new generation born in the West has formed its own gang (the Tong Shugoran, or White Shadows) and become deeply involved in drug trafficking, with hints of less savory activities. Their sole known good deed is that the restaurants are known for providing free food, no questions asked, to runaways and derelicts.

(No one notices the occasional disappearance of one of these anonymous folk now and then, or connects it with the "white pork special" offered on the menu.)

Tcho-Tcho encountered by investigators are almost all insane—  
their children are born sane,  
but with only half the starting  
Sanity of normal humans.  
This total rapidly declines as  
first the child and then the  
adolescent is inducted into foul  
ceremonies and evil deeds. One  
favorite Tcho-Tcho food, very  
popular at their restaurants, is  
*bak bon dzshow*. The name  
directly translates as "human  
ganglia paste," but outsiders  
who ask are told the name  
means "white pork sauce."

Anyone eating it dreams  
the next night of lustily  
partaking in a horrible  
cannibal feast (0/1d3  
Sanity).

Sanity). By the time of her  
coming of age (14–15), a Tcho-Tcho  
has usually lost all Sanity.  
Those stolen from the tribe in  
infancy may grow up more or less  
normal, and may even make for inter-  
esting player characters, but expo-  
sure to Chauchas cuisine as an adult  
will quickly cause an addiction (Will save,  
DC 15, to resist) for the tasty stuff, quickly resulting in insanity  
and a wholehearted seeking out and embracing of  
Tcho-Tcho "cultural heritage."

Most Tcho-Tcho know only their own tongue, which has no modern analogues. Those who must come in contact with their neighbors learn at least a smattering of those tongues as well (Tibetan, Chinese, Malay, Hmong, Montagnard, Khmer, or English). Their shamans and sorcerers often know a number of ancient or prehuman languages for use in their spells and rituals, as well as for communication with various Mythos entities. Modern Tcho-Tcho in the West are bilingual, and a few even consider English their first language.



**COMBAT**  
While no stronger than the average person, Tcho-Tcho attack with a zeal and viciousness that disconcerts their foes. They prefer close-quarter weapons (knives, choppers, machetes) over guns, though Westernized Chaucha may carry automatic weapons when on Tong business. When defeated or in danger of capture, Tcho-Tcho often kill themselves—by immolation if possible, otherwise by whatever means is ready at hand (a sight calling for 1d3 Sanity loss).

**Poison (Ex):** The Tcho-Tcho have no respect for fair play. Their heritage from millennia of being surrounded by larger folk who despised them and persecuted them thoroughly discourages it. Traditional Tcho-Tcho employ blowguns that fire needles dipped in one of two poisons.

Deadly *bbzang* ("vengeance") poison is reserved for those who have offended the Tcho-Tcho in some way (for example, by entering Tcho-Tcho sacred territory). If the needle breaks the skin, the victim takes 1d6 points of Constitution

... other beings [...] can never be detected by the senses we have. [...] Foremost among the living creatures were inky, jellyfish monstrosities which flabbily quivered [...]. They were present in loathsome confusion, and I saw to my horror that they overlapped, that they were semifluid and capable of passing through one another and through what we know as solids.

—H. P. Lovecraft, "From Beyond"

damage at once and goes into convulsions, with another 2d6 points of Constitution damage 1 minute later (Fort save, DC 15, to resist each stage of the poison).

More insidious but less deadly is *lao-ghai* ("funny statue") poison, used to acquire "white pork." If the needle breaks the skin, the target takes 1d6 points of Dexterity damage at once and can only take a move action or an attack action each round. A minute later, she takes another 2d6 points of Dexterity damage (Fort save, DC 20, to resist each stage of the poison). A character whose Dexterity score reaches 0 is paralyzed, completely unable to move, and is promptly carried off for torture, questioning, and sacrifice.

**Shzor-Shzong (Ex):** Before entering a melee combat, some Tcho-Tchos eat a psychoactive mushroom known as *shzor shzong* ("killer's meal"). This signifies to the foe that the time for negotiations is past and a fight to the death is about to ensue. *Shzor shzong* has the effect of deadening pain impulses and cushioning the eater from physical shock. While under the influence of this substance, a Tcho-Tcho is immune to death from massive damage. (The substance does not affect investigators, however.) The Tcho-Tcho can lose any number of hit points without losing consciousness or impairing his ability to attack until actual death occurs (at -10 hit points). *Shzor shzong* is very popular with the Chaucha Tong and a key reason why other gangs avoid confronting them.

**Spells:** Every Tcho-Tcho community is under the control of its shamans, many of them priests of Chaugnar Faughn. These shamans are always powerful spellcasters, knowing at least one spell per point of Intelligence. Spells typically known by Tcho-Tcho priests include *augury*, *bind enemy*, *bind soul*, *candle communication*, *cloud memory*, *clutch of Nyogtha*, *contact Chaugnar Faughn*, *contact dimensional shambler*, *contact shantak*, *create barrier of Naach-Tith*, *curse of the stone*, *death by flames*, *evil eye*, *flesh ward*, *levitate*, *mindblast*, *power of Nyambe*, *shriveling*, *wither limb*, and *wrack*.

## TERROR FROM BEYOND

**Large Outsider (Lesser Independent Race)**

Hit Dice: 3d8 (13 hp)

Initiative: +4 (Improved Initiative)

Speed: Fly 30 ft. (perfect)

Armor Class: 10 (+1 natural, -1 size)

Attacks: Tendril +4 melee

Damage: Tendril 1d8+3

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Qualities: Blindsight, coexistent form, damage reduction 5/+1

Saves: Fort +3, Ref +3, Will +4

Abilities: Str 15, Dex 11, Con 11, Int 5, Wis 13, Cha 12

Skills: Listen +7, Spot +7

Feats: Improved Initiative

CR: 1

Climate/Terrain: Any

Advancement: 4-6 HD (Large); 7-12 HD (Huge); 13-24 HD (Gargantuan);  
25-50 HD (Colossal)

Sanity Loss: 1/1d10

When seen, Terrors from Beyond appear as putrescent, translucent bags of semisolid flesh trailing nests of writhing tendrils. Most of the tendrils are sense organs, but the thickest tendril ends in a cruelly fanged mouth. Predatory in the extreme, Terrors constantly prey on each other in their own realm.

The Terrors exist in the greater reality of which humanity's three dimensions of space and one of time are the least part; this far realm overlays normal reality. Likewise, the Terrors are only one example of a realm stranger, by far, than mortal minds can encompass. In the normal course of events, Terrors from Beyond and creatures on Earth go blithely about their own business, each unaware of the other. Specific triggers, mechanical or psychic, sometimes coax human senses to that rarefied precipice where the Terrors can be sensed—and where the Terrors can in turn sense their unfortunate observers.

## COMBAT

When a creature of the normal realm of Earth becomes capable of sensing a Terror from Beyond, so can the Terror sense that creature, and moreover, act upon it. Always hungry, a Terror uses its main tendril to bite chunks of flesh away from its victim. To those who can't sense the creature, the wounds appear from nowhere.

If a victim is rendered unconscious, the Terror grabs its prey with its tendril, "dragging" the prey bodily into the Terror's own mad realm, where the creature can dine at leisure. Only the victim's clothes and effects remain behind, and anything clutched in the victim's hands takes a one-way trip beyond.

**Coexistent Form (Su):** Terrors from Beyond are normally invisible. When a material creature (such as an investigator) senses the Terror, it can sense that creature—and attack. The Terror can only interact with material creatures that can sense it.

Force-effect spells can affect Terrors from Beyond, as can spells that provide an enhancement bonus. All other spells automatically fail because the Terrors partially exist on another plane of existence. Investigators can still harm them with melee and ranged weapons, but the Terror has damage reduction 5/+1.

An investigator with the Second Sight psychic feat can sense a terror, even if others around him cannot. Successful use of the *invisibility purge* spell, the powder of Ibin-Gazi, or an ultraviolet projector reveals the Terror to all investigators present.

# THE WORM THAT WALKS

Medium-Size Vermin (Lesser Independent Race)

Hit Dice: 3d8 (13 hp)

Initiative: +0

Speed: 20 ft., slither 40 ft.

Armor Class: 10

Attacks: Slam +1 melee or by spell

Damage: Slam 1d3-1 or by weapon

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Engulf

Special Qualities: Damage reduction (see text), blindsight, darkvision, discorporate

Saves: Fort +3, Ref +1, Will +2

Abilities: Str 8, Dex 10, Con 10, Int 14, Wis 12, Cha 16

Skills: Animal Empathy (vermin) +10, Gather Information +10, Hide +7\*, Intimidate +10, Knowledge (occult) +9, Move Silently +7\*, Research +9, Spellcraft +9

Note: A Worm That Walks loses all skills from its previous life based on physical attributes (Str-based, Dex-based, Con-based) but retains those based on nonphysical attributes (Int-based, Cha-based, Wis-based). It also retains all the feats it formerly had.

\* The creature acquired these skills as vermin. All other skills and feats are from its previous life.

**Psychic Feats:** Sensitive, Biofeedback Trance, Mind Reading, Mind Probe, Remote Viewing

CR: 6

**Climate/Terrain:** Crypts and Caverns (particularly New England, Easter Island, and other long-inhabited places)

**Advancement:** 4-6 HD (Large)

**Sanity Loss:** 1d3/2d10

*[H]appy is the tomb where no wizard hath lain, and happy the town at night whose wizards are all ashes. For . . . the soul of the devil-bought hastes not from his charnel clay, but fats and instructs the very worm that gnaws; till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl.*

—Abdul al-Hazred, *The Necronomicon*  
(H. P. Lovecraft, "The Festival")

The Worm That Walks presents a hideous appearance. Created when the sentience of a dead wizard is transferred to the worms who gnaw on his corpse, its body is composed of hundreds of worms or maggots that constantly squirm and twist while somehow holding a vaguely human shape. It typically disguises itself when it must leave its lair, often with a cloak and hood, sometimes accompanied by a mask.

In life, a Worm That Walks was an evil cultist deeply learned in Mythos lore and skilled in spells. After the death of its body, its mind and knowledge passed to the grave-vermin that devoured its corpse, enabling it to continue its evil work beyond its mortal span. Despite its ghastly appearance, it is not undead, for the worms that com-

pose its form are living creatures. While injuries it suffers may kill individual worms, this merely inconveniences the creature, as over time its vermin breed replacements at the rate of 1 HD per month.

The Worms That Walk are elder statesmen of Mythos cults, working behind the scenes hand-in-hand (or hand-in-tentacle) with creatures of the Mythos to return the Great Old Ones to total dominance of this and other worlds. They often possess artifacts or important Mythos tomes, the contents of which they will have totally mastered.

The Worm That Walks retains knowledge of any language it knew in life, plus two or three it has learned since (typically those of Mythos tomes it has acquired or Mythos creatures with whom it has regular dealings). However, it cannot speak or indeed make any kind of sound, but must rely on written messages to convey its wishes.

## COMBAT

Weak in physical combat, the Worm That Walks generally prefers to rely upon spells, allowing its minions to handle inconvenient intruders. However, its multitudinous composition makes it difficult to injure, and it sometimes enjoys taking advantage of that fact.

**Damage Reduction (Ex):** All weapons, magical or mundane, deal only minimal damage to a Worm That Walks. However, they are vulnerable to fire, acid, electricity, extreme cold, prolonged immersion in water, and similar environmental and elemental hazards that attack all their component vermin simultaneously.

**Engulf (Ex):** When it wishes, the Worm That Walks can choose to engulf an opponent. This is a simple touch attack wherein the creature embraces its victim, who is immediately swallowed up and surrounded by a mass of worms or maggots. This attack deals no physical damage, but it blinds the target, who must immediately roll another Sanity check.

**Discorporate (Ex):** The Worm That Walks is composed wholly of a multitude of tiny worms or maggots. If gravely threatened (say, by investigators with a flame thrower), a Worm That Walks can disorporate as a free action, simply falling into a pile of individual vermin who slither quickly away, making their escape through floorboards or the like. The creature often attempts escape this way when confronted by foes armed with potent spells, fire, and the like.

## CRAWLING ONES

On rare occasions, a creature of this type will be created of some other form of vermin because of the circumstances of its death and burial. For example, a cultist wizard whose body lay exposed in a desert might be composed of scorpions, an evil clergyman entombed in a mausoleum might be made up of spiders, and so forth. Such variants are generally called "Crawling Ones" rather than "Worms That Walk," for obvious reasons. These crawling ones typically deal 1d4 points of damage per round when engulfing an unprotected target.

# CULTISTS

	<b>Novitiate</b> Medium-size Humanoid (1st-level investigator*)	<b>Cultist</b> Medium-size Humanoid (5th-level investigator*)	<b>Grandmaster</b> Medium-size Humanoid (10th-level investigator*)
<b>Hit Dice:</b>	1d6+2 (8 hp)	5d6+10 (30 hp)	10d6+20 (58 hp)
<b>Initiative:</b>	-1 (Dex)	+3 (-1 Dex, +4 Improved Initiative)	+3 (-1 Dex, +4 Improved Initiative)
<b>Speed:</b>	30 ft.	30 ft.	30 ft.
<b>Armor Class:</b>	9 (-1 Dex)	14 (-1 Dex, +5 armor)	14 (-1 Dex, +5 armor)
<b>Attacks:</b>	Pistol -1 ranged	Pistol +3 ranged**	Pistol +6/+1 ranged**
<b>Damage:</b>	Pistol 1d10	Pistol 1d10	Pistol 1d10
<b>Face/Reach:</b>	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
<b>Special Abilities:</b>	None	Spells	Spells
<b>Special Qualities:</b>	Mad certainty	Mad certainty	Mad certainty
<b>Saves:</b>	Fort +4, Ref -1, Will +1	Fort +6, Ref +0, Will +2	Fort +9, Ref +2, Will +6
<b>Abilities:</b>	Str 12, Dex 8, Con 15, Int 14, Wis 12, Cha 13	Str 12, Dex 8, Con 15, Int 14, Wis 12, Cha 14	Str 12, Dex 8, Con 15, Int 14, Wis 13, Cha 15
<b>Skills:</b>	Bluff +4, Gather Information +5, Innuendo +4, Intimidate +5, Knowledge (occult) +6, Knowledge (history) +5, Knowledge (religion) +5, Listen +4, Move Silently +2, Search +5, Sense Motive +5, Spot +4	Bluff +6, Cthulhu Mythos +5, Gather Information +7, Innuendo +6, Intimidate +7, Knowledge (biology) +10, Knowledge (occult) +8, Knowledge (history) +7, Knowledge (religion) +7, Listen +6, Move Silently +4, Search +7, Sense Motive +7, Spot +6	Bluff +8, Cthulhu Mythos +10, Gather Info +9, Innuendo +8, Intimidate +9, Knowledge (biology) +15, Knowledge (occult) +10, Knowledge (history) +9, Knowledge (religion) +9, Listen +8, Move Silently +6, Search +9, Sense Motive +9, Spot +11
<b>Feats:</b>	Point Blank Shot, Precise Shot	Point Blank Shot, Precise Shot, Improved Initiative	Point Blank Shot, Precise Shot, Improved Initiative, Iron Will
<b>CR:</b>	1	5	10
<b>Climate/Terrain:</b>	Any	Any	Any
<b>Advancement:</b>	None	None	None
<b>Sanity:</b>	65	35	15

\* Cultists acquire skills and feats as investigators do.

\*\* This includes an armor check penalty.

*Something will have to be done with this pestilential Brother Ambrose. I have now learned that he was sent to Ximes by the Archbishop of Averoigne for no other purpose than to gather proof of my subterranean connection with Azazel and the Old Ones. He has spied upon my evocations in the vaults, he has heard the hidden formulae, and beheld the veritable manifestation of Lilit, and even of Iog-Sotôt and Sodagui, those demons who are more ancient than the world . . .*

—Clark Ashton Smith,  
“The Holiness of Azedarac”

Cultists look like regular people on the street (though a few are seen eccentric), but secretly, they revere alien entities of the Cthulhu Mythos. Some seek power; some are misled and think they’re part of a benevolent group. They may have been abducted and brainwashed, or perhaps they joined voluntarily, desperate for any group that would accept their strange beliefs.

Cultists are the most common and visible manifestation of the Cthulhu Mythos, as well as the most vulnerable. Groups of cultists are often responsible for waking, raising, or otherwise reanimating creatures of antediluvian aspect or other-planar origin—putting down a given cult is often sufficient to put a stop to a monstrous rampage, or the threat of one.

Cultists come from every human culture that exists. Some cultists are even found among primitive peoples, who continue their unholy rites in distant reaches of the world.

## COMBAT

Cultists fight with whatever weapon they are best suited to—usually, that means a pistol, though a tire iron serves in a pinch. Veteran cultists also know spells.

**Spells:** Novitiate cultists know no spells; however, higher-level cultists know 1d4 spells for every two levels they gain beyond 1st level. Spells are chosen from the Magic chapter, typically including protection spells (*deflect harm, flesh ward*), summon spells for creatures related to the entity worshiped (such as *call star-spawn* for a Cthulhu cultist), and sometimes spells to dispel creatures summoned (*dismissal*). Because cultists have a Sanity score, they lose Sanity points for casting spells, just as player characters do.

**Mad Certainty (Ex):** Cultists above 1st level maintain the ability to act despite temporary insanity, rather than going into one of the states designated on the tables on page 49. This is because they voluntarily began the worship of a Cthulhu Mythos entity. Their Sanity score is still damaged normally; when it reaches 0, the cultist becomes the permanent slave of the entity worshiped, and possibly of the grandmaster cultist acting as an intermediary.

# TEMPLATES

Additional creatures can be created by adding a “template” to an existing creature or character. The following rules set out guidelines for building specific templated creatures, such as a ghost or loup-garou. Ghouls are available as a creature or a template (see Ghoul, page 169).

## CHOSEN OF HASTUR

*And certainly they saw the thing that came crying out at us... the distorted caricature of a human being, with its eyes sunk into invisibility in thick masses of scaly flesh, the thing that flailed its arms bonelessly at us like the appendages of an octopus, the thing that shrieked and gibbered in [my friend's] voice!*

—August Derleth, “The Return of Hastur”

Upon first taking the Unspeakable Oath, the doomed character looks just as he did before, unless Hastur granted him some gift that affected his physical appearance. Over time, the character begins to change, losing 1d2 points of Charisma each year or every time he goes up a level (whichever comes first). His skin gradually takes on a gray-green tone and scaly texture and he becomes increasingly flabby. When his Charisma reaches 0, his features begin to fall out along with his hair as he transforms into a Chosen of Hastur, a horrible bloated parody of human form that is still barely recognizable as the former character. His fingers lengthen into boneless tentacles with hungry sucker-mouths at the tips. The Chosen lack skeletal structures, making them shambling mounds of quavering flesh.

As a minion of Hastur, the Chosen is most likely to be encountered somewhere in the temperate latitudes, where Aldebaran can be seen in the nighttime sky. Willingly or not, all Chosen belong to Hastur in mind and body, and he can trigger the transformation of anyone who has taken the Oath at any time. Before transformation, someone who has taken the Unspeakable Oath is likely to be a dangerous cultist or lone occultist; afterward, the transformed creature usually embarks on a brief but murderous rampage, typically aimed directly at one of Hastur’s foes, investigators who have angered him, or the like.

The Chosen howl and gibber in rage and hunger, but the minds of most are too badly damaged by the transformation for them to manage coherent speech. Occasionally one will howl or moan a name or word over and over, but true communication is beyond most of them.

### CREATING A CHOSEN OF HASTUR

“Chosen of Hastur” is a template that can be added to any human, and perhaps to other intelligent races. The creature’s type changes to aberration. Upon transformation, most of the character’s statistics and abilities change, as noted below.

**Race:** Lesser Servitor Race.

**Hit Dice:** Increase to d12.

**Speed:** As original creature.

**Armor Class:** The Chosen gains +6 natural armor due to its boneless rubbery substance.

**Attacks:** Before transformation, as character. After transformation, the Chosen loses any ranged attacks and attacks as an Offense Option char-

acter, no matter what its option before transformation.

**Special Attacks:** The creature loses all the character’s special attacks, replacing them with those listed below.

**Frenzy (Ex):** Once per day per Hit Die of the original creature, the transformed Chosen of Hastur can go into a frenzy, gaining a +10 bonus to Constitution and Strength. The frenzy lasts for a number of rounds equal to the creature’s new Constitution bonus. During this frenzy, the Chosen temporarily gains the Whirlwind Attack feat.

**Death Touch (Ex):** If a transformed Chosen of Hastur successfully grapples a target, its victim dies instantly and painfully, foaming at the mouth and ears (Fort save, DC 25, to resist). This is considered a “death effect,” and as such, it does not affect undead.

**Draining Touch (Ex):** As a touch attack, a transformed Chosen of Hastur can opt to thrust its tentacle-like sucker-mouthed fingers inside a victim’s body and suck out her bodily fluids. This attack drains 1d10 hit points and 1d6 Con per round (should she survive, the hit point loss is temporary, the Con drain permanent). The Chosen temporarily gains 5 hit points for every 5 hit points it drains. The Chosen loses 10 hit points each time Aldebaran sets, so it must continually feed to survive beyond a single rampage.

**Special Qualities:** Before transformation, the character only has the special qualities he received in return for swearing the Unspeakable Oath. After transformation, he loses all previous special qualities, but gains darkvision 60 feet, fast healing 5, intuit direction, fire resistance 5, cold resistance 20, force resistance 20, and sonic resistance 20, along with immunity to critical hits, death from massive damage, and anything requiring a Will save.

**Saves:** The Chosen are completely under the power of He Who Must Not Be Named; furthermore, they are immune to mind-affecting spells. Otherwise a Chosen saves as a character of his level.

**Abilities:** Before transformation, the character’s abilities are at first unchanged, unless he requested an ability boost in return for taking the Oath. Over time, his Charisma score abrades as he falls more and more under the will of He Who Must Not Be Named (typically at the rate of 1d2 points upon each level advancement). When the Charisma score reaches 0, the character transforms. Add a +5 to his Strength, and a +10 to his Constitution, but also decrease his Intelligence and Wisdom by -4. If Hastur chooses to trigger the transformation early, the Charisma drops at the rate of 1d4 points per hour until it reaches 0, whereupon transformation occurs. The transformation is one-way, so all changes are permanent.

**Skills:** Before transformation, as original character. Upon transformation, the character loses all his old skills, replacing them with 1 rank of Hide, Listen, Move Silently, Spot, and Wilderness Lore for each Hit Die the character had, plus 1 rank of Climb, Jump, and Swim for every two Hit Dice the character had (round down). These ranks do not increase when the creature is frenzied.

**Feats:** Before transformation, as original character. Upon transformation, the character loses all his old feats, replacing them with Endurance, Power Attack, Track, and Whirlwind Attack (this last feat is available only while frenzied).

**Challenge Rating:** As base creature +5.

**Climate/Terrain:** Before transformation, any. One who has sworn the Unspeakable Oath typically favors urban areas early on, taking full advantage of Hastur’s gifts, then withdraws into isolation as the transformation nears and the

A slender, handsome young lawyer who's full of self-confidence and very smooth, Greg discovered the Mythos several months ago. He came across an interesting tome when working to settle an estate for a deceased client. It was child's play to extract the book and erase any references to it. Within it, he found the means to contact Hastur as well as the spell *unspeakable oath*, but the text did not make clear the price to be paid for submitting to Hastur. Greg wished for eternal youth and gleefully looks forward to centuries of amassing wealth, women, and power as part of the Brotherhood of the Yellow Sign.

As a minion of Hastur and very junior member of the Brotherhood of the Yellow Sign, Greg can be encountered showing up with a sudden injunction or restraining order against the player characters. He avoids cultist activities as hopelessly old-fashioned, but can be a very effective thorn in an investigator's side for quite a long while. Only when the consequences of the Oath begin to become apparent to him will he reconsider his course and may ask for their help—a deed likely to cause Hastur to trigger his transformation at once and send him ravening after them.

character grows more deformed. After transformation, it cannot survive except in latitudes where Aldebaran shines and usually seeks out and roams urban areas, where prey is more plentiful.

**Advancement:** Before transformation, as character. After transformation, none.

**Sanity Loss:** 1/1d6. Witnessing the actual transformation costs 1d6/2d6, with full damage taken if the witness knew the character being transformed or undergoing the monstrous transformation.

### SAMPLE CHOSEN OF HASTUR

This example uses a 3rd-level Defense Option lawyer as the character. (His profession template is white-collar worker.)

#### Greg Lindsay, Medium-Size Human

**Hit Dice:** 3d6 (13 hp) before transformation, 3d12+15 (34 hp) after, or 3d12+30 (49) when in frenzy

**Initiative:** +2 (Dex)

**Speed:** 30 ft.

**Armor Class:** 12 (+2 Dex) before transformation

(Armor Class 13 with feat); 18 (+6 natural, +2 Dex) after transformation

**Attacks:** +2 melee or +3 ranged before transformation; +7 melee thereafter (+12 melee when frenzied)

**Damage:** Before transformation—1 unarmed attack 1d3+1 or 1 ranged attack 1d10 (handgun); after transformation—1 slam 1d6+3 (1d6+8 when frenzied)

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Before transformation—spells; after transformation—frenzy, death touch, draining touch.

**Special Qualities:** After transformation—Darkvision 60 ft., fast healing 5, intuit direction, fire resistance 5, cold resistance 20, force resistance 20, sonic resistance 20, immunities (immune to critical hits, death from massive damage, mind-affecting spells, or anything requiring a Will save)

**Saves:** Before transformation—Fort +1, Ref +5, Will +2; after transformation—Fort +8, Ref +5, Will —

**Abilities:** Before transformation—Str 12, Dex 14, Con 10, Int 13, Wis 8, Cha 15; after transformation—Str 17, Dex 14, Con 20, Int 9, Wis 4, Cha 0

**Skills:** Before transformation—Bluff +10, Computer Use +2, Diplomacy +10, Drive +5, Forgery +5, Gather Information +9, Innuendo +3, Intimidate +7, Knowledge (law) +6, Listen +5, Read Lips +7, Sense Motive +4

After transformation—Climb +4, Hide +5, Jump +4, Listen +0, Move Silently +5, Spot +0, Swim +4, Wilderness Lore +0

**Feats:** Before transformation—Dodge, Persuasive, Trustworthy; after transformation—Endurance, Power Attack, Track, Whirlwind Attack (this last is only available while frenzied)

**CR:** 8

**Climate/Terrain:** Before transformation—New York City; after transformation—anywhere Hastur or hunger sends him

**Advancement:** As character before transformation; none afterward

**Sanity Loss:** None before transformation. Witnessing the actual transformation costs 1d6/2d6, with full damage taken if the witness knew the character being transformed; 1/1d6 to see his bloated monstrous form after transformation.

### CULT SORCERER

Although worship of the Great Old Ones and Outer Gods can take many forms, the most common is the isolated cult, exposed to the terrible wisdom and led by a madman in communion with these eldritch entities. Such cult sorcerers may be primitive pelt-wearing savages with blood stiffening their matted hair, but their horrible knowledge outstrips that of so-called modern man. Other cult sorcerers may be smooth, Armani-clad leaders of fashionable Southern California society—concealing a frenzied cannibalistic madness behind their lip balm and even tan lines. What such figures possess in common is enough understanding of the universe's reality to completely unhinge them—and grant them terrible powers over it.

The cult sorcerer is a particularly useful NPC for an ongoing campaign. The GM can either use this template to create a sorcerer as an adversary in an ongoing campaign, or if the story allows, add this template to an existing cultist (or character) after he has achieved permanent insanity. In either case, it remains an NPC controlled by the GM.

Some cultists hope that by sacrificing all their Sanity, perhaps by summoning the deity they fervently worship, they will be rewarded with the sorcerer's dark secrets. Others die horribly as the pawns of uncaring and alien powers.

#### CREATING A CULT SORCERER

"Cult sorcerer" is a template that can be added to any human, and perhaps to other humanoids. However, the character must achieve permanent insanity before the template can be added. (This precludes cult sorcerers from being playable as characters.) The new character uses all the old character's statistics and special abilities except as noted here.

**Hit Dice:** d6.

**Speed:** As the base character.

**Armor Class:** As the base character.

**Attacks:** As the base character.

**Damage:** As the base character.

**Special:** Before becoming a cult sorcerer, the character must have at least one rank of Cthulhu Mythos, as well as a *call deity* or *contact deity* spell for the deity he worships.

**Special Qualities:** Many, though not all, cult sorcerers seem to display the following bizarre and paranatural abilities. Gamemasters should take care to individually craft each sorcerer as an individual threat. The features of the cult sorcerer may include some or all of the following.

**Adept Spellcaster (Ex):** A cult sorcerer gains spells as any other character does. However, exposure to the horrific truths of the Cthulhu Mythos has forcibly restructured the mind of the cult sorcerer. His brain, now aligned to the bleakness of cosmic truth, no longer resists the blasphemous knowledge of the Outer Ones. Thus, cult sorcerers take only half the time that sane characters do to learn spells, read Mythos grimoires, and so on.

A cult sorcerer also casts spells associated with his patron deity (or its servitors) at two spell levels above his own level. For example, a 5th-level cult sorcerer who leads a debased coven of Cthulhu worshipers casts *contact Cthulhu*, *grasp of Cthulhu*, *contact star-spawn of Cthulhu* and *contact deep one* as if he were 7th level, assuming he knows those spells in the first place. The GM may choose to associate some "generic" spells with specific deities to further personalize individual cult sorcerers.

**Adept Psychic (Ex):** A cult sorcerer may gain one psychic feat per level, in addition to any other feats.

**Madman's Intuition (Ex):** The disintegration of the cult sorcerer's brain leads to intuitive short-circuits that defy conventional logic. After 3rd level, with a successful Intelligence check, a cult sorcerer somehow "knows," even with very little observation, which member of a party is the weakest (or the most magically puissant), whether the police are watching the cemetery, where the unguarded door is, how many shots are left in a PC's gun, and other similarly vital information. At 5th level, this ability often allows a cult sorcerer to maintain a facade of sanity, providing the "expected" answers to questions or responses to social interaction.

**Enhanced Pineal Gland (Ex):** Long exposure to the nontelluric and parimensional energies of the Cthulhu Mythos can grant cult sorcerers a degree of perception outside conventional experience. Attuned to the radiations and coruscations that invisibly permeate the three-dimensional world, a 6th-level or higher cult sorcerer can often see through darkness, smoke, or other obstructions. At 10th level and above, such power may allow the sorcerer to see around corners, through walls, or even into the reaches of time itself. This ability may work in tandem with Spot or Search checks, at the GM's option.

**Saves:** As the base character.

**Abilities:** As the base character.

**Feats:** The cult sorcerer gains the Iron Will feat.

**Challenge Rating:** As the base character +1.

**Advancement:** As an investigator (see the Character Creation chapter), but with the additional special qualities of a cult sorcerer.

**Sanity Loss:** The character immediately becomes permanently insane: either -10 Sanity or no Sanity score. Obviously, this prevents the cult sorcerer from being playable as an investigator.

## GHOST

... [T]here was my [man] again, back to me, looking at the books on the shelf I wanted. His hat was on the table, and he had a bald head. I waited a second or two looking at him... I tell you, he had a very nasty bald head. It looked to me dry, and it looked dusty, and the streaks of hair across it were much less like hair than cobwebs. Well, I made a bit of noise on purpose, coughed and moved my feet. He turned round and let me see his face—which I hadn't seen before... Though for one reason or another I didn't take in the lower part of his face, I did see the upper part; and it was perfectly dry, and the eyes were very deep-sunk; and over them, from the eyebrows to the cheek-bone, there were cobwebs—thick. Now that closed me up, as they say, and I can't tell you anything more.

—M. R. James, "The Tractate Middoth"

Ghosts come in a variety of forms, often making it difficult to determine that what one has encountered is a true ghost and not some other phenomenon. A ghost might look exactly like he did in life, and may be mistaken for a living person by those who never touch him. Another may be transparent, but otherwise as she was just before her death. A third may be clearly supernatural, with misty limbs or monstrous features.

Ghosts are created when a person dies in agony, leaving behind unfinished business. Their spirits cling to this world, seeking to complete whatever task they left undone—whether to avenge their own deaths, complete a monstrous sacrifice, guard some precious object that meant more to them than life itself, or bring destruction upon all who dare move into the home they still consider theirs. All ghosts are exceedingly dangerous, for they find it difficult to distinguish between living individuals. Thus, an investigator's ghost might attack his former colleagues, thinking they're more of the cultists who slew him, or a late occultist might attack his own heir, thinking him just another thief come to rob his precious library of occult tomes.

Ghosts speak all the languages they knew in life, but the living cannot always hear them. A Will save (DC 12) is required for a ghost to be able to make itself heard by the living. Some ghosts prefer to leave behind messages in other ways. These can be as dramatic as causing writing in blood to appear on a wall or as simple as leaving a book open or pointing to some significant passage.

Ghosts are ethereal creatures: They are invisible, incorporeal, and capable of moving in any direction, even up or down (albeit at half normal speed). Since they are incorporeal, they can move through solid objects, including living creatures. However, an ethereal creature can't normally attack material creatures without using special abilities.

## CREATING A GHOST

"Ghost" is a template that can be added to any human with a positive Charisma modifier (lingering on after a mortal life has ended takes a strong sense of identity). The creature's type changes to undead. It uses all the character's statistics and special abilities except as noted here.

**Hit Dice:** Increase to d12.

**Speed:** As when living (30 feet), but the ghost is no longer hindered by any terrain. In addition, ghosts may fly at the same rate as they walk (perfect maneuverability).

When manifesting, a ghost becomes visible, but remains incorporeal (immune to nonmagical attacks, 50% miss chance for spells and magic weapons). All ghosts gain this ability.

**Telekinesis (Su):** Like the Psychokinesis feat, but much more powerful, this power enables the ghost to move objects or creatures by sheer concentration. He can move objects weighing up to 25 pounds per level for 1 round per level. Alternatively, the ghost can give a violent shove or push one or more objects or creatures within 10 feet of each other. The ghost can use this power to attempt to push a character down a flight of stairs or out a window, throw a drawer full of kitchen knives at some unfortunate, or the like. Such objects cause between 1 and 1d6 points of damage per 25 pounds, while characters who suffer a fall or are hurled against a wall take 1d6 points of damage per 10 feet traveled (Will save to resist).

**Special Qualities:** A ghost retains all the special qualities it had in life. In addition, it gains two special qualities: incorporeal (see page 154) and undead (see page 153), with all the special abilities associated with those states. A ghost also gains darkvision 60 feet and rejuvenation—even if destroyed in combat, a ghost reforms in 2d4 days on a successful rejuvenation check ( $1d20 + \text{the ghost's level}/\text{HD}$  against a DC of 16). Many ghosts are tied to a particular location or object. Destroying that focus or forcibly removing it from the ghost's haunts often disperses the ghost's essence.

**Saves:** Undead are immune to anything requiring a Fort save. Otherwise a ghost saves as an Offense Option character of the same level/HD, with one bad save and one good save (see "Advancement," page 157, for more details).

**Abilities:** As the base character, except that a ghost has no Constitution score. In addition, the character's Charisma increases by +4 when he becomes a ghost.

**Skills:** A ghost automatically succeeds at all Move Silently checks and cannot be heard with Listen checks when he does not want to be detected. In addition, upon becoming a ghost, the character gains +8 racial bonuses to Hide, Listen, Search, and Spot checks.

**Feats:** A ghost retains the feats it had in life.

**Challenge Rating:** As the base creature +2.

**Climate/Terrain:** Anywhere a human has died horribly.

**Advancement:** None. Ghosts are frozen at the point of death and cannot gain levels or HD thereafter.

**Sanity Loss:** 0/1d8 (sometimes more, if the ghost's death was a particularly grisly one)

## GHOSTLY EQUIPMENT

A ghost usually appears dressed in the clothes he died or was buried in, but sometimes wears an outfit typical of what he wore in life. In addition, a ghost who had a strong attachment to some item often retains an ethereal copy of the item. For example, a miser might retain a strongbox, a scholar the book he had been unable to finish before his death, a child a favorite doll, a crazed murderer her favorite axe, and the like. These ghostly items affect fellow ethereal creatures normally, but pass harmlessly through material creatures and objects. Enchanted items are the exception: A manifested ghost is able to harm material creatures with a magic weapon (such as one with an enhancement bonus), and enchanted blades can harm a manifested ghost in turn.

In most cases, the original material item remains behind. Removing the

**Armor Class:** Ghosts cannot normally be attacked by material opponents. When manifesting (see below), the ghost gains a deflection bonus to Armor Class equal to its Charisma bonus.

**Attacks:** As an incorporeal creature, a ghost's attacks ignore armor. A ghost uses its Dexterity modifier, not its Strength modifier, for melee attacks.

**Damage:** Against ethereal creatures, the ghost attacks as it did when alive. A ghost cannot physically attack material creatures at all, but can use its special attacks when manifesting.

**Special Attacks:** The ghost retains all the character's special attacks, but cannot use any, relying upon physical contact except on other ethereal creatures (such as a character under the effects of a *wandering soul* spell). In addition, the ghost gains the manifestation ability (see below), plus one of the following special attacks for each point of its Charisma bonus. (Thus, a ghost with Charisma 12 gains the manifestation special ability, plus one other ability of the Game-master's choice; one with Charisma 17 gains manifestation, plus three other abilities.) The save DC against a ghost's power is  $10 + \text{half the ghost's level} + \text{his Charisma modifier}$ .

**Corrupting Gaze (Su):** The ghost can blast living targets within 30 feet with his glance. Characters who meet the ghost's gaze take 2d10 points of damage and 1d4 points of permanent Charisma drain (Fort save to resist).

**Corrupting Touch (Su):** A ghost's touch attack against a living target deals 1d4 points of damage. Against an ethereal target, the ghost adds his Strength modifier to attack and damage rolls. Against a material target, the ghost adds his Dexterity target to his attack roll.

**Dominate Person (Su):** As the spell (see the Magic chapter, page 140.)

**Frightful Moan (Su):** When the ghost moans as an attack action, all living creatures within a 30-foot spread become panicked (Will save to resist) for 2d4 rounds. A panicked creature flees at once, with a 50% chance of dropping anything she carries, and suffers a -2 penalty on all saves, cowering in terror if trapped. (A cowering character cannot attack or move and loses all Dexterity bonuses; attacks against a cowering character gain a +2 bonus.) A character who makes her Will save cannot be affected by that ghost's moan for one day.

**Grasp of Cthulhu (Su):** As the spell (see Magic chapter, page 142).

**Horrid Appearance (Su):** Any living creature within 60 feet who views the ghost takes 1d4 points of permanent Strength drain, 1d4 points of permanent Dexterity drain, and 1d4 points of permanent Constitution drain (Fort save to resist). A character who makes her save cannot be affected by that ghost's appearance for one day.

**Malevolence (Su):** As *magic jar* cast by a 10th-level character, except no focal item is required. If the attack succeeds, the ghost merges into his victim's body, suppressing the original personality and gaining complete control of the body for 1 hour per level/HD (Will save to resist, DC  $15 + \text{ghost's Charisma modifier}$ ). An intended victim who successfully resists is immune to the ghost's malevolence for one day.

**Nightmare (Su):** As the spell (see page 145).

**Manifestation (Su):** As ethereal creatures, ghosts cannot affect or be affected by physical creatures (such as investigators); ethereal creatures are also invisible.

object from the place where the ghost left it causes the ghost's ethereal copy to dissipate, angering the spirit. A ghost will stop at nothing to recover the original and see it restored to its proper place, unless it can be convinced that the new owner is the rightful inheritor (a difficult task).

### SAMPLE GHOST

This example ghost uses a 10th-level Defense Option archaeologist as the base character.

#### Henry Hancock, Medium-Size Undead (Lesser Independent Race)

**Hit Dice:** 10d12 (65 hp)

**Initiative:** +0 (Dex)

**Speed:** 30 ft.

**Armor Class:** 10 when ethereal (+0 Dex), 14 when manifesting (+4 Cha). All his attacks are touch attacks that ignore armor, including natural armor (Dexterity and deflection bonuses still apply).

**Attacks:** +6 unarmed or +5 elephant gun (H&H .300)

**Damage:** Elephant gun 2d12; or 1 unarmed attack 1d3+1 (+1 Str) against ethereal targets, none against material targets

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Manifestation, dominate person, frightful moan, *grasp of Cthulhu*, telekinesis (DC 19)

**Special Qualities:** Darkvision, incorporeal, undead, ghost immunities (immune to poison, mind-affecting spells, paralysis, stunning, disease, critical hits, subdual damage, ability drain or damage, or death from massive damage), rejuvenation (reforms in 2d4 days as long as the R'lyeh disc remains hidden within Hancock House)

**Saves:** Fort —, Ref +3, Will +12. Immune to anything requiring a Fort save

**Abilities:** Str 12, Dex 10, Con —, Int 17, Wis 16, Cha 19

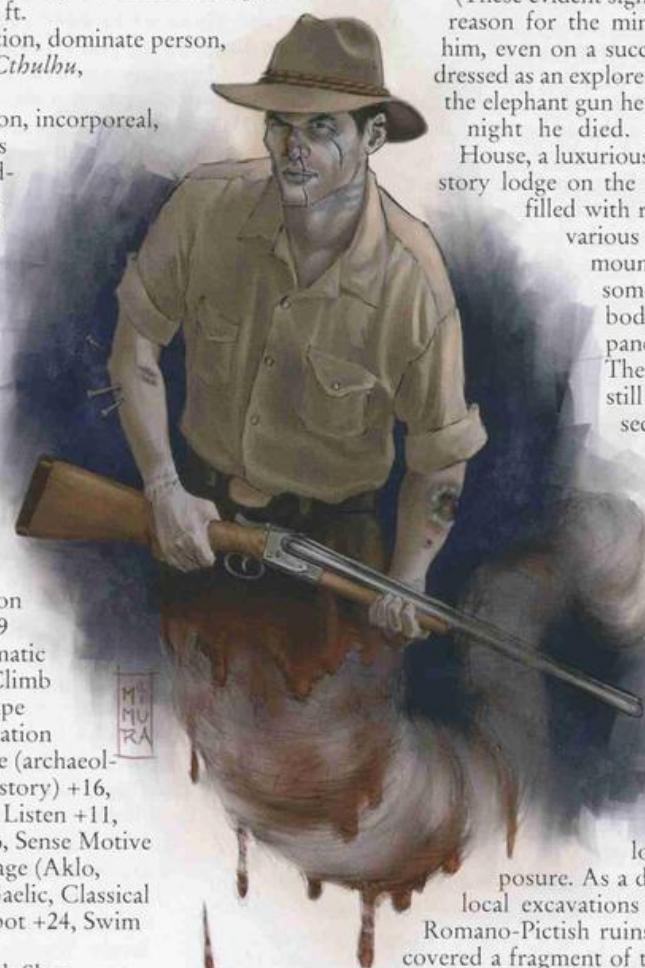
**Skills:** Move Silently (automatic success); Appraise +16, Climb +8, Demolitions +5, Escape Artist +3, Gather Information +16, Hide +8, Knowledge (archaeology) +19, Knowledge (history) +16, Knowledge (occult) +14, Listen +11, Research +16, Search +26, Sense Motive +15, Speak Other Language (Aklo, Arabic, Bantu, French, Gaelic, Classical Greek, Latin) +4 each, Spot +24, Swim +4, Wilderness Lore +7

**Feats:** Iron Will, Point Blank Shot, Sharp-Eyed, Skill Emphasis (Knowledge [archaeology])

**Psychic Feats:** Sensitive

**CR:** 12

**Climate/Terrain:** Hancock House (see below)



**Ghostly Equipment:** On a successful manifestation check (DC 19), Hancock can materialize the elephant gun he attempted to fight off his killers with. The gun always has two shells in it when materialized.

**Sanity Loss:** 1d2/1d8

As a ghost, Henry presents a gruesome sight. He bears all the marks of the torture that killed him and drips spectral blood. The lower part of his body is not visible, instead trailing off into a thin wisp of vapor. (These evident signs of bloody torture are the reason for the minor Sanity loss for seeing him, even on a successful Sanity check). He's dressed as an explorer, and he sometimes carries the elephant gun he defended himself with the night he died. Henry haunts Hancock House, a luxurious but now abandoned two-story lodge on the shores of a Scottish loch, filled with relics and mementos of his various digs—trophy heads, gun mounts, African artifacts, and some local finds. His mangled body is hidden behind the paneling in the upstairs hall. The treasure he died to defend still rests where he hid it, in a secret room in the basement.

In life, Hancock was a brilliant, stubborn, irascible man. A talented archaeologist dedicated to his profession, he was, unluckily for him, too good at his chosen profession. His sanity shaken by what he discovered in excavations at the site of the lost city of G'harné, he fled to Scotland to lie low and recover his composure.

As a distraction, he began some local excavations on the site of some old Romano-Pictish ruins. To his surprise, he discovered a fragment of the fabled R'lyeh disc. He attempted to hide news of his discovery, but

cultists who wished to use the disc to trigger the rise of Great Cthulhu soon learned of it. After attacking and overpowering him, they tortured him to death in an attempt to learn where he had hidden it. As stubborn in death as in life, Henry soon returned as a ghost and drove them away. He has haunted Hancock House ever since, protecting the artifact from those who would use it for evil purposes. Unfortunately, the agony he suffered before his death drove him insane. He can no longer distinguish friends from foes, suspecting all who enter the house of cult activities. Ghost-hunters who succeed in finding his body may think that giving it a proper burial will lay the ghost, but they are mistaken. Only finding and removing the fragment of the R'lyeh disc will bring Henry peace, and he will resist it falling into the hands of any "evil murderous cultists" (including the investigators) to the utmost.

## LOUP-GAROU

*The change occurred before he could divest himself of more than his coat and scarf. The shirt was monogrammed; he must remember to collect all the tatters later . . . Hunger snarled within him, mounting from belly to throat, from throat to mouth. It seemed that he had not eaten for a month of months. Raw butcher's meat was never fresh enough . . . [he desired] other meals, warm, and sauced with still-spouting blood . . . The night was warm and windless, and the woodland seemed to hold its breath. There were, he knew, other monsters abroad in that year of the Twenty-first century . . . his brothers and sisters ranged unchallenged, preferring the darker urban jungles, while he, country-bred, still kept the ancient ways. . . his tensing ears caught the far-off vibration of footsteps . . . They told, surely, of a worthwhile prey; of prime lean meat and vital, abundant blood.*

—Clark Ashton Smith, "Monsters in the Night"

The loup-garou, or werewolf (literally "man-wolf"), is a human who has been cursed with lycanthropy, transforming at regular intervals into a large wolf or a monstrous wolf-human hybrid. In human form, the loup-garou appears more or less normal at first, although she becomes slightly hairier, with thicker and darker body hair, sometimes including hair on the palms. (If male, the character needs to shave at least twice a day to avoid "five-o'-clock shadow"; female werewolves sometimes resort to temporary depilatories when visiting urban settings.) She also finds her senses becoming keener, especially her sense of smell. In wolf form, the werewolf may be any natural color (often black), but is larger and fiercer than ordinary wolves, with eyes that sometimes glow red when the werewolf is hungry or angry. The hybrid form is the most unsettling of all, that of a man-wolf that can walk upright, with powerful arms, great claws at the ends of what were once fingers, and great jaws filled with wicked-looking teeth.

The loup-garou may be encountered anywhere that humans live, although they are rare in cities and most often found in temperate woodlands. Their curse is triggered by phases of the moon, but when under stress (Will save, DC 20), a loup-garou may revert to wolf form, even in the dark of the moon. Experienced lycanthropes—those who have been born with the curse, or carried it for a year or more—can shift forms at will. The curse of lycanthropy can strike a character who commits some heinous act, one usually more bestial than human (such as cannibalism). More often, the curse is conveyed by infection. If a character bitten by a loup-garou in any form fails her Fort save (DC 15), she becomes a loup-garou in turn, with the disease first manifesting itself at the next full moon. The disease can also be transmitted through unprotected sex between a human and a werewolf in human form.

A new loup-garou typically has no memory of her first few transformations and only eventually realizes the horrible truth of her curse (Sanity loss 1d8/2d8). While a character infected with lycanthropy may resist her animalistic impulses, eventually the animal side wins out, and she comes to revel in her power and bloodlust. All loup-garou are superb and ruthless hunters.

In human form, a loup-garou knows all the languages she spoke before her transformation. In wolf form, she understands these languages, but cannot speak them. In hybrid form, she must make a successful Will check (DC 15) to be able to express herself in articulate speech. (The tongue and palate are all

wrong, so it takes an act of willpower to overcome these handicaps.) Whatever her form, a loup-garou understands the language of wolves and can make herself understood by any wolf.

## CREATING A LOUP-GAROU

Loup-garou is a template that can be added to any human. The human's type changes to shapechanger. A loup-garou uses all the character's statistics and special abilities except as noted here.

**Race:** Lesser Independent Race.

**Hit Dice:** Increase to d8 (minimum 3d8+6, or 20 hp).

**Speed:** 30 ft. (human form), 45 ft. (man-wolf form), 60 ft. (wolf form).

**Armor Class:** The loup-garou gains +2 natural armor in wolf or hybrid form.

**Attacks:** As base character when in human form, as animal when in wolf-form, as either when in hybrid form.

**Special Attacks:** The werewolf retains all the character's special attacks. In addition, she gains a vicious bite attack in wolf or hybrid form (1d8+Strength modifier) that can transmit her curse to those she bites (see above). On a successful bite, she can automatically attempt to trip her opponent as a free action (see Trip in the Combat chapter, page 81). A successful trip leaves her prey prone before her, throat exposed for any follow-up attack; a failure does not expose her to a trip on the part of her victim. The loup-garou can cast spells in hybrid form.

**Special Qualities:** Wolf empathy (communicate with and command wolves), scent, damage reduction 15/silver. All but the last of these is usable no matter what her form; the damage reduction only applies to her wolf and hybrid forms.

**Saves:** All the loup-garou's saves become good saves (see Advancement, page 157, for more details). In addition, when in wolf or hybrid form she gains a +2 racial bonus on her Fort and Will saves.

**Ability Scores:** Add +8 to the character's Strength and Constitution scores when she transforms into her wolf or hybrid form. Her Dexterity increases by +4, while her Intelligence drops by a like amount (wolf and hybrid form). Her Wisdom remains unchanged, while her Charisma increases by +4 in wolf or hybrid form.

**Skills:** In addition to retaining all skills known before her transformation (although some may not be usable without prehensile digits), the loup-garou gains a +4 racial bonus on Listen, Move Silently, Search, Spot, and Wilderness Lore checks while in human form, reflecting her keener senses. In wolf or hybrid form, these bonuses increase to +8.

**Feats:** A loup-garou gains Blind-Fight and Improved Initiative when in wolf or man-wolf form. In addition, she retains the feats she had before her transformation, although it might be difficult to use them except in human form. For example, Gearhead, Weapon Proficiency feats, and the various firearm feats require hands, not wolf-paws, to use. Run, Stealthy, Track, Whirlwind Attack, and many other feats are just as useful in wolf or hybrid form as they are in human form.

**Challenge Rating:** As the base character +4.

**Climate/Terrain:** Anywhere humans are found, but particularly in temperate woodlands.

**Advancement:** As the base character.

**Sanity Loss:** None to see in human or wolf form, 0/1d3 to see in hybrid form, 1/1d6 to see transform from wolf to hybrid form, 1/1d8 to see transform from human into wolf or man-wolf form.

### SAMPLE LOUP-GAROU

This example uses a 5th-level Offense Option park ranger (a modified soldier template) as the character.

#### Deborah Pelton, Medium-Size Shapechanger (Lesser Independent Race)

**Hit Dice:** 5d8+10 (32 hp) as human, 5d8+45 (67 hp) in wolf or hybrid form

**Initiative:** +5 as human or in hybrid form (+1 Dex, +4 Improved Initiative), +7 as wolf (+3 Dex, +4 Improved Initiative)

**Speed:** 30 ft. (human), 45 ft. (hybrid), or 60 ft. (wolf)

**Armor Class:** 11 in human form (+1 Dex), 15 (+2 natural, +3 Dex) in wolf form, 11 in hybrid form (+1 Dex)

**Attacks:** +5 melee (human form) or +9 melee (wolf or hybrid form), +5 ranged (human form only)

**Damage:** Unarmed attack 1d3+1 subdual (human form only), bite 1d6+8 (wolf or hybrid form only), claw 1d4+8 (hybrid form only)

**Face/Reach:** 5 ft. by 5 ft./5 ft.

#### Special Attacks:

Bite attack (wolf and hybrid forms only), including chance to trip foe on successful bite

#### Special Qualities:

Shapeshift at will, wolf empathy, scent (all forms), damage reduction 15/silver (wolf and hybrid forms only)

**Saves:** Fort +6, Ref +5, Will +5 as human, Fort +12, Ref +7, Will +7 as wolf or hybrid

**Abilities:** Str 13, Dex 13, Con 14, Int 15, Wis 12, Cha 11 as human; Str 21, Dex 17, Con 22, Int 11, Wis 12, Cha 15 as wolf or hybrid

#### Skills:

(listed as human/wolf or hybrid)  
Animal Empathy +8/+10, Climb +6/+10, Handle Animal +8 (human form only)  
Hide +9/+15, Intimidate +6/+7, Jump +8/+12, Listen +13/+17, Move Silently +12/+18, Search +13/+15, Spot +13/+17, Swim +7/+11, Wilderness Lore +13/+17

**Feats:** Point Blank Shot, Rapid Shot, Track; Improved Initiative, Blind Fight (wolf and hybrid forms only)

**CR:** 9



she found it impossible to escape her animalistic alter ego.

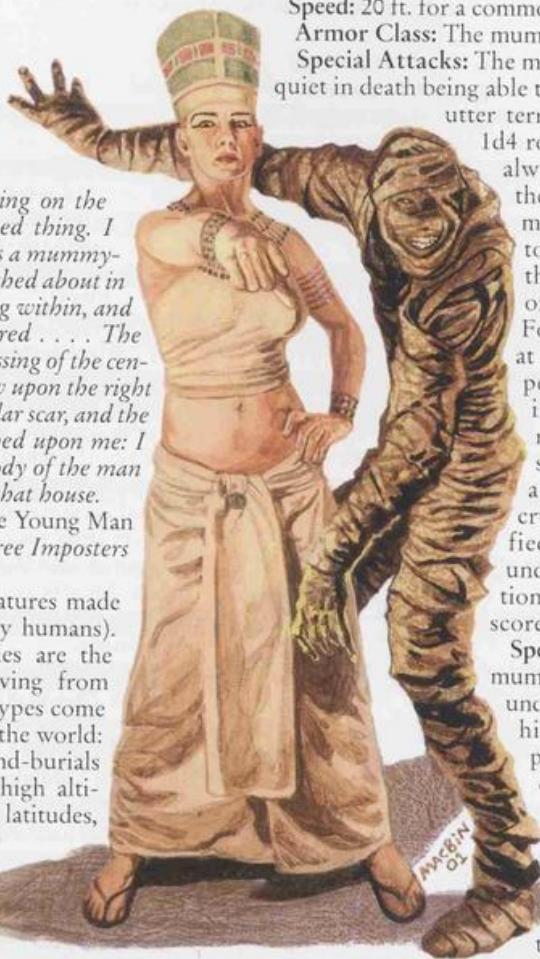
She still changes into wolf form at least once a month. Usually, she slakes her bloodlust by killing and eating some big-game animal, but several times a year, she devours a lone hiker or camper. When she kills humans, she either hides the body or makes it look as though a cougar, wolf, or bear has done the deed. Deb Pelton is a petite, fit woman, thirty years old, with dirty-blond hair either worn in a ragged cut or pulled back into a messy ponytail. She usually wears a worn ranger's outfit (sans hat) or old jeans and a checked shirt. When off-duty in the woods, she often carries a rifle.

Like most loup-garou, Deb Pelton lost her sanity long ago. However, unlike most she developed a curious defense mechanism: a split personality. In her, mind it is her dead twin Jael who does the killing, Jael who is the wolf, Jael whom she has to clean up after and keep hidden and safe. (This includes hunting down and killing any men "Jael" found attractive enough to sleep with, lest it spread the curse.) She is most likely to be encountered after she's called in as expert help. Player characters on the track of some mysterious beast responsible for a string of maulings may be introduced to her. If Deborah herself was responsible for the attacks, she'll do everything possible to throw suspicion onto some rogue bear or rabid cougar, even to the extent of killing and partially eating some skeptic, or planting animal footprints of the appropriate type nearby. If some other creature did the killings, she will be eager to test her hunting skills against it to see which triumphs.

**Climate/Terrain:** Originally from the Appalachian Water Gap area, Deborah now lives in Wyoming on the edge of Yellowstone National Park, but ranges across Wyoming, Montana, Idaho, Alberta, and Saskatchewan when business, wanderlust, or her bloodlust takes her.

**Sanity Loss:** None to see in her human or wolf form, 0/1d3 to see in hybrid form, 1/1d6 to see transform from wolf to hybrid form, 1/1d8 to see transform from human into wolf or hybrid

Born into a small clan of rural werewolves, Deborah rebelled against the mindless brutality and squalor of her upbringing. She was only twelve when her degenerate father and vicious twin sister were slain by investigators, but rather than trying to avenge them, she set out on her own. With no formal schooling and few social graces, she wandered across the country for several years, eventually finding a job as an animal control officer with the park service due to her uncanny ability to find and put down rogue animals. However,



## MUMMY

*There was a great box lying on the floor, a queer, coffin-shaped thing. I looked at it, and saw it was a mummy-case.... The mummy swathed about in the robes of death was lying within, and the face had been uncovered.... The flesh was black with the passing of the centuries; but as I looked I saw upon the right cheek bone a small triangular scar, and the secret of the mummy flashed upon me: I was looking at the dead body of the man whom I had decoyed into that house.*

—Arthur Machen, "The Young Man with Spectacles," *The Three Imposters*

Mummies are undead creatures made from humanoids (typically humans). The best-known mummies are the cloth-wrapped type deriving from ancient Egypt, but other types come from many other parts of the world: bog-burials in Europe, sand-burials in Peru, wind-burials at high altitudes, ice-burials at high latitudes, and the like. Whatever their type, all mummies in their natural state appear to be dried-out, desiccated

corpses. Even the best-preserved mummy has a musty, dry odor, like very old leather. Some smell strongly of natron (salt) and bitumen (tar), bogs, or spices, depending upon the means used to preserve the body.

Common mummies are mere mindless guardians, servitors placed in sacred locations and commanded to destroy any unauthorized intruders. Those few known as greater mummies or Mummy Lords are an exception. These individuals, who were mummified alive, retain their wits and personalities beyond death. They can command their lesser brethren at will. Disguised by spells such as *body warping*, *consume likeness*, or *voice of Ra*, they pass among living humans as one of their own. Most mummies serve the cult of Nyarlathotep, in his aspect as the Black Pharaoh. Mummy Lords are often high priests in the cult, both before and after their transformation into undeath.

Mummies retain knowledge of languages they knew in life, but common mummies can no longer speak or write them (though they understand instructions spoken in those tongues). Greater mummies typically know 2d6 languages, some from their own time and some from the period since their awakening, and can both speak and write them.

## CREATING A MUMMY

"Mummy" is a template that can be added to any humanoid creature. The creature's type changes to undead. The process is an excruciating one, and deprives the participant of any remaining sanity. A mummy's internal organs are generally removed and stored in four special containers called canopic jars. Destroying one of these jars reduces the mummy's Hit Dice from d12s to d10s. Destroying two reduces the HD to d8s. Destroy three, and the Hit Dice drop to d6s; destroy four, and the mummy has d4s for all its Hit Dice.

Race: Lesser Servitor Race (common mummy) or Greater Independent Race (Mummy Lord).

Hit Dice: Increase to d12.

Speed: 20 ft. for a common mummy; 40 ft. for greater mummy.

Armor Class: The mummy gains +8 natural armor.

Special Attacks: The mere sight of something that should lie quiet in death being able to move causes the viewer to freeze in utter terror (Will save, DC 15, to resist) for 1d4 rounds. In addition, greater mummies always know at least 1d12 spells and use them freely at need.

Once per day a mummy can activate its desiccating touch; on a failed Fort save (DC 20), the victim loses 1d6 points of Con at once. Unless he succeeds on a second Fort save (same DC), he withers away at the rate of 1d3 more points of Con per day, crumbling to dust and blowing away when his ability score reaches 0. A greater mummy has the same power, but can choose whether a victim of her desiccating touch crumbles to dust or is slowly mummified, becoming a common mummy under her control when the transformation is complete (i.e., when his Con score reaches 0).

Special Qualities: Blindsight (common mummy) or darkvision (greater mummy), undead immunities (immune to critical hits, poison, mind-affecting spells, paralysis, stunning, disease, subdual damage, ability drain or damage, and death from massive damage), vulnerable to fire (save for half damage, normal damage on a failed save). (In D&D, mummies are also immune to sleep spells and effects.)

Saves: Mummies are immune to anything requiring a Fort save. Otherwise as the base character.

Ability Scores: The base character's Strength score is increased by +10 upon translation into undeath, while Dexterity decreases by -4. As an undead creature, the mummy has no Constitution score and is immune to attacks that target that ability. Common mummies are mindless, with no Intelligence score, and are thus invulnerable to mental attacks. The character is aware enough of his surroundings to have the same Wisdom score as when he was alive, and his fearsome appearance increases his Charisma by +4. Greater mummies retain their Intelligence, gain a +2 boost to Wisdom, and get a +4 boost to Charisma.

Skills: A common mummy loses any skills it had in life, but does gain Hide +8, Listen +9, Move Silently +8, and Spot +9. A greater mummy retains all the skills she had in life; she also gains 7 ranks each of Hide, Listen, Move Silently, and Spot.

Feats: A common mummy loses the feats it had in life, replacing them with Alertness and Toughness. A greater mummy retains all the feats she had in life. In addition, all greater m-

mummies gain Wealth as a bonus feat; this represents the grave goods buried with the immortal.

**Challenge Rating:** As base character +2.

**Climate/Terrain:** Mummies favor terrains similar to those they lived and died in, but they can go or be placed almost anywhere at need.

**Advancement:** None (common mummy) or as character (greater mummy).

**Sanity Loss:** 1/1d8 (common mummy), 0/1d6 (greater mummy), 0/1d4 (animal mummy), or 1d4/2d6 (composite mummy).

### COMPOSITE MUMMIES

The Egyptians were fond of representing their gods as composite creatures, typically humans with animal heads. Some ancient cultists took this symbolism a step further by creating mummies from parts of several creatures. The most common composite mummies include crocodile-headed mummies, lioness-headed mummies, jackal-headed mummies, and bird-headed mummies. These mummies correspond to the common mummy template described above, except for the following deviations:

Add the creature's HD to the human's levels for the purpose of determining overall HD.

Animal-headed mummies gain a bite attack in addition to their regular weapon or slam attacks.

Composite mummies are slightly more fragile than those not stitched together; a score that would be a critical hit against a composite mummy not only causes part of it to be hacked off (typically the head), but renders the separated body part inert.

Composite mummies never speak, although they understand and obey orders given in languages they knew when alive.

### ANIMAL MUMMIES

Sometimes animals are mummified, either by accident or design. Such creatures gain all the powers of common mummies given above, except that their desiccating touch attack is weaker (1d3 points of Con damage on the initial failed save and 1 point per day thereafter).

### SAMPLE GREATER MUMMY

This example uses a 14th-level Defense Option 5th dynasty priestess of Isis and Osiris as the character.

**Madame Sosostris (Princess Ni-Sedjer-Kai), Medium-Size Undead (Greater Independent Race)**

**Hit Dice:** 14d12 (91 hp)

**Initiative:** +3 (-1 Dex, +4 Improved Initiative)

**Speed:** 40 ft.

**Armor Class:** 17 (+8 natural, -1 Dex)

**Attacks:** +16/+11/+6 melee, +10/+5/+0 ranged

**Damage:** Slam 1d6+5, dagger 1d4+5, pistol 1d10/x3

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Desiccating touch, spells. Her fear effect is suppressed while she goes about in living human guise.

**Special Qualities:** Darkvision, immunities (poison, mind-affecting spells, paralysis, stunning, disease, subdual damage, ability drain or damage, and death from massive

damage), vulnerable to fire (double damage from fire attacks unless a save is allowed for half damage; a successful save halves the damage, and a failed save doubles it)

**Special:** Critical hits have a special effect against a mummy—the mummy receives no extra damage but the hit severs some body part, which can continue to attack independently. Even if hacked to pieces, the mummy can continue to attack until its hit point total is exceeded, at which point all its pieces lapse into quiescence. Greater mummies can slowly reassemble themselves. Mummies have special damage reduction: missile weapons always deal minimal damage.

**Saves:** Fort —, Ref +8, Will +12

**Abilities:** Str 20, Dex 8, Con —, Int 15, Wis 17, Cha 19

**Skills:** Animal Empathy +11, Appraise +7, Balance +9, Bluff +14, Diplomacy +16, Escape Artist +7, Gather Information +18, Hide +8, Intimidate +18, Knowledge (occult) +12, Listen +12, Move Silently +8, Performance +12, Psychic Focus +15, Read Lips +7, Sense Motive +10, Speak Other Language (Classical Egyptian, Coptic, Mycenean Greek, Latin, French, Italian, German, Arabic, and Aramaic) +3 each, Spellcraft +7, Spot +12

**Feats:** Alertness, Improved Initiative, Persuasive, Trustworthy, Wealth

**Psychic Feats:** Sensitive

**CR:** 16

**Climate/Terrain:** Fashionable salons in London and New York, country houses in Yorkshire and near Cairo

**Advancement:** As character

**Sanity Loss:** None unless her true visage is revealed, in which case 1d6

Taking advantage of the current fad for all things Egyptian, this 5th dynasty princess and priestess has set up herself as an occult expert. Highly in demand as a medium, she does not hesitate to destroy anyone she believes threatens her (through agents, if possible, or directly, if necessary). She is not automatically hostile if approached with due deference. Surrounding herself with artifacts of her homeland, she appears as a small, intense, dark-haired, somewhat exotic woman of about thirty. In public she generally wears modern gowns; in private, she reverts to traditional Egyptian garb. She keeps at least four common mummies stashed in each of her residences as guardians in case of trouble, and also has a small entourage of Coptic servants.

Sosostris can be encountered at seances, occult gatherings, society functions, and museum openings (especially for displays of new antiquities). She strongly disapproves of tomb raiding. In fact, she often sends her mummies to punish explorers and archaeologists who remove mummies or tomb-goods from their resting place. She then arranges to have the stolen bodies secretly reburied elsewhere, sometimes with the offending archaeologist as a new common-mummy guardian.

A strong believer in reincarnation, when she encounters someone who strongly reminds her of someone she knew in life, she generally treats the person with as much warmth or malice as if he or she were indeed the original. Sosostris uses money gained through her seances and private tarot readings to fund her long-term project: a revival of Isis-worship in the modern day.